Corbin Walker

Anthony Romrell

DGM 260R

Spring 2017

Animation on Maya

With animation in maya it is actually very simple after it is explained. With Animation in maya you want to make sure you have your graph editor and also your key counter. You will need to set key with the “s” key so that you can set your model to that key frame. So before you do this though make sure that your model is in a position that you would like it to be in and then you will set the key frame. Also if you need to redo a key frame because the animation doesn’t look smooth you can always go back to that frame and set a new frame over that. With animation in maya as I said it is very simple after you are shown what to do. Just always make sure your model is moving smoothly and follow Richard Williams rules of animations that will allow your models look great. Even if it is a robot you should follows those rules so your animation as Anthony Romrell has said many times in our classes “doesn't look like minceraft” or “ no minecraft animation.” That should be your goal with animation to make sure that your characters don’t move like a “minecraft” character.