

Postgraduate Certificate Rigging





Postgraduate Certificate Rigging

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Global University
- » Credits: 6 ECTS
- » Schedule: at your own pace
- » Exams: online

Website: www.techtitute.com/us/videogames/postgraduate-certificate/rigging

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01

Introduction

The gaming industry is at the highest point in its history and does not seem to be reaching its peak. Video game content creators are reaching spheres of popularity that even they did not imagine, and, consequently, companies in the sector are exponentially increasing their revenues. This has a direct impact on hiring capacity, which is increasing the demand for the Rigger profile. In this sense, TECH has developed a program that explains in detail the elements surrounding the profession. Therefore, as well as the most used software around the world. All of this, with a proven study methodology that favors learning and that learning and is based on online content and freedom of schedule.





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TECH offers you the opportunity to become part of one of the largest growing industries in the market"

Technological advances in recent years have taken place at a dizzying pace. Professions that were in high demand two decades ago are about to disappear. On the other hand, the newest professions lack sufficient manpower. For this reason, TECH is committed to training the workers of the future. By developing qualifications such as this program in Rigging that respond to new realities.

Learning begins by defining the role of the Rigger, the phases of Rigging and the parts of a Rig. of a Rig; which gives a global vision of the subject. Subsequently, it focuses on the differences between film and video game rigs and how to combine both pieces of software.

Next, a study of the 3D model is made, analyzing its topology, poses and elements. With the intention of introducing in the following topic some basic notions of Autodesk Maya. Such as its installation, the explanation of its interface or the way of navigation.

Finally, certain key elements of Rigging such as Joints, Clusters, Constrains, curves and Blend Shapes are detailed. Therefore, as well as some notions about the Rigging job market.

The presentation of the contents is designed to adapt as much as possible to the needs of the student's needs. The format is 100% online, there are no timetables and the entire syllabus will be available from the first day. Therefore facilitating the assimilation of the assimilation of what has been learned and the personal and work conciliation.

This **Postgraduate Certificate in Rigging** contains the most complete and up-to-date program on the market. The most important features include:

- ◆ The development of case studies presented by experts in Rigging
- ◆ The graphic, schematic, and practical contents with which they are created, provide scientific and practical information on the disciplines that are essential for professional practice
- ◆ Practical exercises where self-assessment can be used to improve learning
- ◆ Its special emphasis on innovative methodologies
- ◆ Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- ◆ Content that is accessible from any fixed or portable device with an Internet connection



TECH teaches you the operation of key Rigging elements such as Joints, Clusters, or Constrains, among others"

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The specific topic of Rigging for film and video games teaches you the way to combine both techniques, making the learning the learning process as complete as possible"

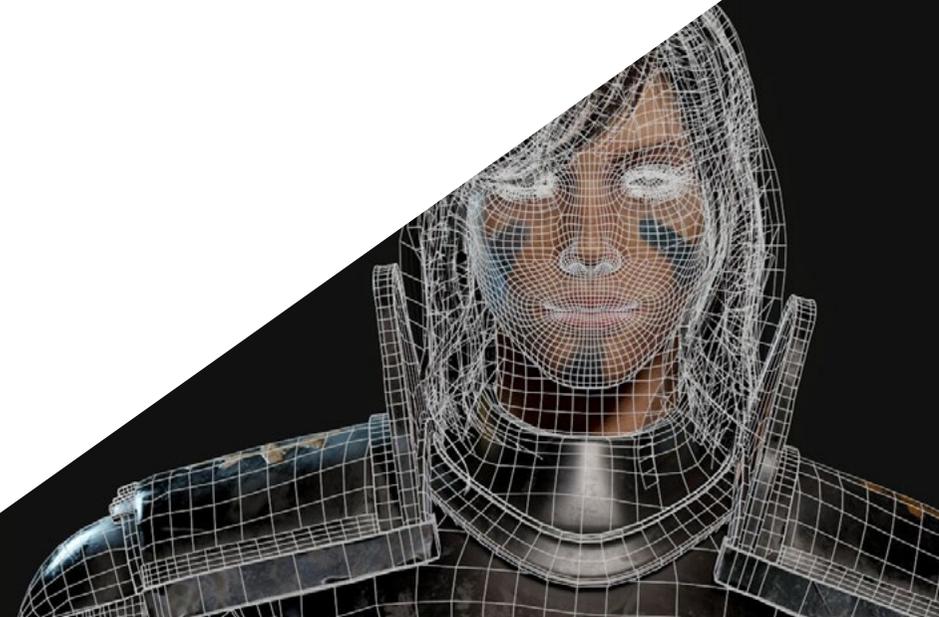
The program includes, in its teaching staff, professionals from the sector who bring to this program the experience of their work, in addition to recognized specialists from prestigious reference societies and universities.

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive education programmed to learn in real situations.

This program is designed around Problem-Based Learning, whereby the professional must try to solve the different professional practice situations that arise throughout the program. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

Learn how to navigate Autodesk Maya and get familiar with its interface. In addition, we teach you how to install it with all the required plugins.

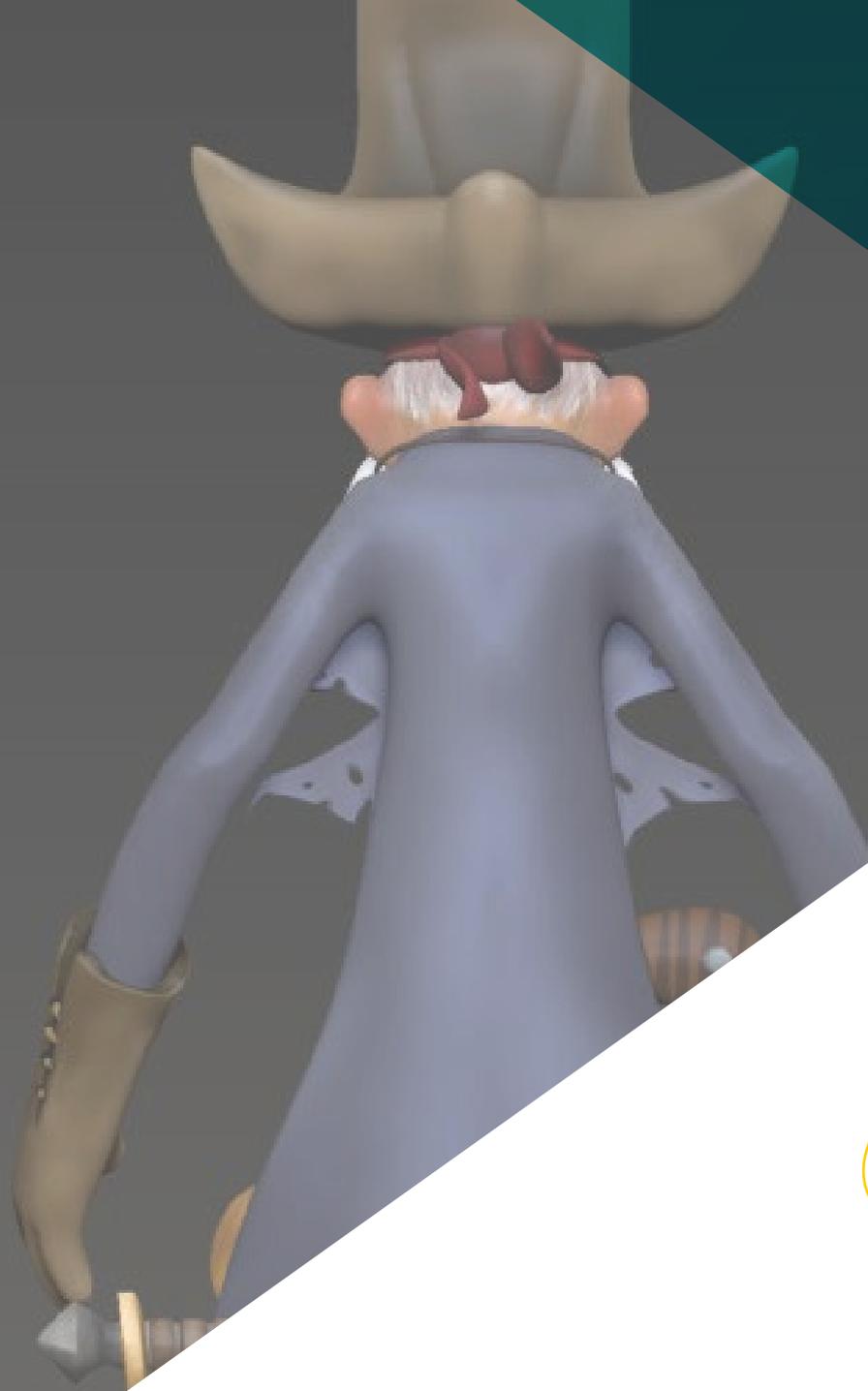
We have provided you with an extensive list of the automatisms required to work with the different parts of a Rig.



02 Objectives

This qualification aims to provide the professional with all the previous and fundamental knowledge of the world surrounding this specialization. Introducing one of the most used tools for the performance of the work, Autodesk Maya. It will reflect its accessibility and potential, as well as show the use and navigation of its general and specific interface for Rigging.





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Thanks to TECH you will learn how to use Autodesk Maya, the preferred software for Rigging professionals"



General Objectives

- ◆ Establish the characteristics of the Rigger's profession
- ◆ Define the various elements involved in the production of a rigging job
- ◆ Learn how to use the tools of the rigger's trade

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Graduates of this program will be fully capable of identifying the production phases of a Rigging”





Specific Objectives

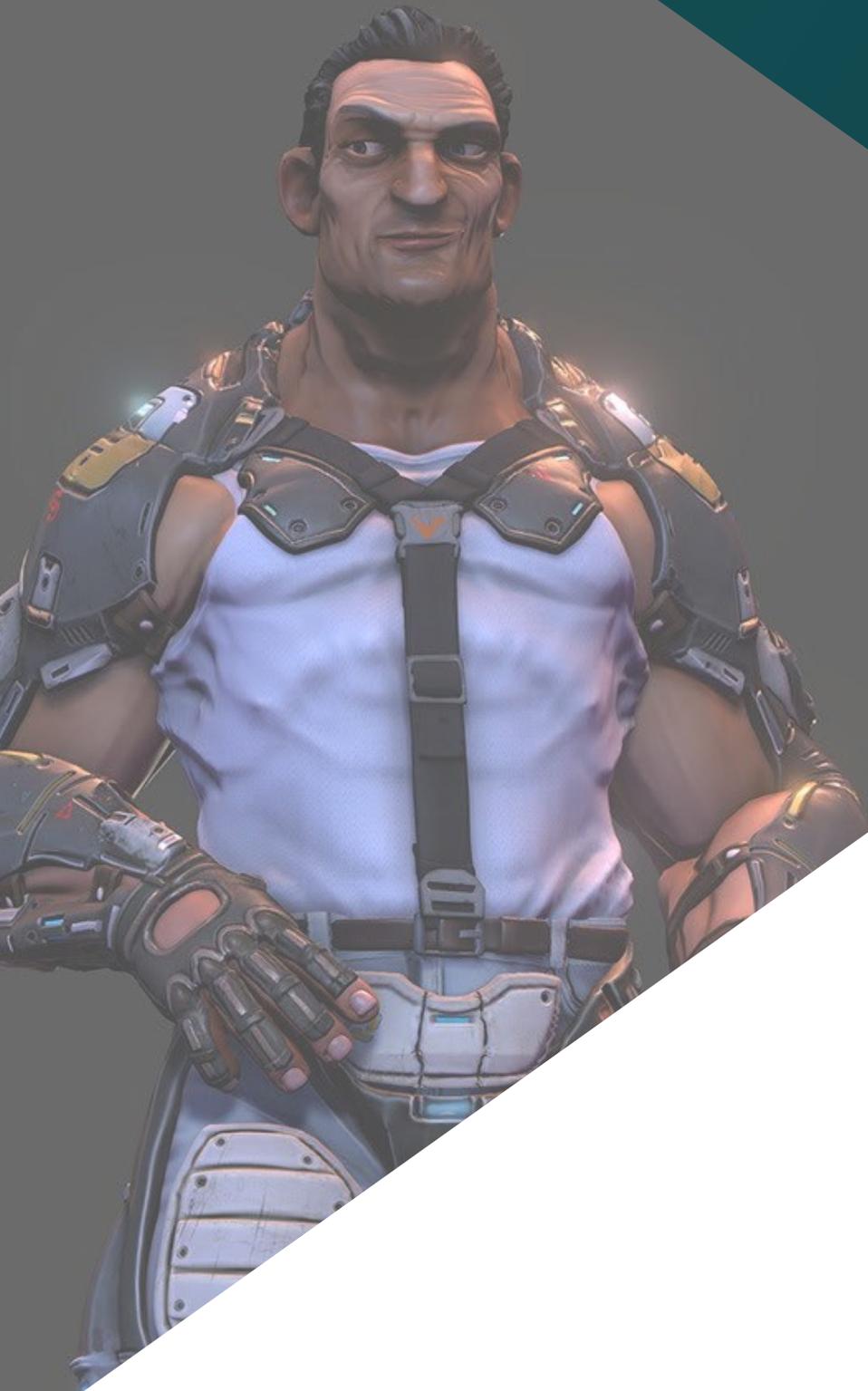
- ◆ Conceive the role of the Rigger
- ◆ To understand in a specialized way the production chain
- ◆ Know the differences between film and video game production
- ◆ Identify the production phases of a rigging process
- ◆ Identify the fundamental parts of a rig
- ◆ Master the Autodesk Maya software as a rigging tool
- ◆ To know in a professional way the different types of systems and elements that can compose a character Rig
- ◆ Master the job search system in the industry

03

Course Management

The Postgraduate Certificate in Rigging faculty has extensive industry and teaching experience. So that learning is didactic, and at the same time, applicable to the needs of the market. You can also receive answers to the most basic or complex questions from a theoretical and practical point of view.





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TECH teachers will accompany you throughout the learning process so that no question is left unanswered”

International Guest Director

Jessica Bzonek is a leading designer and creator of 3D characters, with more than ten years of experience in the video game industry that have established her as an influential professional in the international scene. In fact, her career has been characterized by her commitment to innovation and collaboration, fundamental aspects in her work, where technology and art are creatively intertwined. She has contributed to the realization of important animation projects, including “Avatar: Frontiers of Pandora” and “The Division 2: Year 4”, which has consolidated her reputation as an expert in the creation of pipelines and rigging.

She has also held the position of Associate Technical Director of Cinematics at Ubisoft Toronto, where she has been essential in the production of high-quality cinematic sequences. Here, she has been particularly noted for her participation as a co-presenter at the 2024 Ubisoft Developers Conference, a testament to her leadership in the industry. She has also played a crucial role at Stellar Creative Lab, where she co-developed a custom automated system for character rigs. In this regard, her ability to manage the communication of issues and solutions between departments has been instrumental in optimizing workflows.

Jessica Bzonek’s career has also included significant work at DHX Media, where she has worked closely with supervisors and other pipeline workers to solve problems and test new tools, organizing learning sessions that have promoted team cohesion. At Rainmaker Entertainment Inc. he has developed character and element rigs, using a modular rigging system that has improved the functionality of the production process. Finally, her work as a Junior Rigging Artist, at Bardel Entertainment, has allowed her to develop scripts to optimize the workflow.



Ms. Bzonek, Jessica

- Associate Technical Director of Cinematics at Ubisoft, Toronto, Canada
- Technical Director of Pipeline / Rigging at Stellar Creative Lab
- Pipeline Technical Director at DHX Media
- Character Pipeline Technical Director at DHX Media
- Creature Pipeline Technical Director at Rainmaker Entertainment Inc.
- Junior Rigging Artist at Bardel Entertainment
- Course in 3D Animation and Visual Effects at the Vancouver Film School
- Course in Advanced Character Rigging by Gnomon
- Course in Introduction to Python by UBC - Continuing Education
- B.A. in Multimedia and History from McMaster University

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Thanks to TECH, you will be able to learn with the best professionals in the world”

Management



Mr. Guerrero Cobos, Alberto

- Rigger and animator Video Games videogame Vestigion Lovem Games
- Master's Degree in Art and Production in Animation by the University of South Wales
- Master in 3D Character Modeling at ANIMUM
- Master's Degree in 3D Character Animation for Film and Video Games by ANIMUM
- Degree in Multimedia and Graphic Design at the University School of Design and Technology (ESNE)



04

Structure and Content

The content of this qualification establishes the main characteristics of Rigging. Basic notions combined with more advanced elements, always from a professional point of view. The student will learn the role of Rigger, the phases and parts of a project, the operation of Autodesk Maya and other elements of Rigging. As with the differences between a Rig for film and one for video games.





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The topics dedicated to Autodesk Maya will help you understand and put into practice the main tools of the program"

Module 1. Rigging

- 1.1. The Role of the Rigger
 - 1.1.1. Riggers
 - 1.1.2. Production
 - 1.1.3. Interdepartmental Communication
- 1.2. Rigging Phases
 - 1.2.1. Deformation Rigging
 - 1.2.2. Control Rigging
 - 1.2.3. Changes and Bug Fixes
- 1.3. Parts of an Rig
 - 1.3.1. Corporate Rigging
 - 1.3.2. Facial Rigging
 - 1.3.3. Automatic
- 1.4. Differences between Rig for Film and Video Games
 - 1.4.1. Rigging for Animated Film
 - 1.4.2. Rigging for Video Games
 - 1.4.3. Simultaneous use of Other Software
- 1.5. 3D Model Study
 - 1.5.1. Topology
 - 1.5.2. Poses
 - 1.5.3. Elements, Hair and Clothing
- 1.6. Software
 - 1.6.1. Autodesk Maya
 - 1.6.2. Maya Installation
 - 1.6.3. Required Maya Plugins
- 1.7. Maya Rigging Basics
 - 1.7.1. Interface
 - 1.7.2. Navigation
 - 1.7.3. Rigging Panels





- 1.8. Main Elements of Rigging
 - 1.8.1. Joints (Bones)
 - 1.8.2. Curves (Controls)
 - 1.8.3. Constrains
- 1.9. Other Rigging Elements
 - 1.9.1. Clusters
 - 1.9.2. Non-Linear Deformers
 - 1.9.3. Mixing Shapes
- 1.10. Specialization
 - 1.10.1. Rigger Specialization
 - 1.10.2. The Reel
 - 1.10.3. Portfolio and Employment Platforms

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Discover, thanks to our syllabus, the possibilities offered by the Reel as a way to exhibit and share your work”

05

Methodology

This academic program offers students a different way of learning. Our methodology uses a cyclical learning approach: **Relearning**.

This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the **New England Journal of Medicine** have considered it to be one of the most effective.





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Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"

Case Study to contextualize all content

Our program offers a revolutionary approach to developing skills and knowledge. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.

“

At TECH, you will experience a learning methodology that is shaking the foundations of traditional universities around the world”



You will have access to a learning system based on repetition, with natural and progressive teaching throughout the entire syllabus.



The student will learn to solve complex situations in real business environments through collaborative activities and real cases.

A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch, which presents the most demanding challenges and decisions in this field, both nationally and internationally. This methodology promotes personal and professional growth, representing a significant step towards success. The case method, a technique that lays the foundation for this content, ensures that the most current economic, social and professional reality is taken into account.

“*Our program prepares you to face new challenges in uncertain environments and achieve success in your career”*

The case method has been the most widely used learning system among the world's leading business schools for as long as they have existed. The case method was developed in 1912 so that law students would not only learn the law based on theoretical content. It consisted of presenting students with real-life, complex situations for them to make informed decisions and value judgments on how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

What should a professional do in a given situation? This is the question that you are presented with in the case method, an action-oriented learning method. Over the course of 4 years, you will be presented with multiple practical case studies. You will have to combine all your knowledge, and research, argue, and defend your ideas and decisions.

Relearning Methodology

TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

We enhance the Case Study with the best 100% online teaching method: Relearning.

In 2019, we obtained the best learning results of all online universities in the world.

At TECH you will learn using a cutting-edge methodology designed to train the executives of the future. This method, at the forefront of international teaching, is called Relearning.

Our university is the only one in the world authorized to employ this successful method. In 2019, we managed to improve our students' overall satisfaction levels (teaching quality, quality of materials, course structure, objectives...) based on the best online university indicators.



In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

This methodology has trained more than 650,000 university graduates with unprecedented success in fields as diverse as biochemistry, genetics, surgery, international law, management skills, sports science, philosophy, law, engineering, journalism, history, and financial markets and instruments. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

Relearning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.

From the latest scientific evidence in the field of neuroscience, not only do we know how to organize information, ideas, images and memories, but we know that the place and context where we have learned something is fundamental for us to be able to remember it and store it in the hippocampus, to retain it in our long-term memory.

In this way, and in what is called neurocognitive context-dependent e-learning, the different elements in our program are connected to the context where the individual carries out their professional activity.



This program offers the best educational material, prepared with professionals in mind:



Study Material

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is highly specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



Classes

There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



Practising Skills and Abilities

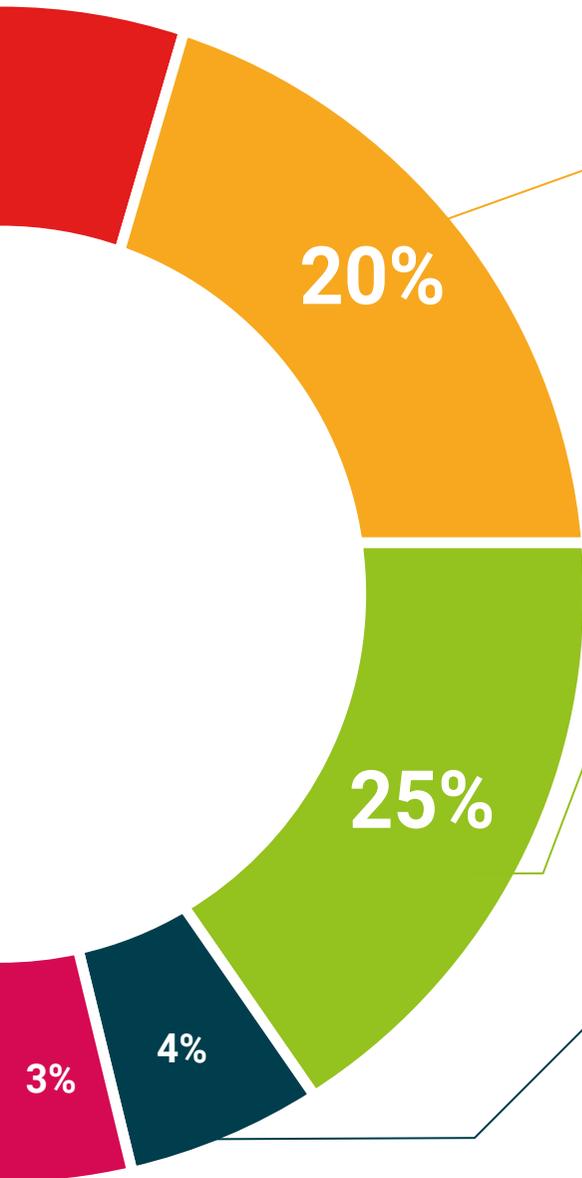
They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.



Additional Reading

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.





Case Studies

Students will complete a selection of the best case studies chosen specifically for this program. Cases that are presented, analyzed, and supervised by the best specialists in the world.



Interactive Summaries

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



Testing & Retesting

We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises, so that they can see how they are achieving their goals.



06 Certificate

The Postgraduate Certificate in Rigging guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Global University.



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*Successfully complete this program
and receive your university qualification
without having to travel or fill out
laborious paperwork”*

This program will allow you to obtain your **Postgraduate Certificate in Rigging** endorsed by **TECH Global University**, the world's largest online university.

TECH Global University is an official European University publicly recognized by the Government of Andorra ([official bulletin](#)). Andorra is part of the European Higher Education Area (EHEA) since 2003. The EHEA is an initiative promoted by the European Union that aims to organize the international training framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of collaborative tools and strengthening its quality assurance mechanisms to enhance collaboration and mobility among students, researchers and academics.

This **TECH Global University** title is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Postgraduate Certificate in Rigging**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**



*Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH Global University will make the necessary arrangements to obtain it, at an additional cost.

future
health confidence people
education information tutors
guarantee accreditation teaching
institutions technology learning
community commitment
personalized service innovation
knowledge present
development language
virtual classroom



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