

Programming in MotionBuilder || Focusing on Python

Autodesk Developer Network
9 Day Webcast Course Outline



Course Title

Programming in MotionBuilder || Focusing on Python

Length

9 days of 1 hour session (Tuesday, May 29th to Friday, June 8th, excluding weekends)

Time

11am EST, 8am PST, 5pm CEST (Central European Summer Time)

Course Instructor:

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Short Synopsis

This course is an introduction to Programming with Autodesk MotionBuilder. Specifically we will discuss incorporating MotionBuilder Python into your workflows and pipelines. This course will charter the undocumented waters which can be very challenging to start on your own. We will be using the latest version of Autodesk MotionBuilder, MotionBuilder 2013.

Training Description:

This is the second time within Autodesk we are offering an extensive Programming in MotionBuilder Webcast Course.

This fantastic opportunity navigates through all the different programming possibilities and functionality in MotionBuilder Python, Open Reality SDK enthusiasts don't fear, almost all the knowledge presented is transferable to your C++ endeavors.

The beauty of this course is that it charts the undocumented waters which can be very challenging to start on your own. Starting from the beginning we will travel through all the required foundation and architecture knowledge to more advanced topics such as animation and constraints in MotionBuilder. Whether you are a beginner or a seasoned user, there is a lot of information and tips to be shared that anyone is sure to learn something new.

Level Expectation

Starts at beginner level traverses through to more advanced topics, however the transition is smooth, and sure to accommodate all levels.

Agenda

Week 1:

Lesson 1: MotionBuilder Programming Introduction

Lesson 2: The Beginning: Python SDK

Lesson 3: MotionBuilder Architecture

Lesson 4: Elements and Properties

Week 2:

Lesson 5: Elements and Properties -- Part 2

Lesson 6: Python UI

Lesson 7: Characters

Lesson 8: Animation

Lesson 9: Constraints