



Welcome to our Studio!

Red9 ProPack : Release Notes:

January 2019

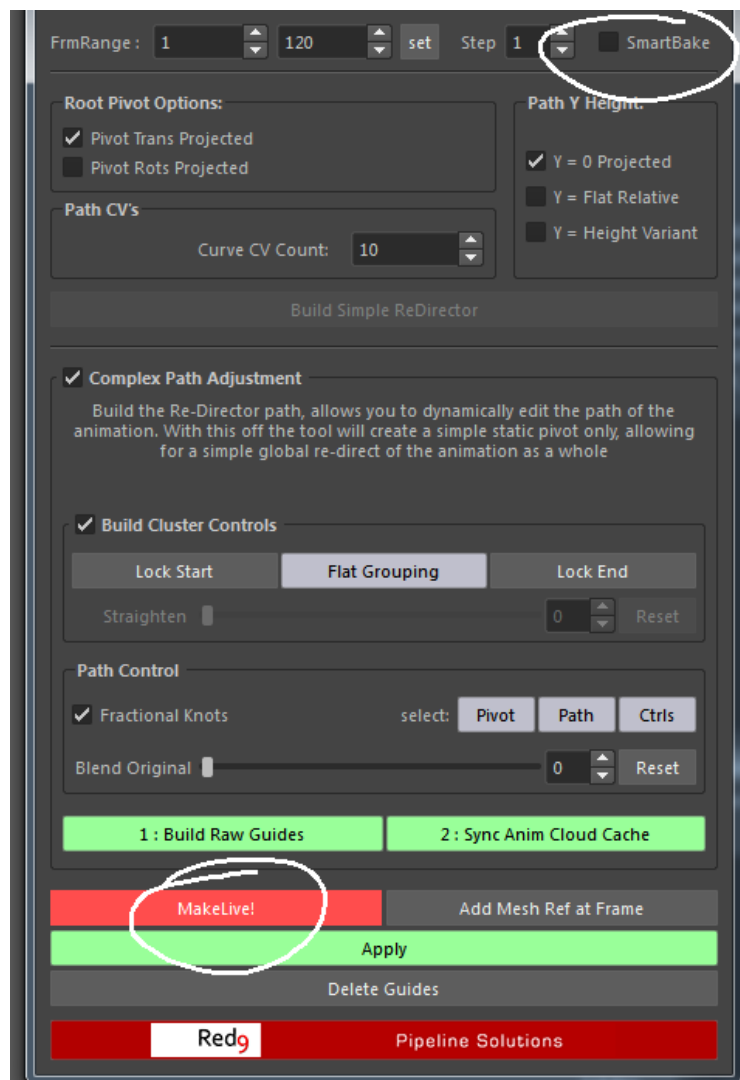
This is a stability build with a huge amount of fixes and extensions to the toolsets, however there are a few big new features that you now have access to. We've also shifted to a Maya module install to make it easier to integrate into studio pipelines so make sure you open the ReadMe.txt in the delivery if you've never used modules before.

Animation Re-Director:

This tool continues to get a lot of focused development due to it's complexity. We've been working with a number of clients wanting better support for hand-keyed data, some wanting Z-up space support and we've even been looking at trying to push Quadraped data through the systems for a film client..

<https://vimeo.com/304848409>

- **Live Mode:** The new build allows for a "Live" re-direct rather than having to push the cached data to the rig all the time, this is a massive time saver and in testing has proved really powerful.
- **Z-up :** The tool also now correctly supports Maya Z-up environment, a limitation on all previous versions.
- **SmartBake:** this is for sparse / hand keyed data, when re-directing the data we respect the current key-times on your controllers and ONLY re-calculate the world space of objects at their current key times.



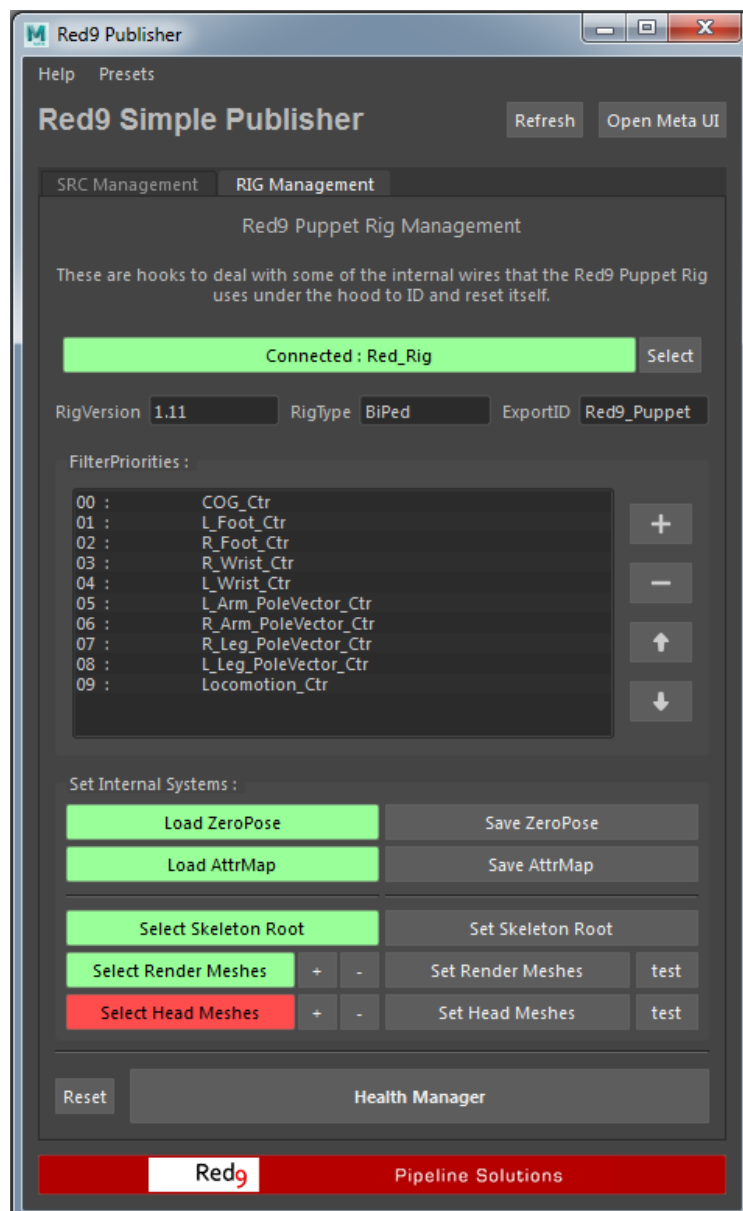
Rig Manager / Publisher:

<https://vimeo.com/292182370>

The Rig Manager has had a lot of work to better support external rigs, making the process of hooking rigs to the MetaData network a far simpler process.

We've wrapped 2 of our standard mRig nodes into 2 new external classes, **Pro_MetaRig_External** and **Pro_MetaRig_FacialUI** which in turn exposes the majority of our PuppetRig support directly to any rig wired to them. The only real limitations of the setup are that the IKFK and ParentSpace switching won't work as that requires a far deeper understanding of rig structures for it to work correctly.

You'll also notice that the UI has a new "Filter Priorities" list and this is really crucial for the re-direct and the r9Anim process, ensuring that your rig gets processed in the correct order and you don't get double transforms!



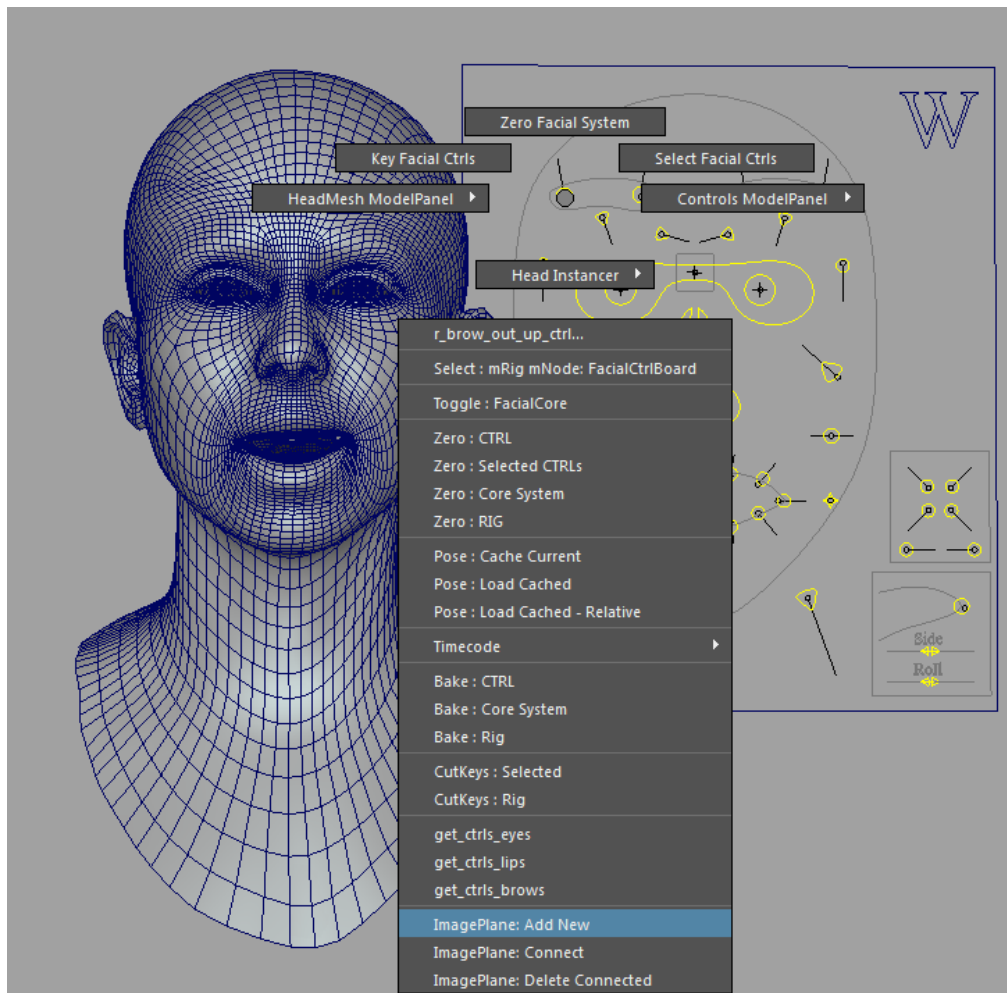
Unreal ART Rig support:

Following on from the above we've also added new preset support for the **Unreal ART Rig**, exposed as a simple preset in the RigManager menu bar. The plan is to add in more custom base templates soon, including mGear. Unlike the RigManager process above this is a more granular setup, exposing the mirror flags and all the sub-network nodes that our own PuppetRig creates. This is actually a wiring macro and probably one thats useful for TD's to take a look at, it's in the devKit folder in ProPack.

<https://vimeo.com/312097233>

Facial Rig Support:

By exposing your rig to the Pro_MetaRig_FacialUI node, via the RigManager, you by default will now get the full custom DagMenu when you RMB click over any controller wired to your facial rig. That in turn exposes a ton of support specifically aimed at facial systems



Specific DagMenus bound to the FacialUI mNode

The directional menu's at the top include support for custom modelPanel views, isolated and tracked to the RenderMeshes and the FacialUI controls. These allow you to create, store and re-frame the

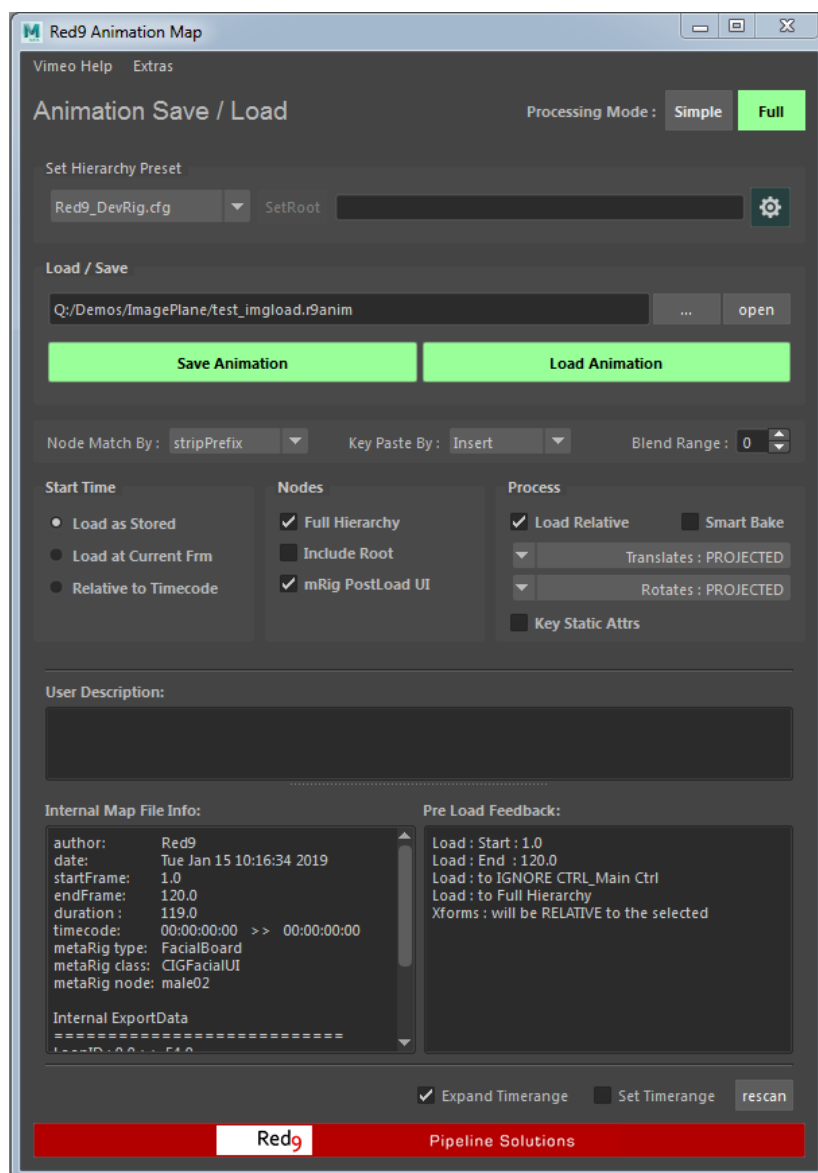
relevant cameras and their positions and are great for dealing with complex scenes, allowing you to focus just on what the face is doing in custom isolated viewports.

The Head Instancer is a simple call to create and manage two instanced 3 quarter views of the headmesh for playblasting, allowing you to get 3 views of the head at the same time, face left, face front, face right.

The latest of functionality in the menus is the new ImagePlane setup, allowing for fast and consistent management of imageplanes for a given rig. More over the system is exposed to the r9Anim calls, meaning that when loading an r9Anim to a rig it will also restore and re-create the imageplanes for you.

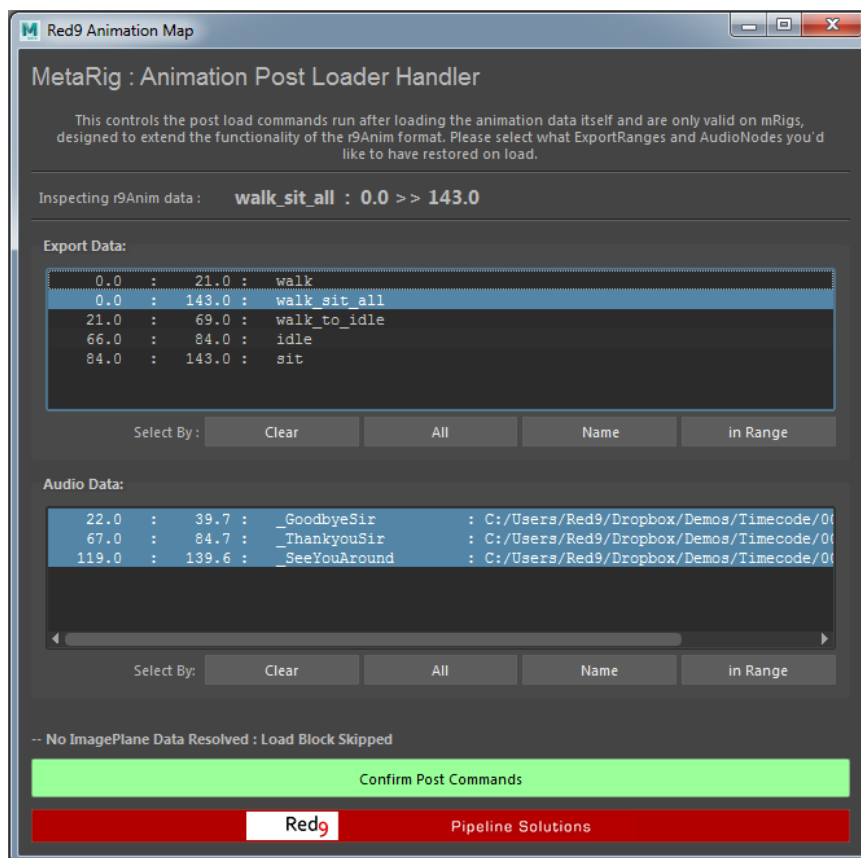
Animation Load / Save:

The r9Anim system continues to get huge amounts of work as it's a key part of our process and as well as many bug fixes we've added a ton of functionality to the system over the last few months to help support multiple clients on a wide variety of projects.



- **Load Relative modes:** this replicates the PoseSaver's relative modes in StudioPack, allowing the data to be loaded in "PROJECTED" or "ABSOLUTE" space depending on the 2 option boxes. Absolute space means that the data respects, absolutely, the selected nodes current transforms. For example : your selected reference object is the foot and it's currently raised off the floor but in the original data it was planted on the floor, absolute will shift the entire animation up to compensate. Projected always aligns the reference to the world ground plane and is default.
- **SmartBake:** as with the animation re-director we've added in smartBake support, respecting your current animation key times when loading relative, great for hand-keyed projects.
- **mRig PostLoadUI:** This is an entire new exposure of what happens under the hood when loading r9Anim data to an mRig. If the checkbox is ticked then we pre-inspect the "info_dict" data inside the r9Anim and present you with a new UI, allowing you to decide what data to restore on load. This supports ExportLoop data, Audio nodes (wired to the exporter system) and imagePlanes (when loading data from a FacialUI node). There is also a "rescan" button at the bottom of the main UI that forces this process and reloads the PostLoader UI for you. The nodes selected in this UI will be displayed in the "Post Load Feedback" list in the animUI and restored when loaded.

This gives you a far better understanding of what's about to get loaded and the choice to decide how you want to proceed. This is ONLY supported with mRig data.

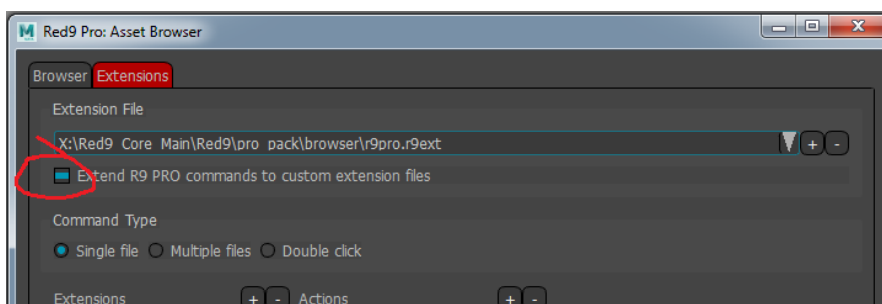
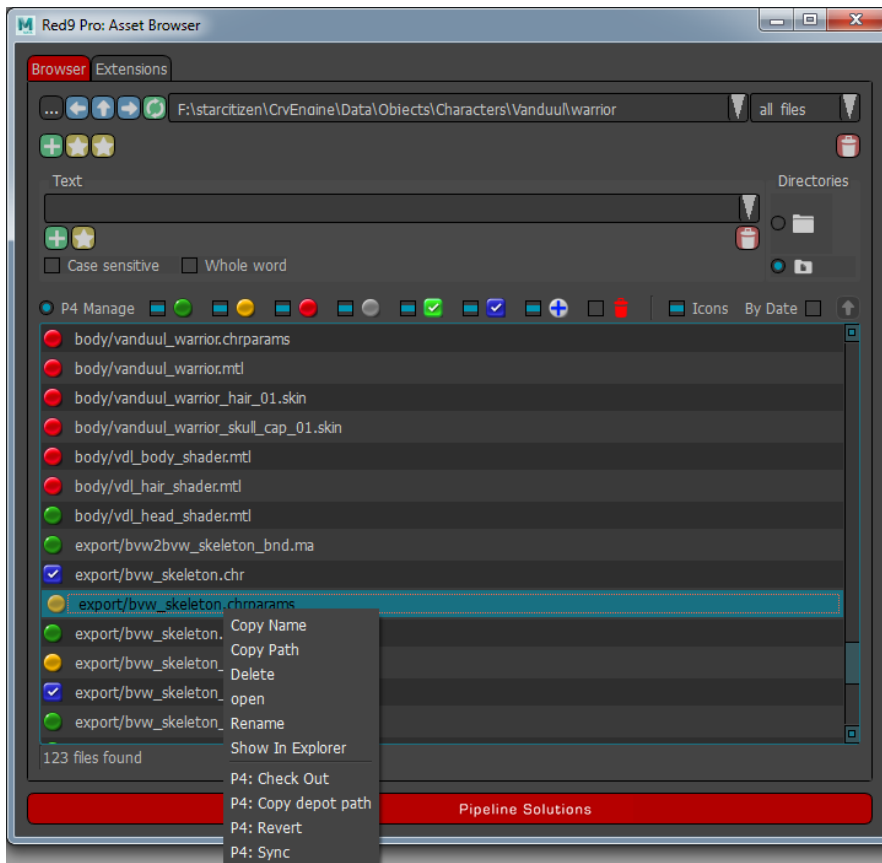


New MetaRig Post Loader Handler UI

Red9 Browser:

The Browser has had some love also, it now fully integrates with Perforce if you have your project set to do so. The P4 Manage checkbox changes the file list displayed to reflect your current working P4 repository and the status of the files within. The colours reflect the state of the file and from here you can do all of the usual P4 base calls for syncing, adding, reverting, checking out etc.

There's also a new checkbox in the Extensions Manager to merge custom r9ext files with the default base functionality. Previously if you'd selected an extension file and added your own functionality to it, then those are the only calls you'll have seen in the browser RMB menu's



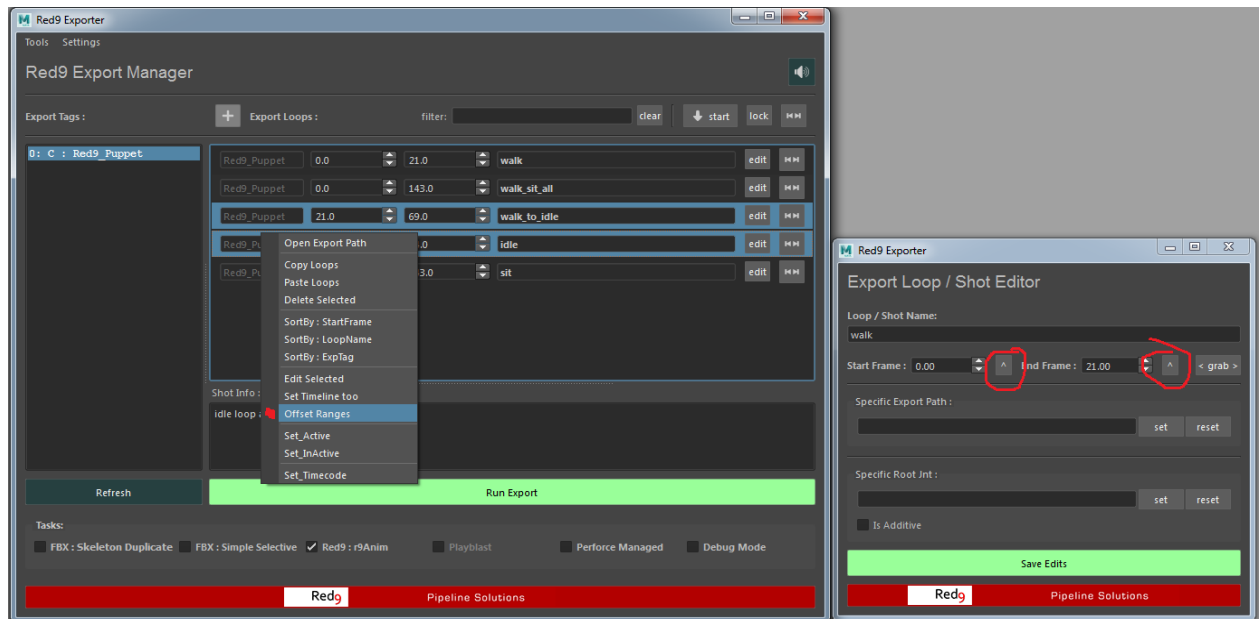
Red9 Exporter:

Finally there's also lots of changes under the hood to the Exporter, fixes to the FBX output management, fixes to the Perforce integration and lots of extra functionality to support time. In the main UI there's a new "Offset Ranges" call to allow you to offset the times of multiple selected ranges

at the same time. We've also added new grab buttons in the Shot Editor that grab the currentTime for you, making it easier to scroll to a specific frame and set that as the start / end time.

There's also new Health management for the Exporter. We now stamp the framerate at which the loops were created onto the nodes, should you load the ExportUI up in a scene who's framerate doesn't match that of the loops you'll get a prompt asking if you want this fixed, if you say yes we'll recalculate the loop ranges for you.

Finally there's also a fix in been added for when you're adding or collapsing time in the RMB menus in the TimeSlider, these never fully supported the expansion of export loops, they now do.



Lots of changes and lots of fixes so please make sure you read the CodeTracker in the main Red9 folder, also attached here.

many thanks and let us know if you have any issues

Mark, Franco and the Red9 team!