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utilizes constraints to achieve realistic motion. Related topics are covered, including Origins, parenting, Empties, Global Space versus Local, etc.

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In the book *Death to the Armatures: Constraint-Based Rigging in Blender* you'll learn how to rig hard-surface objects from scratch without armatures by your side. You'll learn about locomotive force and use a lot of physics concepts to get the rigging just right. As you can probably tell this is a fairly advanced book.

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**Best 3D Rigging
Books For Animation**

Christopher Kuhn is the author of Death to the Armatures (4.28 avg rating, 18 ratings, 0 reviews, published 2013), Build Your Own Rocket Bike (4.00 avg r...

**Christopher Kuhn
(Author of Death to
the Armatures)**

Book Review: Death to
the Armatures:

Constraint-Based

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Rigging in Blender. I picked this e-book up on a whim and I can honestly say I am glad I did. Most tutorials and books focus on rigging for ...

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A series of rigged

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models using constraints (not bones). These are demo models from my new e-Book ("Death to the Armatures"). If the rigging on these models seems obvious to you, I recommend not buying the book:)

Blend Swap | Rigged Things

I haven't tried something like this (yet) with ragdoll physics, but it seems

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doable. I am working on a Machinima system using the GE and the way it works is basically that a low-poly character is controller in the GE in real-time by a user and the low-poly model controls a high-poly version of the character (on a separate layer) via constraints and IPO drivers.

Ragdoll physics with

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armatures - Game Engine Support and

Rigging In Blender

Constraints (aka rules):

Constraints limit the movement of parts of the rig in useful ways.

There are many constraints, but one example would be to limit the hand bone from going farther than the lengths of the two arm bones away from the shoulder bone.

Another would be to keep the eyes rotated

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toward something.

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