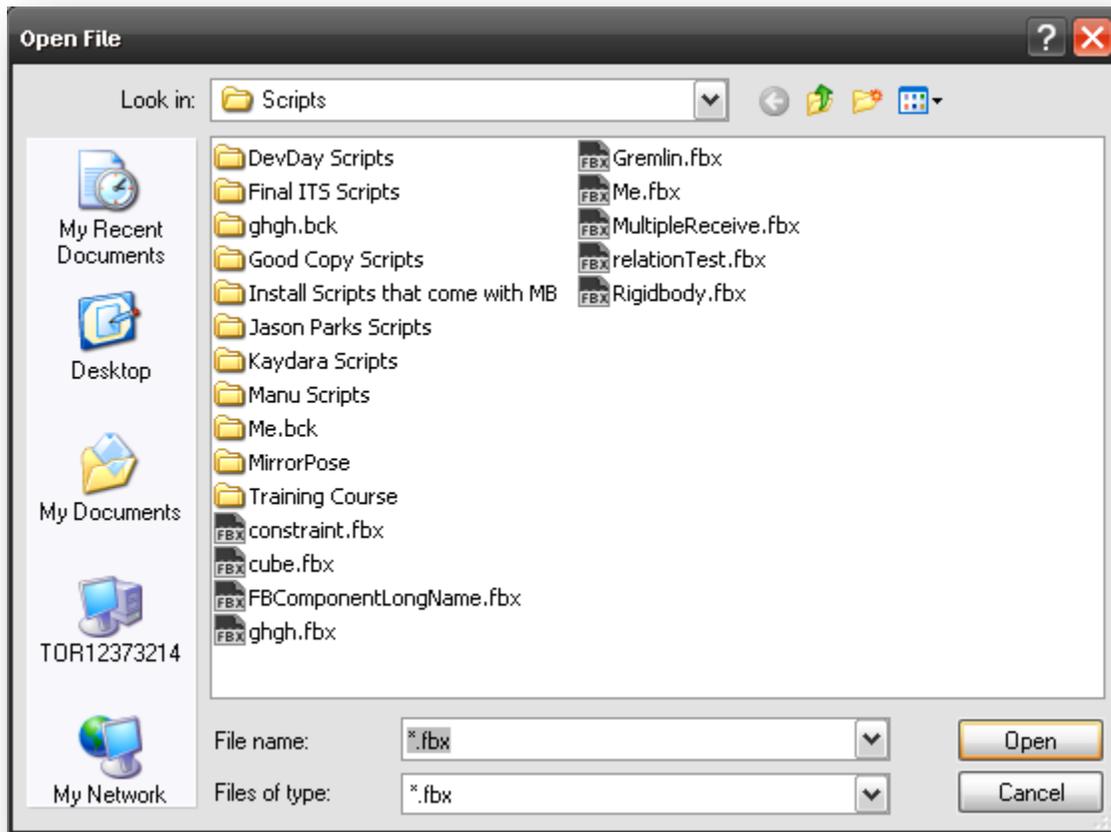


Module 3: MotionBuilder Architecture Assignment



A. Open File

Create a script that allows a user to choose from a file browser which scene file they would like to open, this script will use the class `FBApplication` and `FBFilePopup`.



B. Batch Loading Animation

When using MotionBuilder it is very common to merge lots of animation data onto a character from different animation files. To do so we need to set up the mechanism to

select our character file that we would like the animation to eventually be applied to, as well as the folder where all the animation files are located that we want to apply to our already open character.

Once the Character file 'mia_characterized.fbx' is selected and opened in a new scene, we then need to select the folder 'Animations' and load each FBX file in this folder into MotionBuilder one at a time, merging only the animation in these files into the current scene.

Assumptions

- There will be one character per file.
- There will be one take per file.
- Error checking? It is up to you whether you would like to assume you have a perfect user, who never deviates from the working workflow, in other words you can choose if you would like to add error checking or not, but in general it is good to get into the habit of this.

End Result Directions

1. Execute the script.
2. When the script prompts you to choose a target file, let the user select a character file.
3. Next the script will prompt you to choose a source folder, select a folder with animation files in it.
4. The user now has a scene with the character Mia in it and four animation takes in it.

Classes you will likely use FBFilePopup, FBFolderPopup, FBFilePopupStyle, FBSystem, FBApplication, FBFBXManager, FBElementAction, FBAnimationAction, FBCharacterInputType, FBPlotOptions, FBCharacterPlotWhere, FBCharacter, FBBodyNodeId