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Rigging and animation seems
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complex at first, 5 but you may be surprised to hear that it's actually quite simple! In this lesson, we'll explore the basics of r...

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skeletal animation for representing a 3D character model using a series of interconnected digital bones. Specifically, rigging refers to the process of creating the bone structure of a 3D model. This bone structure is used to manipulate Page 35/43

the 3D model like a puppet for animation. Pretty much anything can be rigged.

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