



INTENSIVE CODE CAMP

3D Rigger
2025/2026

Be one of our Graduates Family

Track Overview

Information Technology Institute

People Develop Countries .. We Develop People



- ✉ ITInfo@iti.gov.eg
- ☎ +202-35355656
- 📍 28 Km Cairo / Alexandria Desert Road,
B148 Smart Village, Egypt
- 📘 Intensive Training Program
- 🌐 www.iti.gov.eg

3D Rigger



DESCRIPTION

The 3D Rigger study track in Maya is designed to provide students with a comprehensive foundation in rigging, focusing on the core principles and applications within Autodesk Maya. Students will learn the basics of Maya, including navigation and essential tools, while gaining hands-on experience in rigging techniques for characters and objects. The course also introduces Python programming, enabling students to automate rigging tasks and develop custom tools. Additionally, students will acquire fundamental knowledge of character building, ensuring they understand the relationship between modeling and rigging. Upon completion, graduates will be prepared to enter the industry as skilled 3D Riggers and Character TDs.



WHO MAY APPLY

For all Egyptian university graduates who have the motivation to learn 3D rigging and have experience or skills in art, design, or animation, provided that no more than ten academic batches have passed since their graduation from university. Full-time commitment is required throughout the scholarship period.

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TRACK DURATION

582 Hrs the duration of the study is 4.5 months.



DELIVERY APPROACH

It is a combination of Blended learning, Project-Based Learning, Mentoring, Apprenticeships, and Workshops. Through lectures, workshops, presentations, and group discussions, you will learn from experienced staff who will mentor you as a junior rigger, dividing their time between teaching and working in the industry.

You'll interact with key people from the industry during your studies.

BEFORE YOU APPLY

Before applying, you should be aware of some important points about the 3D Rigging track. The tool you use doesn't matter, but we recommend using Maya if this is your first experience, as it is the software we will rely on in the study track. You can further enhance your knowledge from the free online resources available for learning Maya in general, rigging, and basic programming in Python. Some of these resources include:

Autodesk:-

- [Learning-Resources-and-Tutorials-for-Maya](#)
- [maya-animation-and-rigging/](#)

Academic Phoenix Plus:-

- [Intro to Rigging in Maya 2019](#)
- Programming for Everybody (Getting Started with Python)
<https://www.coursera.org/learn/python>

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GRADUATE PROFILES

A 3D Rigger (Maya) is a specialized professional responsible for creating the skeletal structures and controls needed to animate 3D models in various media, such as films, video games, and virtual reality experiences. They work closely with animators, modelers, and other members of the production team to ensure that characters, creatures, and objects move realistically and are easy to animate.

Key Responsibilities:

Rigging Development: Design and implement complex rigging systems, including joints, deformers, IK/FK setups, and controllers, to provide animators with the necessary tools for realistic movement.

Character and Object Rigging: Create skeletal rigs for a wide range of characters, creatures, and mechanical objects, ensuring they adhere to animation requirements and creative vision.

Skinning: Bind 3D models to the rig, ensuring that the skin deforms naturally and smoothly during movement, with a focus on muscle movement and skin sliding.

Troubleshooting and Problem Solving: Identify and address issues related to rigging, such as deformation problems or control rig failures, to ensure optimal performance and efficiency.

Collaboration: Work closely with animators to refine rigs based on feedback and to develop additional tools or scripts that improve workflow efficiency.

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Scripting: Utilize scripting languages, such as Python and MEL (Maya Embedded Language), to automate rigging tasks and develop custom rigging tools.

Testing and Iteration: Rigorously test rigs under various conditions, iterating and refining to achieve the desired results.



REQUIRED TOOLS

Required Software

Candidates will work together using a variety of 3D rigging and animation software:

- Autodesk Maya
- python

Concept Art



REQUIRED TOOLS

Recommended Hardware

3D rigging typically requires hardware that can handle graphic-intensive tasks and real-time rendering. Here are the recommended hardware specifications:

Powerful Computer:

- Processor (CPU): Multi-core processors (e.g., Intel Core i7 or i9, AMD Ryzen 7 or 9) for faster rendering and multitasking.
- RAM: 16 GB or more for smooth performance when working with large files.
- Graphics Card (GPU): A dedicated GPU with ample VRAM, such as NVIDIA GeForce RTX or AMD Radeon Pro, for real-time rendering and playback.

Storage:

- Solid State Drive (SSD): A fast SSD for the operating system and software to ensure quick loading times.

Additional HDD or SSD for storing project files and media.

Output Devices:

- High-resolution monitor with good color accuracy for precise visual editing (e.g., 4K resolution).
- Quality headphones or speakers for audio editing and synchronization.

Internet Connection:

- A reliable high-speed internet connection for downloading assets, updates, and collaborating with others.

Backup Solutions:

- External hard drives or cloud-based storage for regular backups of your projects.
- Suitable webcam and external Professional mouse

Optional Accessories:

- Dual monitors for increased workspace and efficiency.
- External graphics card (eGPU) for additional graphics power, especially useful for laptops.
- Adjustable desk and chair for comfort during long working hours.

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TRACK PRACTICES

During the training journey, students are assigned practical projects aimed at building a robust portfolio by the end of their training. These projects range from small assignments in courses to a final graduation project. For the 3D Rigger track, the graduation project involves proposing ideas to the track supervisors. The project typically focuses on creating complex character rigs and animations for a new 3D project. These projects are carried out in virtual or real scenarios, with teams of students working together as part of group projects. At the end of the course, a panel of experts evaluates and discusses the implemented projects.

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OVERALL LEARNING JOURNEY OUTLINE

28%

Rigging Essentials

Introduction To CG Pipeline
Introduction to Maya
Introduction To Character sculpting
Topology fundamentals
Maya Fundamentals For Rigging
Introduction To Rigging

38%

Advanced Rigging Techniques

Blend shapes sculpting
UV Essentials
Facial Rigging
Creature Rigging for Production
Muscles simulation
Assets and Mechanical Rigging
Advanced Rigging Applications
Character Rigging

15%

Automation and scripting

Introduction To Scripting for Rigging
Python scripting for Rigging

6%

Portfolio Building

Portfolio Making

12%

Employability skills

Effective Communication Skills
Effective Presentation Skills
CV Writing & Interviewing Skills
Work Ethics Workshop
Freelancing Fundamentals

1%

Generative AI Skills

Introduction to Generative AI and prompt engineering

OTHER USEFUL INFORMATION

Distinguished lecturers from both industry and academia, critical reviews of students' work, business sessions with some field experts.