BiTC - Session 3A - Rigging

revised March 18, 2017 v1.0

Red highlighting is for quick reference only (not a hyperlink).
TC = (Time Code) refers to the point on the video that the topic is being discussed/demonstrated.

TC	Topic (Session 3A)
00:01:40	Overview of Rigging
Rigging the Jewels	
00:05:30	Rigging the Jewels
00:06:30	The **Transfer Utility**
00:10:18	**Saving** as a Figure/Prop Asset…
00:11:40	Figure/Prop Asset **save box**. Details and what it means
00:13:20	1st Q&A
00:13:30	Separate Runtimes for each project? Yes!
Rigging the Dress	
00:16:00	Importing OBJ to Daz
00:17:15	Using the Full Body template
00:17:58	**Group/Bone relationships**
00:18:30	Isolating problems - procedure
00:19:24	**Geometry Editor**
00:20:10	**Reassigning Geometry**
00:23:10	**Alternate way of selecting geometry**
00:26:10	**Weight Maps assigned to bone affecting geometry**
00:27:05	**Deleting Bones**
00:30:00	**Weight Map Editing**
00:33:37	finding **Active JCMs**
00:39:00	Example of **templates**
00:47:00	**creating bones** for clothing pieces
00:56:00	**weight mapping** the new bone

01:00:00	**Renaming sliders** to be more explicit
Rigging the Scarf/Shawl	
01:13:00	Rigging the Scarf/Shawl
01:31:00	Sample of completed model