Autodesk MotionBuilder 2013
Programming in MotionBuilder || Focusing on Python

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Module 7

Characters

Module 7

Module's Agenda

- Takes and Layers

- Common Character Workflows

- Another automatic way to plot

- Miscellaneous Character Information

- Character Poses

- Assignment

Takes and Layers

- A take is a container for animation in a scene, it stores data about animation for objects, and you can plot animation onto takes.

- A layer is a level of animation in a scene.

- FBTake class

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Character Workflows

- Characterizing your model
  - Character Mapping
- Control rigs
- Plotting your animation to your control rig or model's skeleton
- FBCharacter class

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Bone Naming Conventions
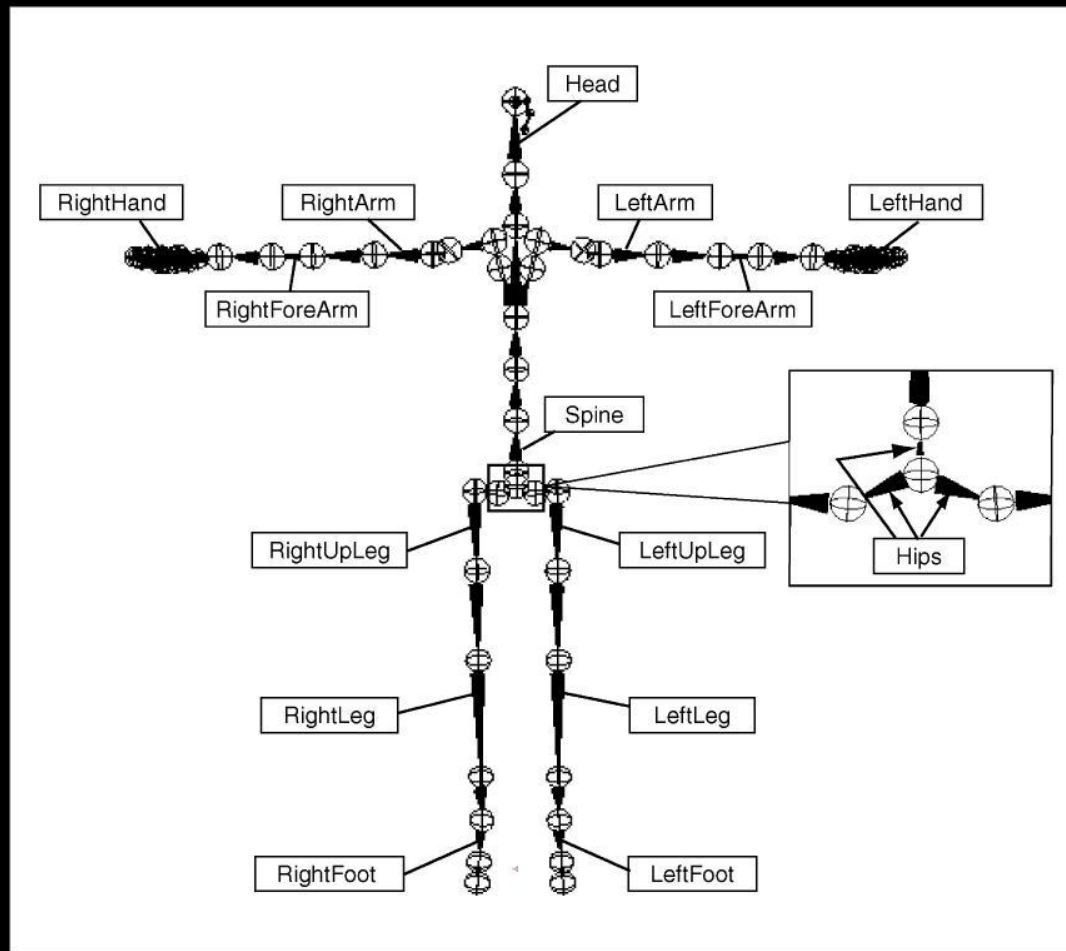
Retarget Animation

- Retargeting is the process of taking animation developed for one character and using it to drive another character without plotting (or baking) the animation onto either character's skeleton.

- You can retarget both keyframe animation and motion data.

- Animation can be retargeted from one characterized character to another in the same scene, or you can save takes of animation to be retargeted onto any character.

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Another way to plot

- We can use FileBatch in the class FBApplication

- This allows for more automation and less control

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Misc. Character Information

- Bounding Box of a Character
- Copy Cloning
- Character Extensions

Character Poses

- To work with Character Poses, we need to use the class FBCharacterPose not FBPose

- Setting Character Pose Options, use FBCharacterPoseOptions

Assignment

- This assignment is a continuation of day three's 'BatchLoadingFiles.py'
- Every time we merge in an animation file into our character scene, we now want to:
  - Set our input for our Character to the character we just merged in
  - Set our input type for our character to character input
  - Set our character's active property to true
  - Set up the plot option
  - Then plot the animation to our control rig on our character

Next Agenda

- Animation Nodes
- Keying Animation
- FCurve
- Time
- Player Control (aka Transport Control)
- Filters
- Assignment

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