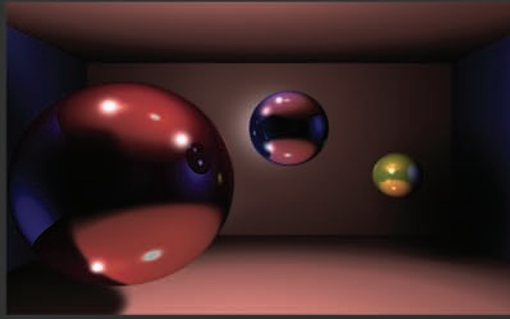


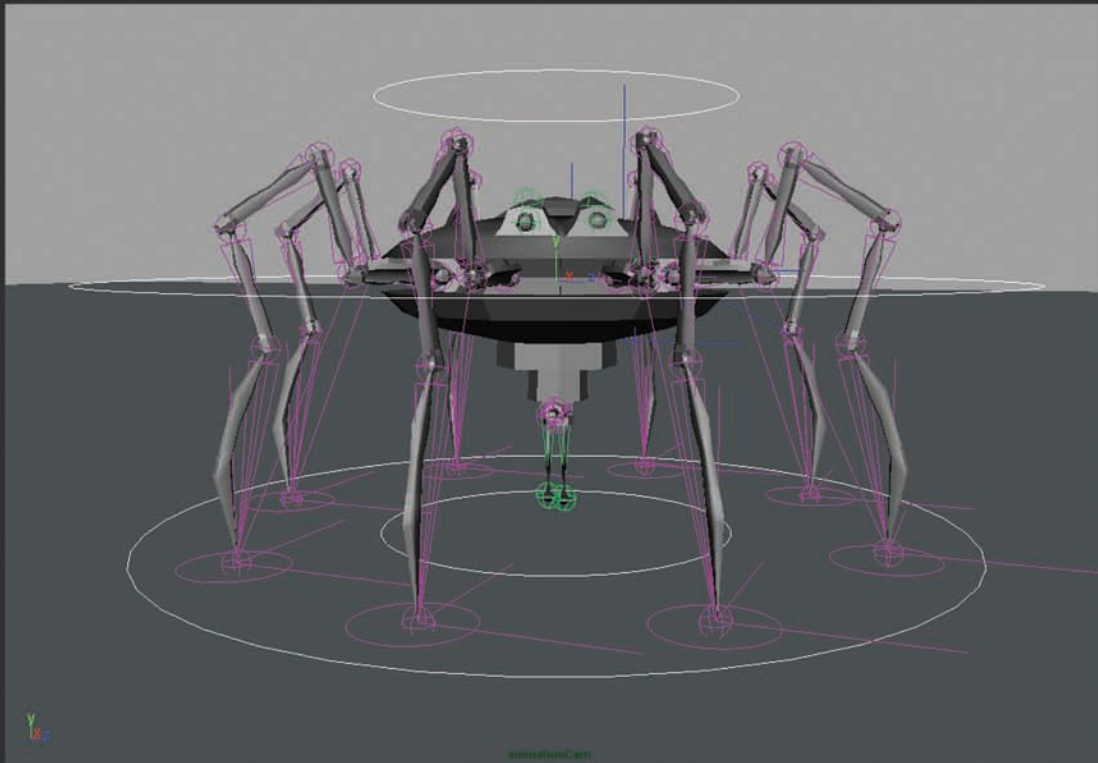
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Rigging



Here is my final project for my Advanced Rigging class. I was to fully rig a model and make sure there was complex elements. For this one I setup the rig allow every element of it to be moveable and controlable by either simply using some of the elements of the UI I created and connected to many of the joints and controllers, as well as the ability to allow the user to use a combination of both.

Modeling Credits:  
Sean Spitzer