

# An Introduction To Rigging In The Entertainment Industry Applications Techniques

The rigging of period ship models is the most complex task which any modeller has to take on, for an eighteenth-century man-of-war boasted mile on mile of rigging, more than 1,000 blocks, and acres of canvas. To reduce this in scale, and yet retain an accurate representation, is an awesome undertaking. This now classic work untangles the complex web, and, using some 400 drawings, the author shows clearly how each separate item of rigging is fitted to the masts, yards and sails. Each drawing deals with only one particular item so that it can be seen clearly in isolation. The lead of a particular halliard, the arrangement of a bracing line, these and every other detail is depicted with startling clarity. Based on the author's research of numerous eighteenth-century models, each one with its contemporary rigging still extant, the information is both meticulous and accurate. The remarkable visual immediacy and clarity of this work makes it truly unique and no modeller of period ships can afford to be without it at his side. In addition, the book is a 'must-have' practical reference work for all those involved in the rigging and repair of historic ships.

This is a college textbook designed to help teach new aerial riggers the basics of selecting, rigging and maintaining trapeze bars, lyras, aerial cubes, aerial spheres and more. In a follow-up book, which re-iterates the principles of "Digital Creature Rigging: The Art & Science of CG Creature Setup in 3ds Max", and enhances their relativity with advanced wing, tail and tentacle setups. This book will discuss advanced rigging techniques in 3ds Max, while readers create a fish,

# Where To Download An Introduction To Rigging In The Entertainment Industry Applications Techniques

octopus and a Game of Thrones style dragon! Key Features  
This is the next step in CG creature setups in 3ds Max.

Although 3ds Max specific, the techniques and foundations will work for any 3D application. By following the step-by-step guides in this book, you can finish and complete a portfolio ready. Each chapter will include an introduction and a summary, giving significance to the start and end of each chapter where our readers can rest! This book includes a companion website where chapter supplements and core files and documents could be easily accessed.

Full color introduction to setting up a 3d character for animation in Maya. Maya's Personal Learning Edition has one million registered users!

Practical guide for lift directors, lift planners, rigging engineers, site superintendents, field engineers, rigging foremen, heavy lift managers, heavy haul planners, crane operators, and advanced riggers

Character rigging is the method with which you create a system for animating a character. A rig is represented by two primary mechanics: the skeleton, consisting of hierarchical rotations to drive the motions, and a skin, or method of deforming the geometry that makes up the character model. Essential Skills in Character Rigging is a beginner's guide to learning and understanding the essential aspects of character setup, evaluation, skeletal construction, and deformation. Borrowing from the author's extensive experience in the field, it presents the primary theories, constructs, and objectives for constructing a basic rig from the ground up, just as it would be done in a professional studio. The book explains the basic elements of hierarchies, skeletons, kinematics, deformation, skinning, and creating relationships between nodes. It gives hands-on experience with taking a completed character model and setting it up with a skeleton with kinematics and soft-skin deformation. It also gives specific instructions on

# Where To Download An Introduction To Rigging In The Entertainment Industry Applications Techniques

using inverse kinematics systems, and how to set up the essential mechanics of a human rig with these systems. All of these lessons are conducted using a simplistic, conversational style that keeps technical and mathematical jargon to a minimum. The book also includes video tutorials corresponding to specific modules. Essential Skills in Character Rigging takes aspiring character artists through the vital components in the process of taking a 3D character model and turning it into an animatable rig that is ready for production in film or games. It identifies the universal fundamentals at work behind character rigging, and the practical complexities of the process are broken down into simple steps that are easy to comprehend and execute. Succinct and jargon free, Stage Rigging Handbook remains the only book in any language that covers the design, operation, and maintenance of stage rigging equipment. It is written in an at-a-glance outline form, yet contains in-depth information available nowhere else. This second edition includes two new parts: the first, an expanded discussion of the forces and loads on stage rigging components and the structure supporting them; the second, an examination of block and tackle rigging. The remaining four parts contain numerous revisions. Explaining his purpose, Jay O. Glerum points out that four main principles make up the core of this book: know the rigging system; know that it is in safe working order; know how to use it; keep your concentration. Glerum applies these principles to all of the major types of stage rigging systems, including block and tackle, hemp, counterweight, and motorized. He describes each type of rigging, then thoroughly reviews the operating procedures and ways of inspecting existing systems. Get an inside look at the creation of production-ready creature rigs for film, TV and video games. Garner strategies and techniques for creating creatures of all types, and make

# Where To Download An Introduction To Rigging In The Entertainment Industry Applications Techniques

them ready for easy automatic use in many different types of media (transmedia): film, TV, games - one rig for all. You will move step by step from idea, to concept, and finally to completion through a proven production-pipeline. "Digital Creature Rigging" gives you the practical, hands-on approaches to rigging you need, with a theoretical look at 12 rigging principles, and plenty of tips, tricks and techniques to get you up and running quickly. This is the definitive guide to creating believable production-ready creature rigs with 3ds Max. The companion web site has all scene files, scripts, tutorials from the book.

Rigging and Lifting Principles is an introduction to the equipment, calculations, and procedures required for the safe handling and transportation of materials by hoists or cranes. Topics include weight and balance, lift points, rigging components, equipment handling, hoists, cranes, and lifting procedures. Safety practices are discussed throughout.

Ô This volume is long overdue. Integrated legal and economic analysis of competition law is crucial given the nature of the sector. However to carry this off successfully, one either needs intensive editorial work to bring different teams together; or one has to rely on the few who master both economic and legal analysis to a tee. Stefan Weishaar's analysis not only looks at a stubborn issue in competition law. He does so in three jurisdictions, in detailed yet clear fashion, with clear insight and ditto conclusions. Over and above its relevance to academic analysis, this book can go straight into competition authorities' decision making, and therefore also in compliance and remediation advice. Õ ð Geert Van Calster, University of Leuven, Belgium Cartels, Competition and Public Procurement uses a law and economics approach to analyse whether competition and public procurement laws in Europe and Asia deal effectively with bid rigging conspiracies. Stefan Weishaar explores the ways in which economic theory

# Where To Download An Introduction To Rigging In The Entertainment Industry Applications Techniques

can be used to mitigate the adverse effects of bid rigging cartels. The study sheds light on one of the vital issues for achieving cost-effective public procurement Ð which is itself a critical question in the context of the global financial crisis. The book comprehensively examines whether different laws deal effectively with bid rigging and the ways in which economic theory can be used to mitigate the adverse effects of such cartels. The employed industrial economics and auction theory highlights shortcomings of the law in all three jurisdictions Ð the European Union, China and Japan Ð and seeks to raise the awareness of policymakers as to when extra precautionary measures against bid rigging conspiracies should be taken. Students and researchers who have a keen interest in the relationship between law and economics, competition law and public procurement law will find this topical book invaluable. Practitioners can see how economic theory can be used to identify situations that lend themselves to bid rigging and policymakers will be informed about the shortcomings of existing legislation from a legal and economics perspective and will be inspired by approaches taken in different jurisdictions.

The definitive history of the covert struggle between Russia and America to influence elections, why the threat to American democracy is greater than ever, and what we can do about it. This is the first book to put the story of Russian interference into a broader context ... Extraordinary and gripping (The New York Times Book Review) Russia's interference in 2016 marked only the latest chapter of a hidden and revelatory history. In *Rigged*, David Shimer tells the sweeping story of covert electoral interference past and present. He exposes decades of secret operations--by the KGB, the CIA, and Vladimir Putin's Russia--to shape electoral outcomes, melding deep historical research with groundbreaking interviews with more than 130 key players,

# Where To Download An Introduction To Rigging In The Entertainment Industry Applications Techniques

from leading officials in both the Trump and Obama administrations, to CIA and NSA directors, to a former KGB general. What Americans should make of Russia's attack in 2016 is still hotly debated, even after the Mueller report and years of media coverage. Shimer shows that Putin's operation was, in fact, a continuation of an ongoing struggle, using familiar weapons radically enhanced by new technology. Throughout history and in 2016, both Russian and American operations achieved their greatest success by influencing the way voters think, rather than tampering with actual vote tallies. Casting aside partisanship and sensationalism, *Rigged* reveals new details about what Russia achieved in 2016, how the Obama administration responded, and why Putin has also been interfering covertly in elections across the globe in recent years, while American presidents have largely refrained from doing so. Shimer also makes disturbingly clear that this type of intrusion can be used to harm Democrats and Republicans alike. Russia's central aim is to undermine and disrupt our democracy, to the detriment of all Americans. Understanding 2016 as one battle in a much longer war is essential to understanding the critical threat currently posed to America's electoral sovereignty and how to defend against it. Illuminating how the lessons of the past can be used to protect our democracy in the future, *Rigged* is an essential book for readers of every political persuasion.

Discover the concepts and techniques required to rig engaging CG character models with Maya in this unique book and DVD package. The stunning color images show just what you can achieve, and the detailed step-by-step tutorials show exactly how to achieve them. Every technique and tip is backed up with practical tutorials, using the models, student work and tutorial assets on the companion DVD to offer a crash course in this vital skill. With Cheryl Cabrera you'll learn

# Where To Download An Introduction To Rigging In The Entertainment Industry Applications Techniques

about: Designing your first Biped Character; Creating your first Biped Character - Modeling Basics, Biped Character Facial Expressions, Texturing Basics; Skeleton setup for a Biped Character Joint Placement; Control Rig setup for a Biped Character - IK and FK; Wrapping up the setup; Skinning your Character

Rigging for Games: A Primer for Technical Artists Using Maya and Python is not just another step-by-step manual of loosely related tutorials. Using characters from the video game Tin, it takes you through the real-world creative and technical process of rigging characters for video games and cinematics, allowing readers a complete inside look at a single project. You'll explore new ways to write scripts and create modular rigs using Maya and Python, and automate and speed up the rigging process in your creative pipeline. Finally, you'll learn the most efficient ways of exporting your rigs into the popular game engine Unity. This is the practical, start-to-finish rigging primer you've been waiting for!

Enhance your skillset by learning how to efficiently rig characters using techniques applicable to both games and cinematics Keep up with all the action with behind-the-scenes images and code scripts Refine your rigging skills with tutorials and project files available on the companion website Combining and updating the renowned Rigger's Apprentice and Rigger's Locker, meets the changing face of modern materials and technology while remaining true to rigging's best traditional principles and practices. It's much more than a knot book, though the knots a sailor needs are all here. It's a book for sailors who want the satisfaction and hard-cash savings of stepping their own masts, inspecting and maintaining their own rigs, and turning their own tailsplices and wire eyesplices. It is for boatowners who want to replace an entire gang of rigging themselves--measuring, choosing appropriate wire, turning soft eyes, leathering, and serving. It

# Where To Download An Introduction To Rigging In The Entertainment Industry Applications Techniques

is for bluewater voyagers who want to feel secure in the knowledge that, should a shroud carry away far at sea, they will be able to repair it. The Complete Rigger's Apprentice is also a free-roaming collection of useful ideas and tips on everything from supplementing winches with block and tackle, to rigging snubbers at anchor, to using pantyhose for an emergency fanbelt. In short, it's the definitive book on the art of rigging, written by its most entertaining practitioner. Describes and depicts in detail how 17th-century English, French, Dutch, and other European trading ships and warships were rigged. Over 350 fine line drawings, 25 halftones.

Rigging, Hoisting, and Signaling Practices is an introduction to the equipment, calculations, and procedures required for the safe handling and transportation of materials by hoists or cranes. This textbook is relevant for all personnel involved in lifting operations and can be used as part of a training program for certification preparation. Topics include industry standards and certifications, crane types and dynamics, signaling procedures, lift planning, weight and balance, sling loads, rigging components, equipment handling, hoists, and lifting procedures.

An Introduction to Rigging in the Entertainment Industry  
An Essential Introduction to Maya Character Rigging with  
DVDCRC Press

Rig it Right! breaks down rigging so that you can achieve a fundamental understanding of the concept. The author will get you up and rigging with step-by-step tutorials covering multiple animation control types, connection methods, interactive skinning, BlendShapes, edgeloops, and joint placement, to name a few. The concept of a bi-ped is explored as a human compared to a bird character allowing you to see that a bi-ped is a bi-ped and how to problem solve for the limbs at hand. Rig it Right! will take you to a more

# Where To Download An Introduction To Rigging In The Entertainment Industry Applications Techniques

advanced level where you will learn how to create stretchy rigs with invisible control systems and use that to create your own types of rigs. Key Features Hone your skills every step of the way with short tutorials and editable rigs that accompany each chapter. (17+ rigs!!). Read "Tina's 10 Rules of Rigging" and build the foundational knowledge needed to successfully rig your characters. Visit the companion website and expand your newfound knowledge with editable rigs, exercises, and videos that elaborate on techniques covered in the book.

Companion data filled with example files at

[http://routledgetextbooks.com/textbooks/\\_author/ohailey/AR\(Augmented Reality\) enabled images throughout the book!](http://routledgetextbooks.com/textbooks/_author/ohailey/AR(Augmented Reality) enabled images throughout the book!)  
Coffee is not required – but encouraged.

"An advanced training series that requires the user to have already mastered basic climbing skills (or aerial lift operation) and cutting techniques. This series begins with the basic methods for hardware selection and use, knot tying, and limb removal, and advances to compound rigging techniques and methods for removing heavy wood."--Back cover of accompanying book.

Rigging aerial fabrics can be a complex topic. This book was written for aerial riggers in the circus, aerial dance, aerial yoga, and other related disciplines. It covers the selection, care, maintenance and point-down rigging of aerial fabrics, single point slings, double point slings and other related apparatus.

While some rigging books focus too much on the theory of rigging and provide little instruction, others do the exact opposite and offer no reasoning behind the button-pushing. An Essential Introduction to Maya Character Rigging, 2nd Edition, however, offers a perfect balance. Cheryl Briggs' text is built for the classroom, with step-by-step tutorials that guide the reader through the rigging process. With vibrant screenshots and a plethora of helpful tips, this book provides

# Where To Download An Introduction To Rigging In The Entertainment Industry Applications Techniques

a strong foundation in character rigging for anyone who wants to pursue 3D animation or more advanced rigging topics.

Features Provides readers with fundamental techniques to give them a firm grasp on Maya character rigging. Thorough step-by-step tutorials, which provides instruction on how to create biped, quadruped, and prop rigs. Continuous updates and further support can be located at [www.cherylcreates.com](http://www.cherylcreates.com)

Cheryl Briggs (formerly Cabrera) is an award-winning animated short film director. She has advised and guided aspiring animators, game artists, and visual effects artists for 20 years. Since 2009, Cheryl has taught all aspects of production in the Character Animation specialization in the School of Visual Arts and Design at the University of Central Florida. She also taught as Professor of Animation at the Savannah College of Art and Design from 2001 to 2009. Cheryl is currently on the Board of Directors for the Animation Hall of Fame. She also is a member of the Special Interest Group on Computer Graphics and Interactive Techniques (SIGGRAPH), the International Animated Film Society (ASIFA-Hollywood), Women in Animation, Women in Film and Television, and the Society for Animation Studies. Cheryl is also an Autodesk Certified Professional and an Autodesk Certified Instructor in Maya. She is the author of *An Essential Introduction to Maya Character Rigging* (Focal Press, 2008), *Reel Success: Creating Demo Reels and Animation Portfolios* (Focal Press, 2013), and *Animating Short Stories: Narrative Techniques and Visual Design* (Bloomsbury Academic, 2019). Cheryl holds a B.A. and M.Ed. in Education and an M.F.A. in Computer Art with a specialization in 3D Animation. She is a digital artist and animator that blends the lines between digital imagery and the traditional painting medium. She has participated in numerous group and solo exhibitions in the United States and her work is featured in several private collections. Her award-winning students have been

# Where To Download An Introduction To Rigging In The Entertainment Industry Applications Techniques

featured in animation festivals worldwide, and many have gone on to work within the entertainment industry.

Provides a basic introduction to rigging theory, plus details of how to create professional 3D characters in Maya.

This textbook was written to help riggers learn about all of the different lyras and trapeze bars that exist, as well as how to rig and maintain them. this text book is intended to be used as the student text in rigging classes. Includes multiple choice chapter tests, essay questions, research assignments and practical exams designed to help students get the most out of the text. Teacher resource packet is also available. The packet includes a sample class syllabus, discussion topics, suggested equipment list, and more.

In *Rigging the Game* Michael Schwalbe offers a clear and compelling introduction to how the rules that shape economic life and everyday interaction generate and perpetuate inequality in American society. Guided by the questions *How did the situation get this way?* and *How does it stay this way?*, Schwalbe tracks inequality from its roots to its regulation. With its lively combination of analysis and stories, *Rigging the Game* is an innovative tool for teaching about the inequalities of race, class, and gender. In the final chapter, "Escaping the Inequality Trap," Schwalbe helps students understand how inequality can be challenged and overcome.

"The singular beauty of this book is that Mr. Selakovich has successfully dedicated himself to producing clarity with every page." - Michael Ferris, Camera Operator/DP (*Die Hard*) "For filmmakers who like to shoot their films

# Where To Download An Introduction To Rigging In The Entertainment Industry Applications Techniques

with a mobile camera without spending a fortune on equipment rentals, this book is a great gift indeed. I highly recommend it for its clarity and common sense." - Kris Malkiewica, Cinematographer/Author Don't buy or rent your film equipment-build it! Construct professional-quality camera rigs on your own with this comprehensive, step-by-step guide and stop wasting your money on overpriced equipment rentals and purchases! Dan Selakovich guides you through the creation of jibs, dollies, cranes, car-mounts, sandbags, tripods, and more. Features include: \* Build inexpensive but reliable and sturdy rigs-including cranes, dollies, stabilizers, car-mounts, and more; most for much less than \$100! \* Includes over 2,000 photographs with clear step-by-step instructions, safety guidelines, material lists, and tool lists for each rig. \* American standard and metric measurements included. \* Includes a companion web site: <http://dvcamerarigs.com/> \* Build cheap but reliable and sturdy rigs – including cranes, dollies, stabilizers, car mounts, and more for \$50-\$100 each! Even if you only use this book to make two sandbags – you'll make back your money. \*All measurements are provided in both standard and metric units – now updated to include region-specific material information \*Includes over 1300 photographs total- with clear step-by-step instructions, safety guidelines, material lists, and tool lists for each rig

The fifth edition of Dr. Hall's popular book on rigging math breaks down complex entertainment rigging (theatre and arena) calculations and makes them easy to understand. It also provides hints for remembering many rigging formulas. It is a great resource for anyone

# Where To Download An Introduction To Rigging In The Entertainment Industry Applications Techniques

studying for either ETCP rigging exam, and includes an explanation of the equations found on the ETCP Certified Rigger - Formula Table. The third edition has a greatly expanded section on arena rigging, as well as more material and appendices for theatrical rigging.

DVD-ROM includes over 9 hours of video lectures.

Whether you're a professional Character TD or just like to create 3D characters, this detailed guide reveals the techniques you need to create sophisticated 3D character rigs that range from basic to breathtaking.

Packed with step-by-step instructions and full-color illustrations, Body Language walks you through rigging techniques for all the body parts to help you create realistic and believable movements in every character you design. You'll learn advanced rigging concepts that involve MEL scripting and advanced deformation techniques and even how to set up a character pipeline.

Pull Enhance your 2D skillset to the benefit of your own 3D animations to develop characters that are technically and artistically dynamic and engaging.

With side by side comparisons of 2D and 3D character design, improve your character animation and master traditional principles and processes including weight and balance, timing and walks.

Includes practical, hands-on examples, now fully updated to include 3ds Max, Maya and Blender tutorials. Master the fundamental techniques with the companion website which includes short demonstrations, 2D and 3D exercises and 20 fully rigged character models.

# Where To Download An Introduction To Rigging In The Entertainment Industry Applications Techniques

Gain a thorough understanding of animation and character rigging using Autodesk 3ds Max to create realistic character animations. This book is split into three modules that are subsequently divided into chapters. The first module is the foundation module: in this module you'll cover, among other topics, the 12 cardinal principles of animation with reference to classic real-world examples and famous movies/animation shots. Using these, the further chapters explore using key frames and graph editors to obtain fluid motion in your animations. Practical examples are used to better explain which feature suits a particular scenario. The second module, called the backbone module, introduces you to deformation tools and their use for character animation. Further chapters cover driven animations, constraints posed by bones, bipeds, and the CAT tools available in 3ds Max 2019. The final module, the lifeline module, encourages you to bring your character to life by applying principles learnt in the previous modules. Here you will be guided on how to retarget animations from one character to other characters or rigs. On completing Character Rigging and Advance Animation, you will be able to create character rigs for bipeds and quadrupeds with ease, animating them with life-like motion. What You Will Learn Understand the 12 principles of animation Set up an animation-ready character rig from scratch Master the deformation tools available for animation

# Where To Download An Introduction To Rigging In The Entertainment Industry Applications Techniques

Who This Book Is For Readers who are familiar with 3ds Max at a basic level and are looking at getting into character rigging and animation.

The de facto official source on facial animation—now updated! If you want to do character facial modeling and animation at the high levels achieved in today’s films and games, *Stop Staring: Facial Modeling and Animation Done Right, Third Edition*, is for you.

While thoroughly covering the basics such as squash and stretch, lip syncs, and much more, this new edition has been thoroughly updated to capture the very newest professional design techniques, as well as changes in software, including using Python to automate tasks. Shows you how to create facial animation for movies, games, and more Provides in-depth techniques and tips for everyone from students and beginners to high-level professional animators and directors currently in the field

Features the author’s valuable insights from his own extensive experience in the field Covers the basics such as squash and stretch, color and shading, and lip syncs, as well as how to automate processes using Python Breathe life into your creations with this important book, considered by many studio 3D artists to be the quintessential reference on facial animation.

From the basics of physical forces and mathematical formulas to performer flying and stage automation, *Entertainment Rigging for the 21st Century* provides

# Where To Download An Introduction To Rigging In The Entertainment Industry Applications Techniques

you with insider information into rigging systems and the skills you need to safely operate them. Over the past decade, the entertainment industry has witnessed major changes in rigging technology, as manually operated rigging has given way to motorized systems in both permanent and touring productions, and greater attention has been paid to standardizing safety practices. This book leads you through what is currently happening in the industry, why it's happening, and how. Accessible for riggers and non-riggers alike, it contains details on the technology and methodology used to achieve the startling effects found in concerts and stage shows. With a foreword written by Monona Rossol, this text contains contributions from industry leaders including: Rocky Paulson Bill Gorlin Tray Allen Roy Bickel Keith Bohn Karen Butler Stuart Cox Bill Sapsis Dan Culhane Eddie Raymond Chris Higgs Carla Richters Joe McGeough Scott Fisher

An engrossing analysis of the pseudo-democratic methods employed by despots around the world to retain control Contrary to what is commonly believed, authoritarian leaders who agree to hold elections are generally able to remain in power longer than autocrats who refuse to allow the populace to vote. In this engaging and provocative book, Nic Cheeseman and Brian Klaas expose the limitations of national elections as a means of promoting democratization, and reveal the six

# Where To Download An Introduction To Rigging In The Entertainment Industry Applications Techniques

essential strategies that dictators use to undermine the electoral process in order to guarantee victory for themselves. Based on their firsthand experiences as election watchers and their hundreds of interviews with presidents, prime ministers, diplomats, election officials, and conspirators, Cheeseman and Klaas document instances of election rigging from Argentina to Zimbabwe, including notable examples from Brazil, India, Nigeria, Russia, and the United States—touching on the 2016 election. This eye-opening study offers a sobering overview of corrupted professional politics, while providing fertile intellectual ground for the development of new solutions for protecting democracy from authoritarian subversion.

“[A] very useful little reference book . . . for members who strive to achieve an accurate set of rigging lines on their models.”—Bottleships Employing superb, clear draftsmanship, this book illustrates each and every detail of the rigging of typical period fore-and-aft vessels. The rigging of period ship models is arguably the most complex task that any modeler has to accomplish; the intricacies can be daunting, and visual references limited. The author’s first book, *Rigging Period Ship Models*, was a triumph of clarity for those needing to decipher the complexities of square rig and has now sold in multiple editions. This book does the same for fore-and-aft craft and deploys three typical eighteenth-century types—an

## Where To Download An Introduction To Rigging In The Entertainment Industry Applications Techniques

English cutter, a three-masted French lugger and an American schooner. Some 200 diagrams show clearly where each separate item of standing and running rigging is fitted, led and belayed. Whatever the requirements of the modelmaker, all the information is here. This edition brings a visual clarity to the complexities of period rigging and will delight anyone with an interest in the rigging of traditional fore-and-aft craft. “This book is naturally highly commended to its target audience, but anyone with an interest in sailing ships will find it an interesting source of information that can be very hard to find.”—Firetrench “Not just for modelers but also a boon to traditional seafarers and readers of historical fiction.”—Julian Stockwin, author of *To the Eastern Seas*

This book is designed for new aerialists that want to learn the basics of rigging circus apparatus. Covers the basics of setting points, using pulley points, rigging fabrics, webs, straps, trapeze bars and lyras.

[Copyright: bc571510e0910d6b30709e4b63dddd43](#)