



# 3D CHARACTER **RIGGING** BROCHURE



[www.orangevfx.com/training](http://www.orangevfx.com/training)

**FEBRUARY 2026**

A portrait of Richard Oboh, a Black man with a short beard and mustache, wearing a light-colored t-shirt with a patterned tie. He is looking slightly to the left of the camera with a neutral expression. The background is dark. The portrait is partially overlaid by a large orange and white graphic element on the left side of the page.

# WELCOME SPEECH

Dear Future Creator,

I'm Richard, and I'm honoured to welcome you to Orange Seed Academy. Our vision has always been to empower African creators to tell world-class stories through digital innovation. Today, that journey takes a massive leap forward with Seed 4.0.

We've upgraded our entire ecosystem to ensure you don't just learn tools, but lead the industry. Through our mission of providing industry-aligned training, you now have access to a streamlined student portal, 1-on-1 expert mentorship, and cutting-edge AI-assisted workflows. Whether you are pursuing a specialised short course or a professional diploma, we are here to bridge the gap between your passion and a high-earning career in the creative economy.

You are no longer just a student; you are part of a community dedicated to mastery and growth. We provide the guidance and the technology—you provide the dedication.

Let's start building your future today.

A handwritten signature of Richard Oboh in black ink, written in a cursive style. The signature is positioned above a thin horizontal line.

*Richard Oboh*

**Richard Oboh**  
CEO and Managing Director  
Orange Seed Academy

# 2026

# ABOUT ORANGE SEED



## OUR MISSION

To empower 10,000 African digital Creators yearly with world-class training, mentorship, and career opportunities, fostering innovation and excellence in digital content creation.



## OUR VISION

To become Africa's premier creative technology academy bridging talent with opportunity





# CERTIFICATION TIERS



## Tier 1: Foundation

### Certification Of Participation

Validates attendance and foundational knowledge from basic classroom training. Ideal for beginners.

- ▶ 2+ Weeks Duration
- ▶ Basic Training Required
- ▶ Proof Of Participation
- ▶ Limited Placement
- ▶ Free



## Tier 2: Intermediate

### Certification Of Completion

Confirms skills and project-readiness after completing mentorship and portfolio development.

- ▶ 2+ Months Duration
- ▶ Mentorship & Showreel Required
- ▶ Moderate Placement Potential
- ▶ Featured on Student Portal
- ▶ N10,000.00 (\$10)



## Tier 3: Professional

### Diploma

The highest level of certification, signifying full professional readiness across a complete job module.

- ▶ 4 - 6 Months Duration
- ▶ Full Job-Role Module Required
- ▶ 80%+ Placement Rate
- ▶ Direct Trainee Role Eligibility
- ▶ N20,000.00 (\$20)





# HOW IT WORKS

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## SELECT YOUR PATH

Stop guessing what to learn. Pick one of our 6 specialized schools: Animation, Games, Design, Film & VFX, Modeling, or Arch-Vis. Start with a free consultation to align your goals with the right creative tech career.

## IMMERSIVE TRAINING

Experience world-class learning on our new integrated student portal. Access structured lessons, track your progress, and take quizzes—all in one place. Enjoy a mix of live sessions and recorded modules designed for deep mastery.

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## ELITE MENTORSHIP

Gain access to our exclusive Discord community. Get expert feedback, network with peers, and stay updated on the latest industry job openings. Coming soon: A Nitro-upgraded experience for high-speed collaboration and premium resources.

## REAL-WORLD ASSESSMENT

We don't just teach; we refine. Submit projects through the portal for expert review. Pass your final examination to prove you are industry-ready. Opt-in for our subsidized Pro Mentorship plans for even deeper one-on-one guidance.

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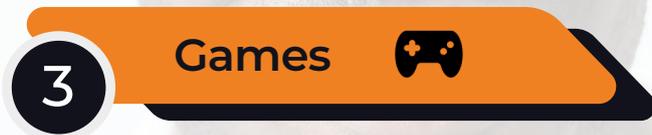
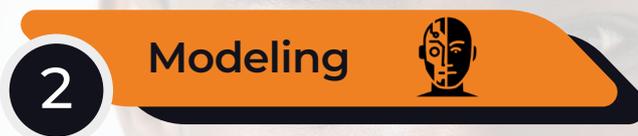
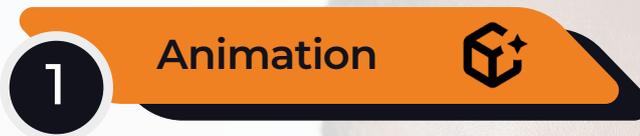
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## GRADUATE AND INTERN

Leave with more than a certificate. Walk away with a professional portfolio that gets you hired. Top students land a 3-month internship at Orange VFX Studios to gain real-world studio experience.

# DISCOVER YOUR CREATIVE PATHWAY

Our academy is built around six specialised schools designed to take you from absolute beginner to industry professional. Whether you decide to master character animation, build immersive games, or craft stunning architectural visuals, you are entering an ecosystem perfectly structured to support your ultimate career goals.



# COURSE OUTLINE

## 3D Character Rigging



Duration: 2 Weeks



Software: Autodesk Maya



Time: 9am- 12pm, 12pm- 3pm



Mentorship: 1 month free



Level: Intermediate

## Transform static 3D models into fully controllable characters in 2 weeks

Use Maya, Advanced Skeleton, and AI to master hierarchies, joint placement, and skinning. After the 2-week course, enjoy a month of 1-on-1 mentorship to polish your rigs using 10 curated briefs and graduate with a fully functional, animator-friendly character rig.

### What you'll Learn

- ▶ Build stable 3D hierarchies and clean Outliner structures
- ▶ Place manual joints accurately with correct Rotation Axes
- ▶ Apply constraints to create flexible character mechanics
- ▶ Bind skin and paint precise weights to fix deformations
- ▶ Integrate Mixamo and Advanced Skeleton for fast workflows

### This course includes:

-  1 Month of private 1-on-1 expert mentorship
-  24/7 Seed LMS Student Portal access
-  Interactive quizzes, assignments, and practice files
-  Official Certificate of Completion



# Week 1: Fundamentals & The "Under the Hood" Mechanics

## Topic A: The Logic of Rigging (Hierarchies)

- 👉 **Core Concept:** Parent/Child Relationships (The "Chain of Command").
- 👉 **The Outliner:** Grouping (Ctrl+G) vs. Parenting (P). Why a clean Outliner = a stable rig.
- 👉 **Critical Rule:** "Freeze Transformations" and "Delete History" before placing a single joint.

## Topic B: The Skeleton (Manual Joint Placement)

- 👉 **Anatomy for Riggers:** Placing pivot points correctly (e.g., The Elbow pivot is not in the middle of the arm, but at the bone connection).
- 👉 **Joint Orientation:** Understanding Local Rotation Axes (LRA). Why does my arm twist weirdly? Because the LRA is wrong.

## Topic C: Constraints (The Glue)

- 👉 **Parenting vs. Constraints:** When to use which?
  - Parenting = Permanent structure.
  - Constraints = Flexible relationships (e.g., A hand holding a sword).
- 👉 **Types:** Parent, Point, Orient, and Scale constraints.
- Activity:** Rigging a mechanical Piston using Aim and Point constraints.

## Topic D: Skinning Basics

- 👉 **Binding:** Smooth Bind vs. Rigid Bind.
- 👉 **Weight Painting:** Using the Paint Skin Weights Tool (Add, Replace, Smooth operations) to fix deformation.

## Topic E: Introduction to Auto-Rigging (Mixamo vs. Adv. Skeleton)

- 👉 **Workflow 1 (Quick):** Uploading a mesh to Mixamo for instant auto-rigging.
  - Analysis:** Inspecting the Mixamo skeleton in Maya to see how it differs from a manual rig.
- 👉 **Workflow 2 (Pro):** Using Advanced Skeleton within Maya. The "Fit Skeleton" process for custom control.



# Week 2: Advanced Techniques & Production Pipeline

## Topic A: Refined Skinning & AI Tools

- 👉 **Techniques:** Mirroring skin weights (Left to Right) and Pruning Small Weights (Optimisation).
- 👉 **AI Integration:** Using AI auto-skinning tools (like AccuRig or NG\_Skin Tools basics) and learning how to manually clean up their output.

## Topic B: Face Rigging Fundamentals

- 👉 **Theory:** Bones vs. Blendshapes
  - Bones = Jaw, Neck, Eyelids.
  - Blendshapes = Smile, Blink, Brow Raise.
- 👉 **Technique:** Setting up a "Jaw" bone with proper pivot points.
- 👉 **Practice:** Creating a simple "Blink" blendshape and connecting it to a controller.

## Topic C: Controls, UI, & Polish

- 👉 **Controls:** Creating custom NURBS curves (Circles, Squares) that are easy for animators to select.
- 👉 **"Animator-Proofing":** Locking and hiding unnecessary attributes (Scale/Visibility) so animators don't accidentally break the rig.

## Project Sprint

- 👉 **Production Pipeline:**
  - Students select and work on their 2 chosen projects.
- 👉 **Mentorship Review:** Checking for common errors like "Cycle Check" warnings and "Double Transformations".



## Mentorship & Portfolio Polish

Following the two weeks of core instruction, students enter a dedicated 1-month free mentorship program delivered online via Discord. This phase shifts the focus from learning new tools to applying them at an industry standard.

- **Project Polish & Portfolio Building:** Finish or redo your 2 required projects. High-quality submissions ensure better scores and a stronger portfolio.
- **Weekly 1-on-1 Sessions:** Each student is assigned a dedicated mentor for a personalised 30 to 60-minute guidance session every week.
- **Screen Sharing & Open File Reviews:** Present open project files via live screen sharing for direct mentor critiques and feedback.
- **Live Debugging:** Join a dedicated livestream where instructors actively troubleshoot settings and resolve your project errors in real-time.
- **Final Premiere:** Submit your fully rendered images or video for the Virtual Viewing Party to watch and critique final reels with the class.
- **Certification & Next Steps:** Complete the course evaluation and submit all final polished projects to finalise grading and unlock your Certificate of Completion.





## HOW TO GET STARTED

1. Visit our website: [orangevfx.com/training](http://orangevfx.com/training)
2. Book your free consultation
3. Register with your active email
4. Receive welcome package and orientation details
5. Begin your creative journey

## Get In Touch



[www.orangevfx.com/training](http://www.orangevfx.com/training)



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