EA Salt Lake Outsource Workbook - Animation

Littlest Pet Shop Animation – DANCING PACKET #1

GENERAL CHECKLIST:
- Software used: Maya 8.5
- Verify that you have correct Rig for specific character (RIGS WILL BE PROVIDED BY EASL)

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
- The directory structure for storing the Maya ascii files is as follows…
  Z:\Dingo2\art\source_character_animations\(name of rig… ie, HORSE01, DOG01, etc.)   (All Maya ascii files and Rig files go in this directory)
  Please setup the same path in your working environment for ease of transfer of files to us.

Animation
- o   All animations should reference the created pet with these settings of Character Type – here's a sample below…
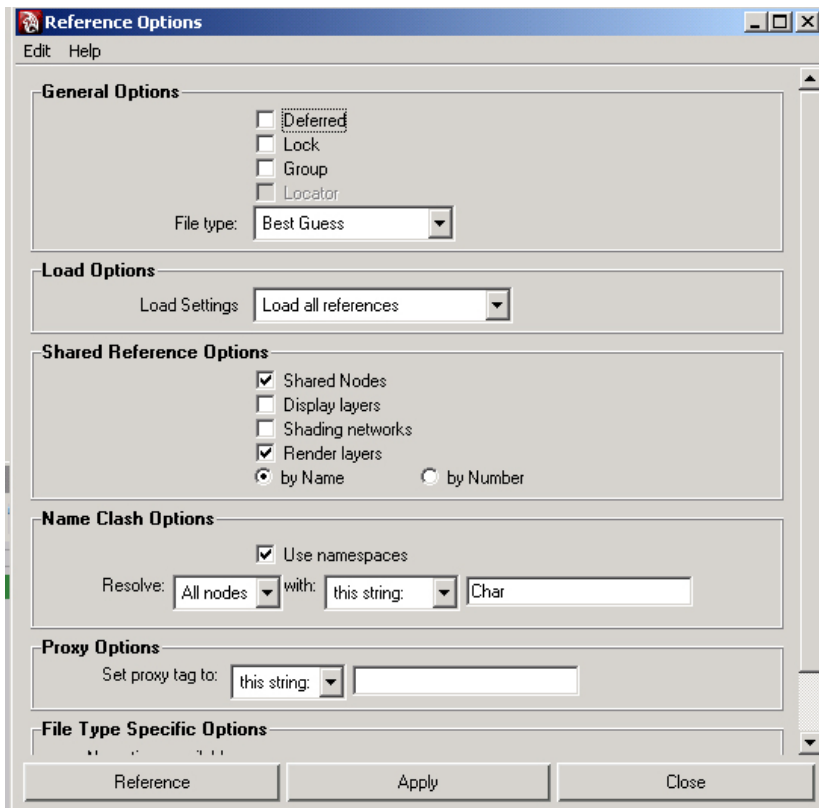
- Each animation should be keyed using the Controllers provided in the rig and not with the joints/skeleton
- All animations must be created in multiples of 4 frames.
- All Motions should be animated in Cycles with the exception of Transitions. --
- The open Timeline should represent the actual frames of the finished animation when saved/finished
- Naming of Maya file should follow with a prefix of type of pet (ie. Dog08, dog02, dog01, etc.) with the assigned Animations
- Naming examples for Maya file : PetType_AnimationType_Action_Mood_Version#
  - Animations for Dog08
    - Dog08_Idle_Stand_Neutral_01 → Dog08_Idle_Stand_Neutral_01.ma
    - Dog08_Action_Walk_Happy_01 → Dog08_Action_Walk_Happy_01.ma

ANIMATION LIST

These animations are used during a mini-game. We need three animation loops for each pet dancing. Each cycle is a totally independent dance move that will use in-game blending to transition to next dance move. I am sending you some sample animation files and AVI's of different types of dancing cycles. We have several different sample pets doing these animations as examples for you to follow. These sample AVI's of dance animations should be used as guides for the additional pets you need to animate.

ANIMATIONS

ANIMATION CLASS	FRAME COUNT	NOTES
BIRD02_Rig- (FLAMINGO)		
BIRD02_Action_Stand_Dance_Happy_01	80 frames	Dancing move (cycle).
BIRD02_Action_Stand_Dance_Happy_02	80 frames	Dancing move (cycle).
BIRD02_Action_Stand_Dance_Happy_03	80 frames	Dancing move (cycle).
DOG02_Rig – (GREAT DANE)		
DOG02_Action_Stand_Dance_Happy_01	80 frames	Dancing move (cycle).
DOG02_Action_Stand_Dance_Happy_02	80 frames	Dancing move (cycle).
DOG02_Action_Stand_Dance_Happy_03	80 frames	Dancing move (cycle).
DOG04_Rig – (HUSKY PUP)		
DOG04_Action_Stand_Dance_Happy_01	80 frames	Dancing move (cycle).
DOG04_Action_Stand_Dance_Happy_02	80 frames	Dancing move (cycle).
DOG04_Action_Stand_Dance_Happy_03	80 frames	Dancing move (cycle).
MONKEY01_Rig – (ORANGUTAN)		
MONKEY01_Action_Stand_Dance_Happy_01	80 frames	Dancing move (cycle).
MONKEY01_Action_Stand_Dance_Happy_02	80 frames	Dancing move (cycle).
MONKEY01_Action_Stand_Dance_Happy_03	80 frames	Dancing move (cycle).

RODENT01_Rig – (BEAVER)		
RODENT01_Action_Stand_Dance_Happy_01	80 frames	Dancing move (cycle).
RODENT01_Action_Stand_Dance_Happy_02	80 frames	Dancing move (cycle).
RODENT01_Action_Stand_Dance_Happy_03	80 frames	Dancing move (cycle).

ANIMATION SPECIFICATIONS

In this animation specification section I have outlined what animation to use as a reference for each new pet.

DOG02_Rig - (GREAT DANE) –
DOG02_Action_Stand_Dance_Happy_01- Use the DOG08_Action_Stand_Dance_Happy_01.avi for reference. Make the DOG02_Stand_Dance_Happy_01 similar to DOG08 Stand_Dance_Happy_01.
DOG02_Action_Stand_Dance_Happy_02- Use the DOG08_Action_Stand_Dance_Happy_02.avi for reference. Make the DOG02_Stand_Dance_Happy_02 similar to DOG08 Stand_Dance_Happy_02.
DOG02_Action_Stand_Dance_Happy_03- Use the DOG08_Action_Stand_Dance_Happy_03.avi for reference. Make the DOG02_Stand_Dance_Happy_02 similar to DOG08 Stand_Dance_Happy_03.

DOG04_Rig - (HUSKY PUP) –
DOG04_Action_Stand_Dance_Happy_01- Use the Cat01_Action_Stand_Dance_Happy_01.avi for reference. Make the DOG04_Stand_Dance_Happy_01 similar to CAT01 Stand_Dance_Happy_01.
DOG04_Action_Stand_Dance_Happy_02- Use the Cat01_Action_Stand_Dance_Happy_02.avi for reference. Make the DOG04_Stand _Dance_Happy_02 similar to CAT01 Stand_Dance_Happy_02.
DOG04_Action_Stand_Dance_Happy_03- Use the Cat01_Action_Stand_Dance_Happy_03.avi for reference. Make the DOG04_Stand _Dance_Happy_03 similar to CAT01 Stand_Dance_Happy_03.

BIRD02_Rig – (FLAMINGO)
BIRD02_Action_Stand_Dance_Happy_01- Use Use the PENGUIN01_Action_Stand_Dance_Happy_01.avi for reference. Make the BIRD02_Stand_Dance_Happy_01 similar to PENGUIN01 Stand_Dance_Happy_01.
BIRD02_Action_Stand_Dance_Happy_02 Use the PENGUIN01_Action_Stand_Dance_Happy_02.avi for reference. Make the BIRD02_Stand _Dance_Happy_02 similar to PENGUIN01 Stand_Dance_Happy_02.
BIRD02_Action_Stand_Dance_Happy_03- Use the PENGUIN01_Action_Stand_Dance_Happy_03.avi for reference. Make the BIRD02_Stand _Dance_Happy_03 similar to PENGUIN01 Stand_Dance_Happy_03.

MONKEY01_Rig –(ORANGUTAN)
MONKEY01_Action_Stand_Dance_Happy_01- Use the Rabbit01_Action_Stand_Dance_Happy_01.avi for reference. Make the MONKEY01_Stand_Dance_Happy_01 similar to RABBIT01 Stand_Dance_Happy_01.
MONKEY01_Action_Stand_Dance_Happy_02- Use the Monkey01_Action_Stand_Dance_Happy_03.avi for reference. Make the MONKEY01_Stand _Dance_Happy_02 similar to MONKEY01 Stand_Dance_Happy_03.
MONKEY01_Action_Stand_Dance_Happy_03- Use the GIRAFFE01_Action_Stand_Dance_Happy_03.avi for reference. Make the MONKEY01_Stand _Dance_Happy_03 similar to GIRAFFE01 Stand_Dance_Happy_03.

RODENT01_Rig – (BEAVER)

RODENT01_Action_Stand_Dance_Happy_01- Use the DOG06_Action_Stand_Dance_Happy_01.avi for reference. Make the RODENT01_Stand_Dance_Happy_01 similar to DOG06 Stand_Dance_Happy_01.

RODENT01_Action_Stand_Dance_Happy_02- Use the DOG06_Action_Stand_Dance_Happy_02.avi for reference. Make the RODENT01_Stand _Dance_Happy_02 similar to DOG06 Stand_Dance_Happy_02.

RODENT01_Action_Stand_Dance_Happy_03- Use the DOG06_Action_Stand_Dance_Happy_03.avi for reference. Make the RODENT01_Stand _Dance_Happy_03 similar to DOG06 Stand_Dance_Happy_03.

ANIMATION -- NOTES

We are providing AVI files of the dance moves we want you to replicate. They are shown from 4 views to give you a good visual idea of what's happening in the move. The rigs from pet to pet are different so please replicate them as close as you can…

Pet cannot move more than
a pet width to either side
during it's dance move

front

This year we have some "simple geo" characters with full rigs. Go ahead and animate these rigs for the Beaver, Flamingo, Orangutan, Husky pup, and Butterfly. You don't need to worry about eye or face movement on these except for the jaw which will open and shut.
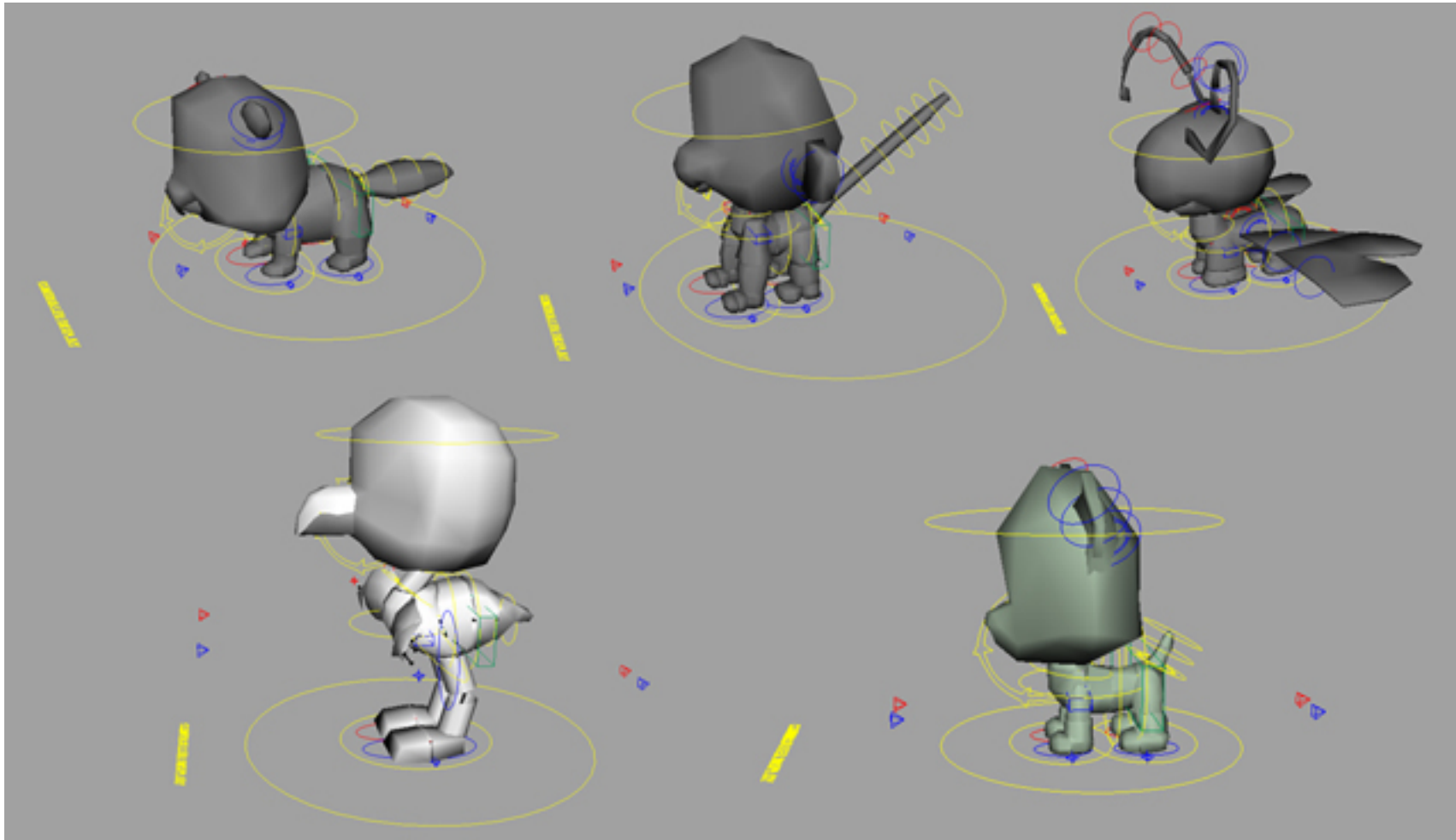
Task #1

– Animate the _Action_Stand_Dance_Happy_01, _Action_Stand_Dance_Happy_02, _Action_Stand_Dance_Happy_03 animations for the Dog02 and Bird02 rigs. I want you to do 2 of these so I can check them out before you do the rest of the rigs.

- **Before starting task, please e-mail EASL a time estimate for completing these animations.**
- Reference given Rig to scene with specified settings.
- Make length of animations match exactly the frame counts given in Animation list above…
- Refer to avi files of DOG06, DOG08, PENGUIN01, RABBIT01, BIRD01, GIRAFFE01, MONKEY01, and CAT01 provided by EASL. When finished the dance animations should look very similar to these.
- Key frame animation with specified restrictions.
- Give Character personality and life
- Deliver approved Animation.

Approval Phase 1 – Submit to EASL all of the Listening animations in task #1.

Reference:

1. Avi files of these same animations for DOG06, DOG08, PENGUIN01, RABBIT01, BIRD01, GIRAFFE01, MONKEY01, and CAT01 are being provided by EASL. For example, **DOG02_Action_Stand_Dance_Happy_01** animation should look very similar to the animation in **DOG08_Action_Stand_Dance_Happy_01.avi** when it is finished.

Task #2

– Animate the _Action_Stand_Dance_Happy_01, _Action_Stand_Dance_Happy_02, _Action_Stand_Dance_Happy_03 animations for the rest of the outlined rigs.

- **Before starting task, please e-mail EASL a time estimate for completing these animations.**
- Reference given Rig to scene with specified settings.
- Make length of animations match exactly the frame counts given in Animation list above…
- Refer to avi files of DOG06, DOG08, PENGUIN01, RABBIT01, BIRD01, GIRAFFE01, MONKEY01, and CAT01 provided by EASL. When finished the dance animations should look very similar to these.
- Key frame animation with specified restrictions.
- Give Character personality and life
- Deliver approved Animation.

Approval Phase 1 – Submit to EASL all of the dance animations.

Reference:

2. Avi files of these same animations for DOG06, DOG08, PENGUIN01, RABBIT01, BIRD01, GIRAFFE01, MONKEY01, and CAT01 are being provided by EASL. For example, **DOG02_Action_Stand_Dance_Happy_01** animation should look very similar to the animation in **DOG08_Action_Stand_Dance_Happy_01.avi** when it is finished.

CONTACT

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

Contact	TITLE	EMAIL
Amy Adkins	Associate Producer	aadkins@ea.com
Todd McMullin	Development Manager	tmcmullin@ea.com

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