EA Salt Lake Outsource Workbook - Characters

Littlest Pet Shop Outsource Packet – BINDING – Poodle LODs

GENERAL CHECKLIST:
- Software used: Maya 8.5 and Photoshop CS2
- Maya scene must be free from history, dead nodes and unused material
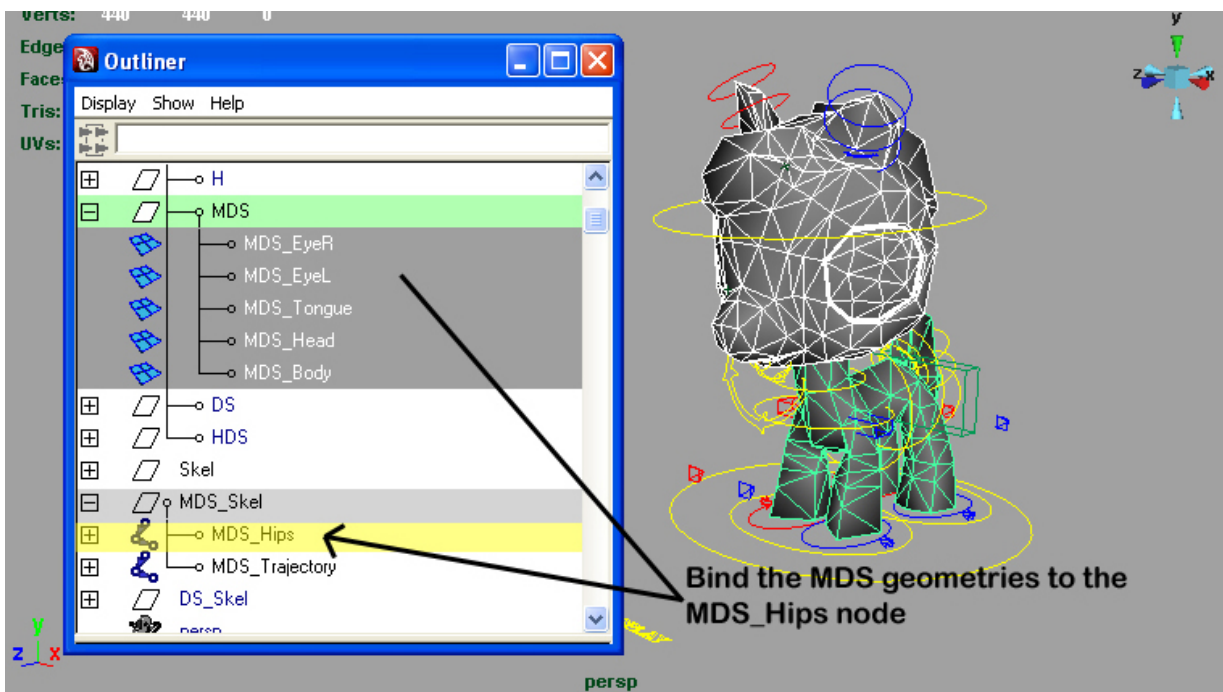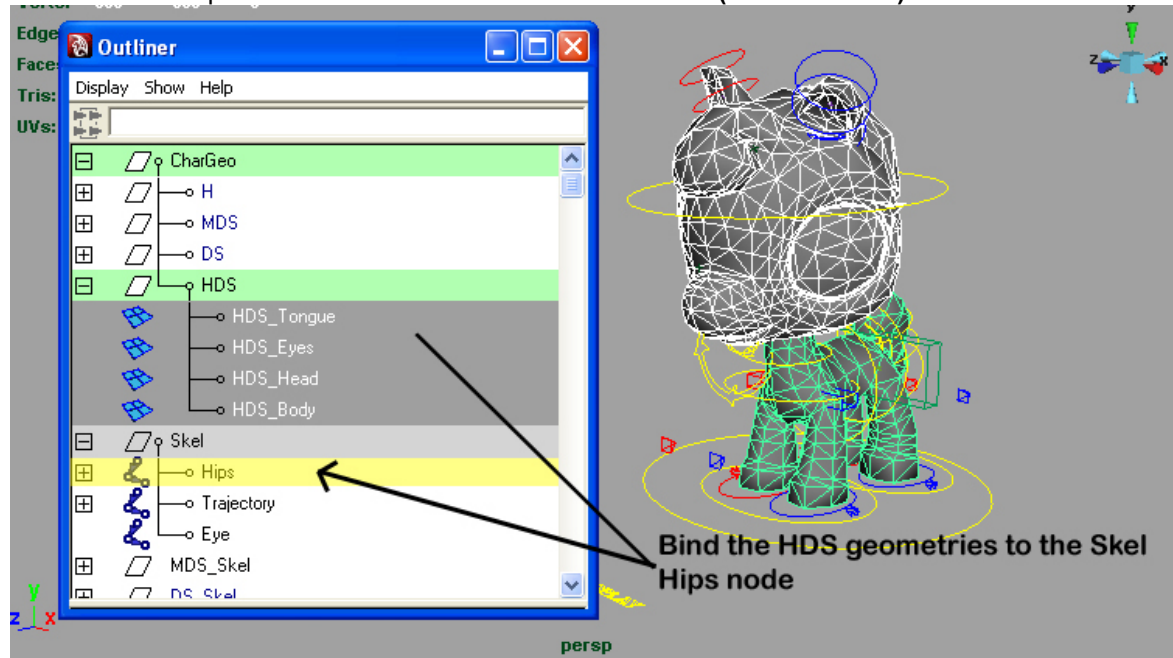
TECHNICAL CHECKLIST:

Unit & format
- All assets should be delivered in a Maya 8.5 ASCII file format **.ma**
- Use **centimeter** as working Unit for all assets
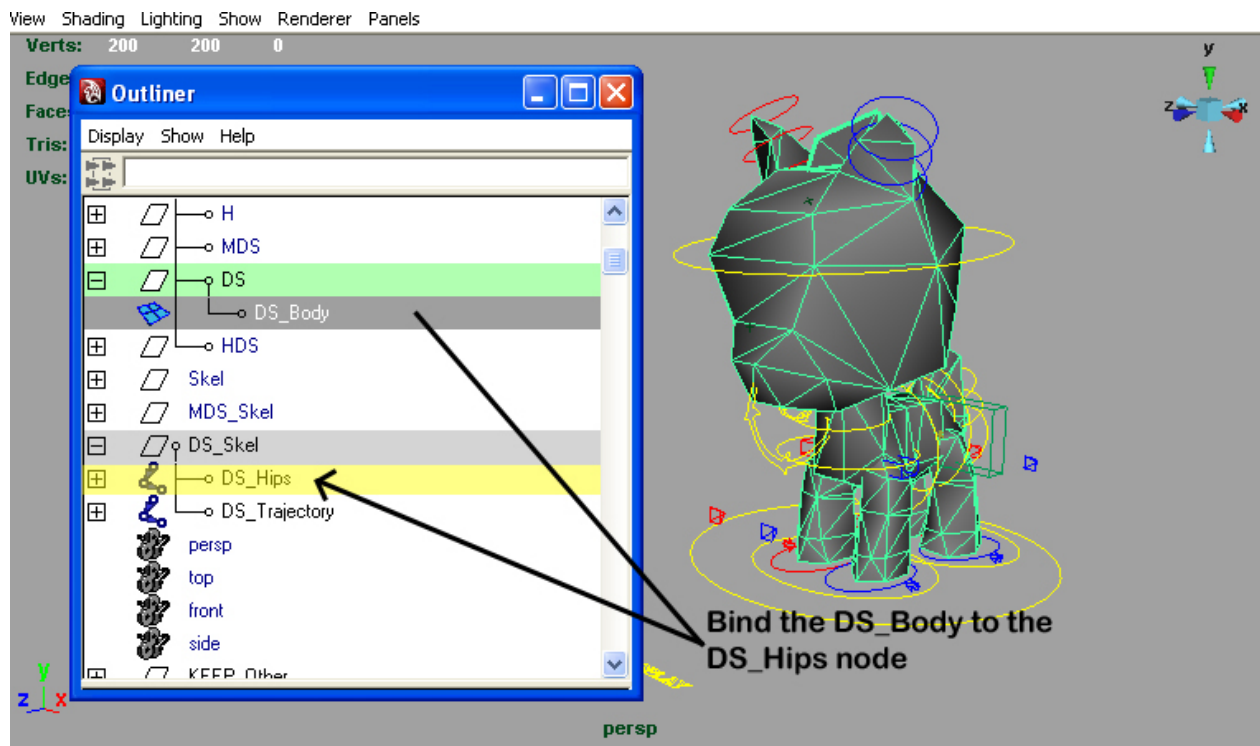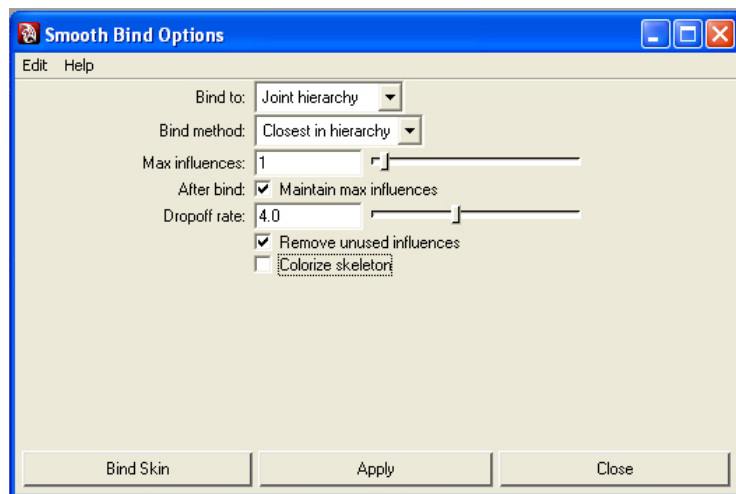- All Maya scenes should be using **Y–up** world coordinate system

GENERAL BINDING AND WEIGHTING FOR ALL LODS
Refer to the sample models that are included with this book.**(Toucan01.ma).**

Bind the HDS geometries to the Skel Hips node

Bind the MDS geometries to the MDS_Hips node

Bind the DS_Body to the DS_Hips node

Smooth Bind Options should be bound to a Max Influences of 1

Do not weight to the actual "Hips" joint...
Instead weight to the "Pelvis" joint.

Normals   Color   Create UVs   Edit UVs   Help

gen_animation | gen_autoRig | gen_cameras | gen_character | gen_lighting | gen_tact | gen_world

X: Y: Z:
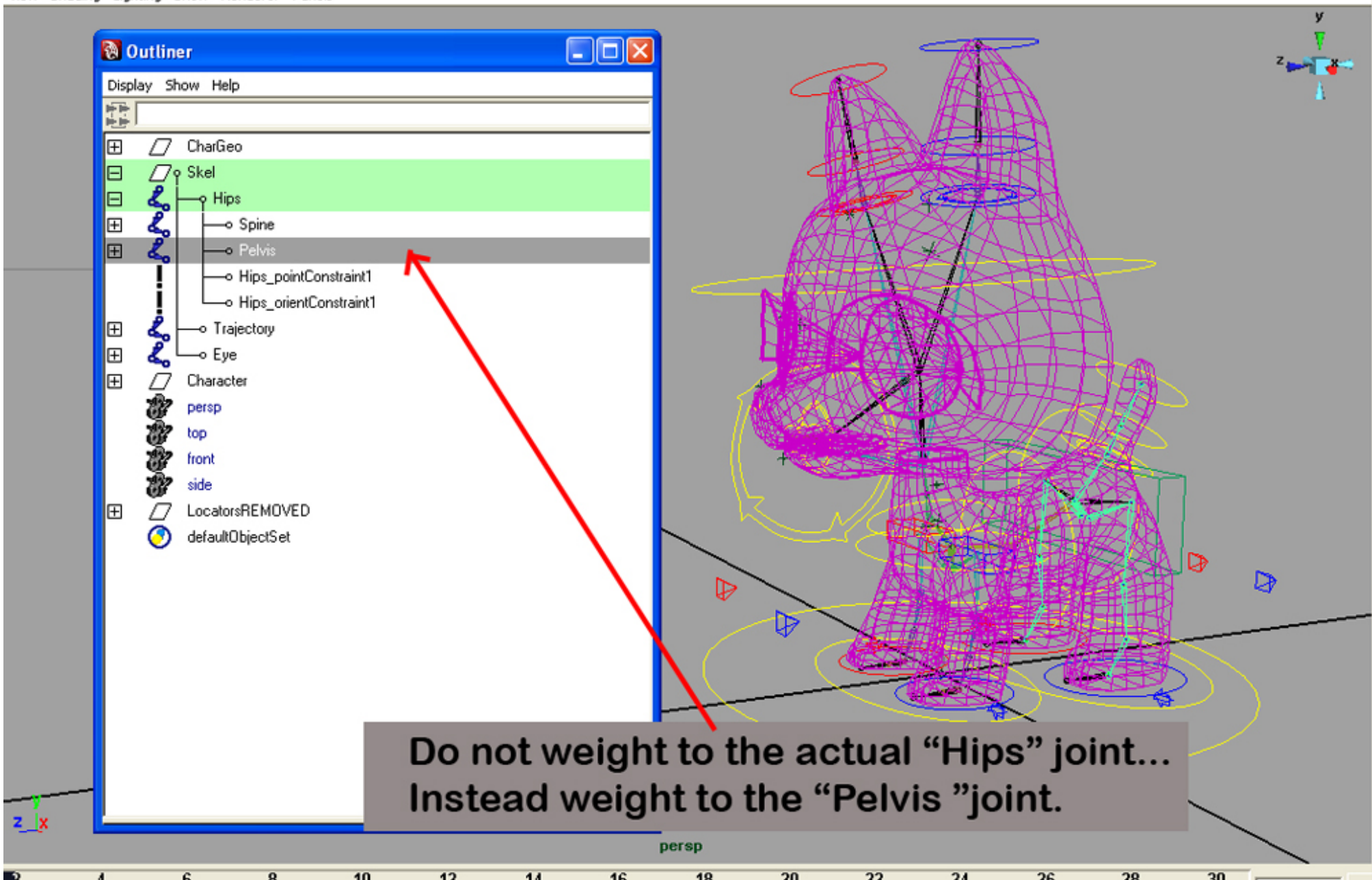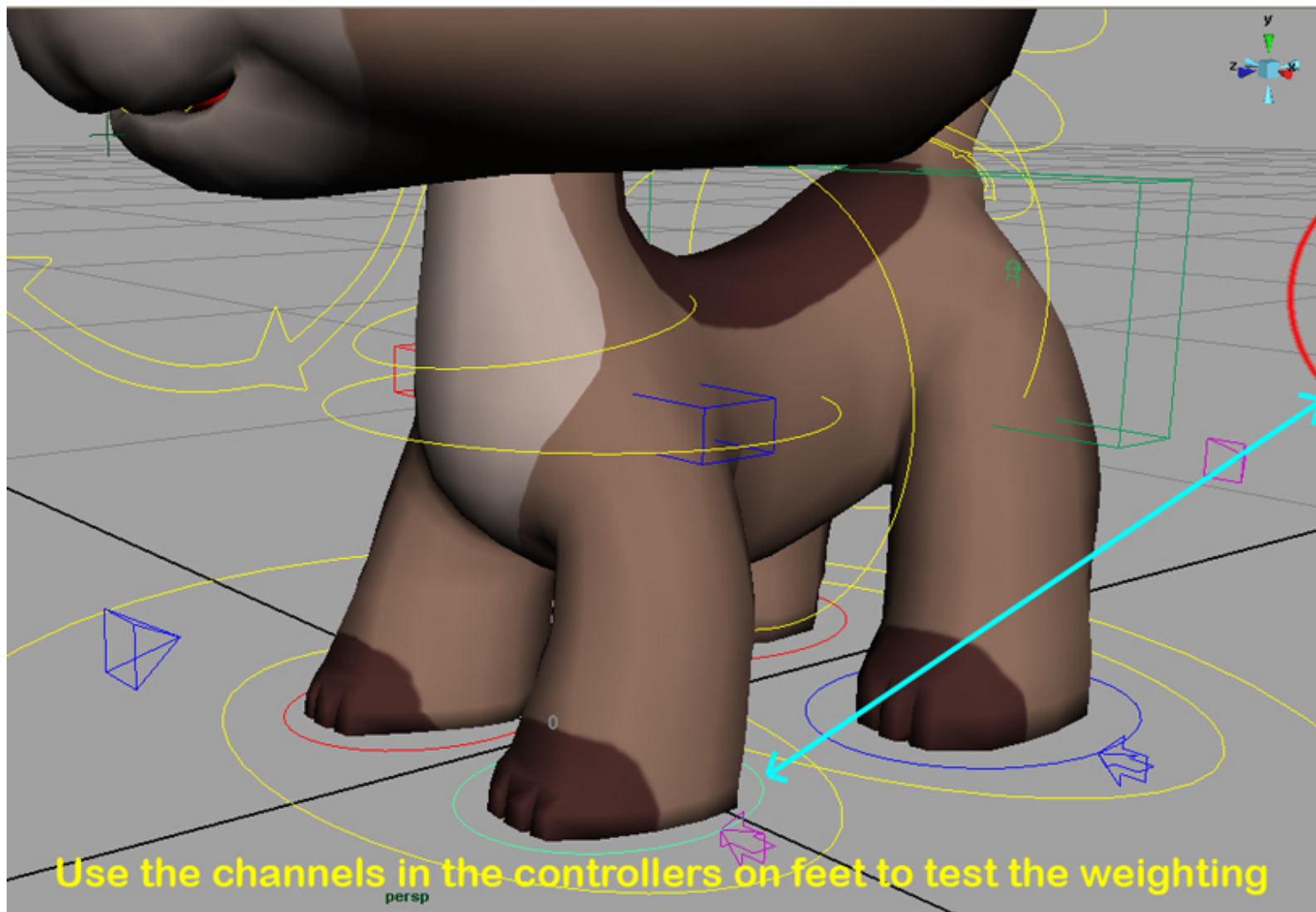
Channels   Object

LeftHandCtrl

Translate X	0
Translate Y	0
Translate Z	0
Rotate X	0
Rotate Y	0
Rotate Z	0
Heel Peel	0
Ball_Pivot	0
Ball_Twist	0
Toe Peel	0
Toe_Pivot	0
Toe_Twist	0
Toe Tap	0
Toe Wiggle	0

SHAPES

LeftHandCtrlShape

○ Display   ○ Render

Layers   Options   Help

	R		Anim_Skeleton
V			Geo_Layer
V			Controllers_Layer
V			IG_Skeletons

<<   >>

Use the channels in the controllers on feet to test the weighting

persp

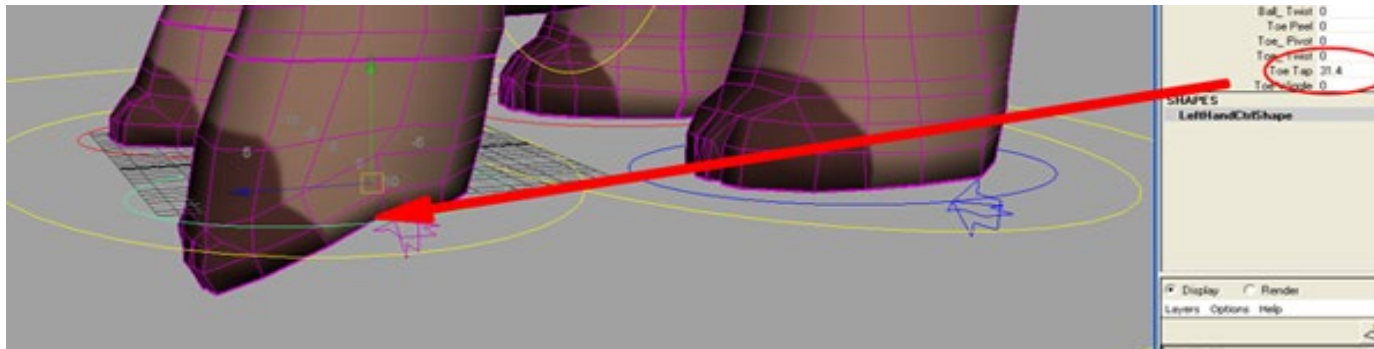11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
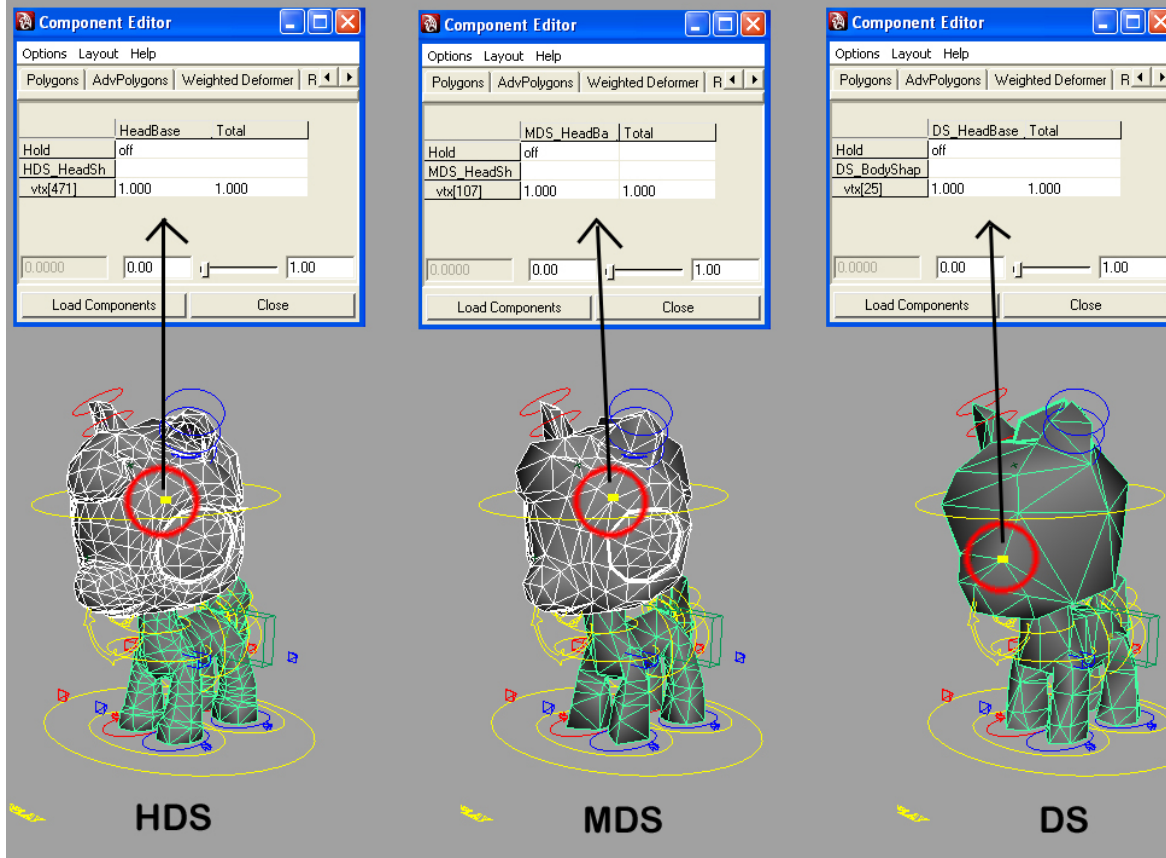
1.25

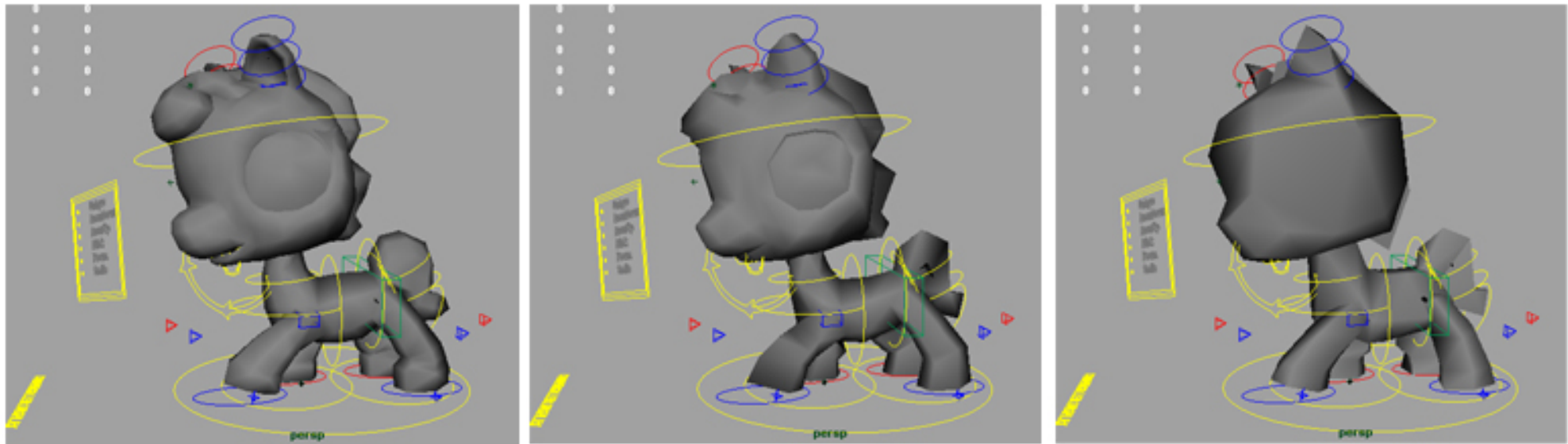30.00   60.00   ▼ No Character Set

Be aware of Toe Tap weighting

Correct weighting of LODs…

Each vertice on HDS,MDS, and DS lods can only have weighting to 1 joint

HDS   MDS   DS

Move the controllers around to see that the pet is bound well and bends smoothly…

TASK #1	GEOMETRY	NOTES
Bind and weight HDS LOD	HDS	Bind to Skel "Hips" node
Bind and weight MDS LOD	MDS	Bind to MDS_Skel "Hips" node
Bind and weight DS LOD	DS	Bind to DS_Skel "Hips" node

Task #1
Bind and weight the HDS,MDS, and DS Lods of Poodle01.ma file included with this book. It has the geometry, skeleton and rig all in the file.–

- Bind the lods to the proper skeletons and clean up the weightings on each vertice of each lod .
- Make sure character bends smoothly and apply provided animations to see how binding works.
- Deliver weighted lods to EASL.

Approval Phase 1 – Weighting of lods approval.

CONTACT

The following list will help you to know who to contact with questions.

Contact	TITLE	EMAIL
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Please note that all creative direction enquiry questions must be submitted in writing. The answers will also always be given in writing.