What we learn from The UnityTeam Demo Rig

Maya-Rig

Rig-Structure

They used two different rig hierarchies. One for the body the other for the head. The Body: Classical full body game rig. Skin weights up to the torso The Head: Combination of joint hierarchy and Blendshapes.

Hair

Shading

Model

Non-deforming meshes like the teeth have a poor topology

For live:

- Performance → Live → GameEngine

For Postproduction

- Performance → Recording Deck → Analyser → parametric data → Retargeter (plugin for Maya, Motionbuilder)

RIGGING BEST PRACTICES FOR FACEWARE

[Rigging best practices](#)

For rigging in realtime for Live, the best bet is to start with the basic shapes that Live streams. You can find a list of them here: creating-characters-for-live. The top part of the list are the most important shapes, so really dial those in and make sure that you're happy with them. Once you are, you can add the secondary shapes if you want.

Second, talked through using some of our example character models as guidelines for what you should be aiming for with your own characters you're planning to build out. Feel free to grab these and explore/deconstruct them 🙂 .

SAMPLE CHARACTER MODELS

training-assets

Finally, best way to learn about our software is to download a free trial through our website and utilize our dedicated knowledge base of software guides, tutorial videos and training assets for you to get up and running quickly. I'd encourage you and any of your students/faculty members to request a trial when you're ready:

FREE TRIAL

free-trial

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