

# FROGPOSSIBLE SERIES: PART 1. PRODUCTION RIGGING IN MAYA



## INTRODUCTION

In this Maya course, you'll build a custom amphibian character rig from scratch. You'll work exactly as professionals do in production, developing animator friendly rigs that balance control, performance, and clarity.

Throughout the training, you'll see how different production scenarios require different rig setups, and how Python automation can make your rigging process faster and more efficient. Don't worry if you're new to technical workflows. We'll explain every concept in a way that's clear, visual, and easy to understand.

By the end, you'll have the knowledge and confidence to analyze, build, and adapt rigs like a professional - understanding not just how things move, but why they work.

## WHAT YOU WILL LEARN:

- Build animator-friendly, production-ready rigs.
- Understanding rig hierarchy, constraints, and deformations
- Understand why productions use multiple rig types.
- Reverse engineering professional rigs
- Use Python automation for efficient workflows
- Creating IK/FK systems for control and flexibility
- Testing and debugging rigs for production reliability



Duration: 5 days

Difficulty Level: *Intermediate, Advanced*

Material Included: *Character mesh*

Requirements: *Maya*

# COURSE STRUCTURE



## ○ RIGGING FUNDAMENTALS

Joint placement and hierarchy logic

## ○ CONTROL SYSTEMS

Build intuitive controllers for animators

## ○ SKINNING AND DEFORMATION

Achieve smooth motion and natural bends.

## ○ REVERSE RIGGING

Analyze and rebuild an existing rig to understand its logic.

## ○ TESTING AND DEBUGGING

Optimize for performance and animator usability.

## ○ FINAL PRESENTATION

Prepare your rig for animation and portfolio review.



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FINAL RESULT](#)