

Project 4: Animation in Maya

Due Date: Wednesday, June 12

- 1) Import your skeleton data into Maya either as an acclaim, bvh, or hdf file using the Dominatrix plugin. Bind a model that you've created in Maya to your skeleton and create a playblast of the resulting animation.
- 2) You will need to look for solutions to at least one of the following problems; create a playblast (if different from the one above) and document your solution. Credit will be weighted between actual solutions to problem and effort spent. In other words, if you can't find a solution, you can document all the methods you did try that didn't work so at least the next batch of students will not waste their time re-creating your efforts.
 - a. For those of you who do not know Maya
 - i. So far users have adjusted their model in Maya to fit the motion capture skeleton. Is it possible to adjust the motion capture skeleton to fit the model (i.e. overall scaling of the model and not individual bone segments)?
 - ii. How do you loop a motion capture clip using the Trax editor? Are there any limitations with your data?
 - iii. Is it possible to import Acclaim into Maya using the Dominatrix plugin? Are there any problems with the data. If you find that your data does not have any problems, see me for a sample human data Diva file that does have problems. You will need to document how to export Acclaim from Diva and import into Maya without errors.
 - b. For the rest
 - i. Motion blending – is it possible to blend motions in Maya. The trax editor is supposed to be capable of this but how well does it work? Are there any other methods?
 - ii. Motion looping/cycling – the trax editor can loop clips but I've gotten it to work only with a walk cycle where the person moves in a straight line. Is there any way to make it work in Maya with motion paths that are not straight (with/without the trax editor)?
 - iii. Motion retargeting – you've captured motion using a person with specific limb lengths and height. Is it possible to adjust your motion capture to be applied to a model of different limb proportions?
 - iv. Motion editing – how easy is it to modify a motion capture take. For example, to add a hand wave to a walk cycle?
 - v. If you can think of any other issues that will make your motion capture data usable in Maya, feel free to send me an email or talk to me and if it's suitable we can add it to this list.

Note: You will be presenting your final project on Wednesday 3:30-5:30 June 12th. Your presentation should last about 5-10 minutes. You will need to go over your animation storyboard and any problems you had to deal with during the capture, cleaning, and creating skeletons. Finally, you should explain your solutions to whichever problem(s) you solved in question 2 above. I will be inviting other students and staff to attend the final presentations. **Your playblast animations and documentation need to be placed in the grumpy mocap area by Friday morning 9am WITHOUT FAIL.**