

Cut-out Character Rigging - Table of Contents

The Toon Boom Animation Workout Series

Cut-out Character Rigging

- Character Rigging for Cut-out Animation
- About The Cut-out Character Rigging Workout
 - Overview
- Workout Content
 - Getting the Workout Material

Part 1: Workspace and Preferences

- Before You Begin
 - Opening The Pirate Scene
- Setting Up The Workspace
- Customize the Window Layout
 - Saving a New Window Layout
- Setting Cut-out Preferences
 - Cut-out Animation Preferences
 - What You've Learned So Far
- What's Next

Part 2: Cut-Out Component Ordering

- Before You Begin
- Reordering Cut-out Components
- Viewing the Order of the Components
 - Sorting the order in the Timeline
 - Ordering Along the Z Axis
- What You've Learned So Far
- What's Next

Part 3: Pegs and Pivot Points

- Before You Begin
- Adding Pegs
 - Parent Pegs
- Modifying Pivot Points
 - Setting the Pivot Point for the Forearm
- What You've Learned So Far
- What's Next

Part 4: Peg Hierarchies

- Before You Begin
- Controlling Your Pegs
 - Adding a Main Character Peg
- Choosing a Rig
 - Brother-Sister or Open Rig
 - Peg Hierarchy Rig
 - Combination Rigs
- Summary
- What's Next
- Thank You