

Anthony Romrell's Introductory Notes for Basic Navigation, Modeling, Rigging, Skinning and Animation

I. Navigation

- ☐ A. "q" = select
- ☐ B. "w" = move
- ☐ C. "e" = rotate
- ☐ D "r" = scale
- ☐ E. " " + mouseOver = change view
- ☐ F. "alt" + leftClick = tumble
- ☐ G. "alt" + middleClick = track
- ☐ H. "alt" + rightClick = dolly
- ☐ I. "□" = optional settings

2. Modeling

- ☐ A. Blocking
 - ☐ (1) Create Poly-cubes
 - ☐ (2) Extrude Face
 - ☐ (3) Cut Faces Tool
 - ☐ (4) Split Polygon Tool
 - ☐ (5) Sculpt Polygons Tool
 - ☐ (6) Edge Loop Tools
- ☐ B. Mirroring
 - ☐ (1) Mirror Cut,
 - ☐ ☐ Settings: *Combine Off*
- ☐ C. Combining
 - ☐ (1) Mirror Geometry,
 - ☐ ☐ Settings: -x
 - ☐ (2) Combine
 - ☐ (3) Merge Edge Tool
- ☐ D. Delete History
- ☐ E. Rename Model

3. Rigging

- ☐ A. Create FK Rig
 - ☐ (1) >Joint Tool, ☐ Setting:
Orientation None
 - ☐ (2) Rename Joints
 - ☐ (3) Parent Joints
 - ☐ (a) Select Child
 - ☐ (b) Select Parent
 - ☐ (c) Hit "p" Key
 - ☐ (4) >Mirror Joints, ☐ Settings:
Mirror Across YZ
- ☐ B. Create IK Rig
 - ☐ (5) >IK Handle Tool (both RP, and SC Solvers)
 - ☐ (a) Select Top Of Hierarchy First
 - ☐ (b) Select Bottom Hierarchy Last
- ☐ C. Build Constraints,
 - ☐ (a) Create Curve
 - ☐ (b) Snap Curve Center To
Joint, Handle or Cluster
 - ☐ "d" Key Adjusts Center
 - ☐ "v" Key Snaps To Point
 - ☐ (c) Select Curve,
Select Idem To Constrain,
 - ☐ (a) >Constrain>parent
 - ☐ (b) >Constrain>orient
 - ☐ (c) >Constrain>point
- ☐ D. Rename all Joints, Handles and Controls
- ☐ E. Break apart model for UV mapping, and
creation of animation puppets

4. UV mapping, and Texturing

- ☐ A. Break Modeling into cylinders and planes
 - ☐ (1) Select Faces
 - ☐ (2) >Edit Polygons>extract
- ☐ B. Combine Extracted parts
 - ☐ (1) >Polygons>Combine
- ☐ C. Automatic Mapping,
 - ☐ Setting: Less Distortion, Percentage Space 0.0
- ☐ D. UV Texture Editor
 - ☐ (1) Select Edge Loops
 - ☐ (2) Split Vertex
 - ☐ (3) Merge Vertices
 - ☐ (4) Move And Sew UVs
 - ☐ (5) Layout UVs,
Setting: Separate off,
Percentage Space 0.0
- ☐ E. Layout UVs
 - ☐ Setting: Separate Off
- ☐ F. Create New Material
 - ☐ (1) Lambert, Or Blinn
- ☐ G. Texturing
 - ☐ (1) 3D Paint Tool
 - ☐ (a) Assign/edit Textures,
Settings: Size X 512,
Size Y 512
 - ☐ (b) Save Textures
- ☐ H. Delete History
- ☐ I. Find Textures:
Maya Folder, Place With Maya File

5. Skinning and Weighting

- ☐ B. Skin
 - ☐ (1) Select Root Joint
 - ☐ (2) Select Model
 - ☐ (3) Smooth Bind
- ☐ C. Paint Skin Weights
 - ☐ (1) Select Model
 - ☐ (2) Paint Skin Weights Tool
- ☐ D. Create IK Rig
 - ☐ (1) IK Handle Tool
 - ☐ (2) Rename IK Handles
- ☐ E. Create Character Set
 - ☐ (1) Select Controls
 - ☐ (2) Select Root Joint
 - ☐ (3) Select Hierarchy
 - ☐ (4) Create Character Set

6. Key-frame Character Animation

- ☐ A. Animation Preferences,
 - ☐ Settings: *Playback, Real-time*
- ☐ B. Select Character Set
- ☐ C. Move Joints, IK
- ☐ D. Set Key-frames By Hitting The "S" Key
- ☐ E. Use Graph Editor To "Finesse" Animation