

Range of Motion, Data Exchange and Weight Mapping



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Summary



Rigging Humanoid Characters for Hybrid Animation

Key Concepts

- Analyzing your character's silhouette using a mocap clip
- Exchanging the file between MoBu and Maya to edit
- Understand the different techniques for proper weight mapping.



Demo

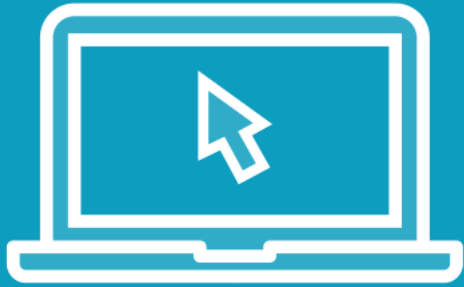


Range of Motion

- Sending the Maya scene to Motion Builder
- Importing and applying the motion capture clip



Demo



Analyzing Deformations

- Applying character rigging to show the character properly
- Breaking down the trouble spots
- Preparing for weight mapping



Demo



Weight Mapping Techniques

- Paint Skin Weights tool and brushes
- Corrective Blendshapes
- Component Editor

