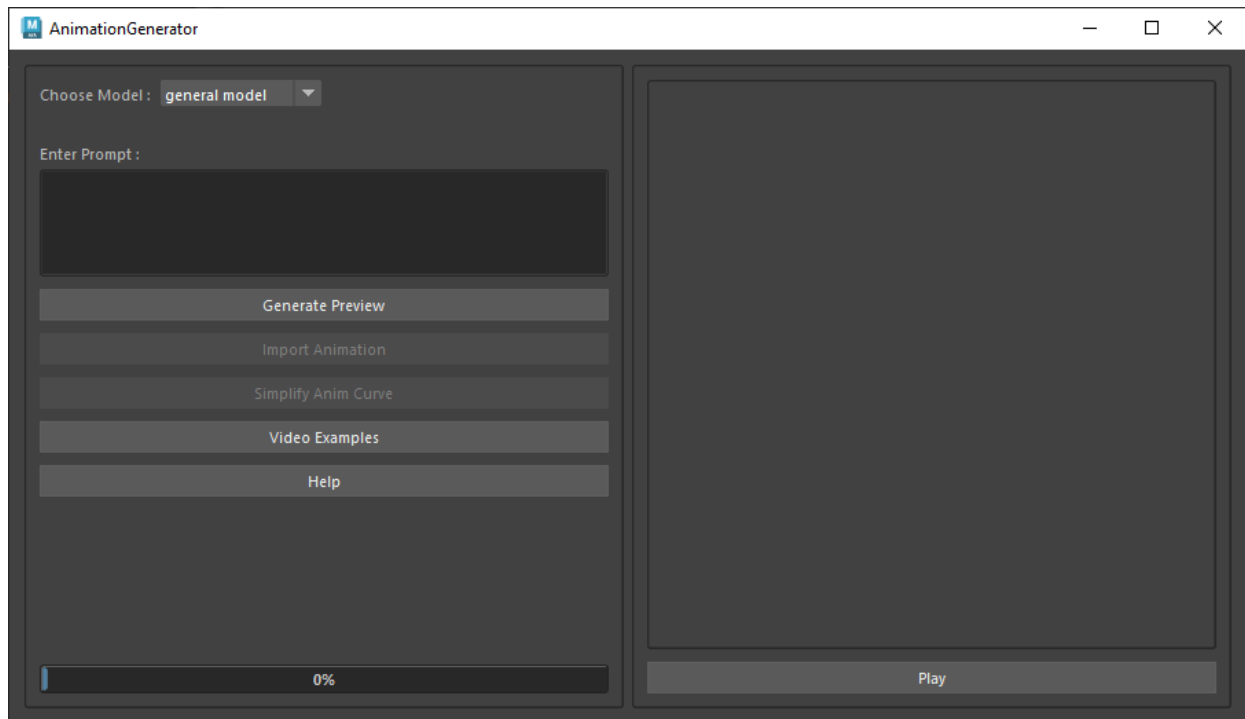


# Animation Generator

Animation generator tool creates animation based on user prompt, you can preview the result and then import it and apply it in any Human IK definition available in maya scene.

This tool eventually gonna import the animation and retarget it into your HumanIK definition, so it makes sense to open your target rig before you start to generate the animation process.

Run the tool animation shelf , it will open the animation generator UI



From the *Choose Model* drop down you can select the animation generation model type, Currently we have two animation models, general model and combat model.

- For all animation generation you can keep the general model as default.
- Combat model has specific martial arts/sword fight related motions( which to some extend general model can generate as well)

Type your animation action text in the *Enter prompt* text box.

Here are a couple of animation prompt samples for each model.

**General Prompt Sample 1:** Please create a motion that represents the power of the figure takes a few slightly hurried steps without raising their arms, it looks they are about to start running but haven't quite yet begun. to create a better world for all.

**General Prompt Sample 2:** I need a motion that represents the power of a man steps forward, then picks something up with his right hand, then with his right hand, brings them close together, and sets them back down in the same order. to create progress. Can you generate it for me?

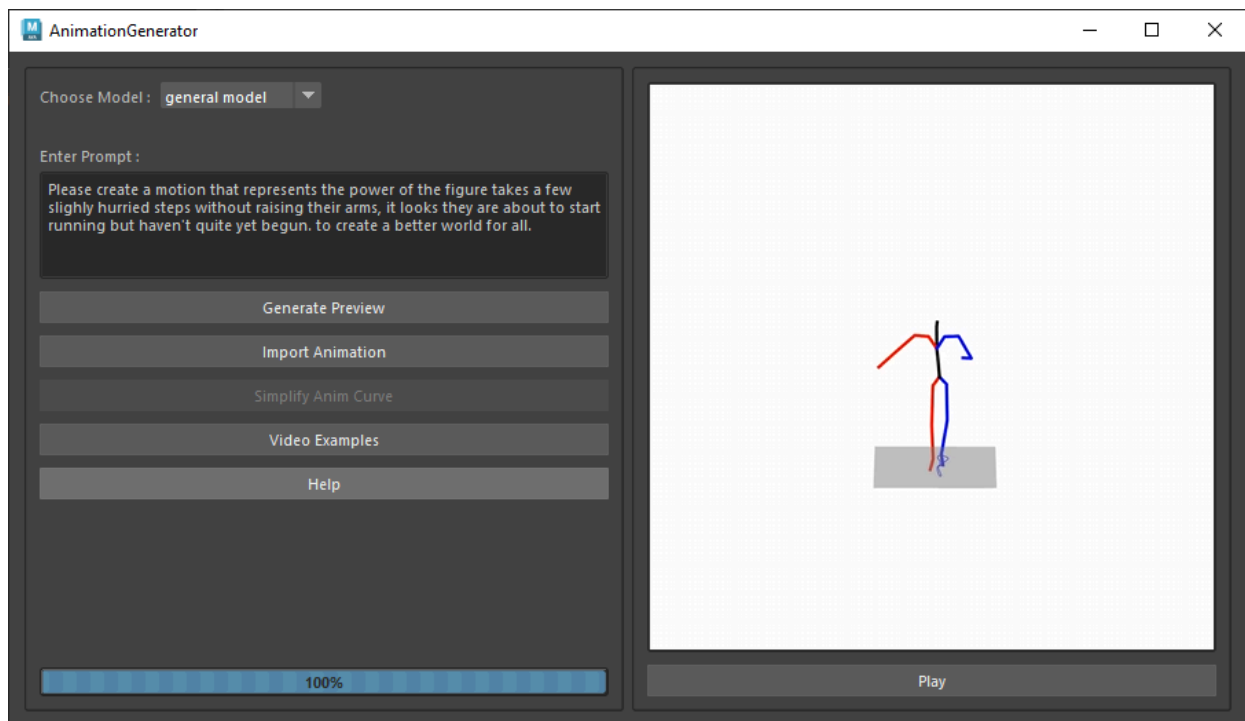
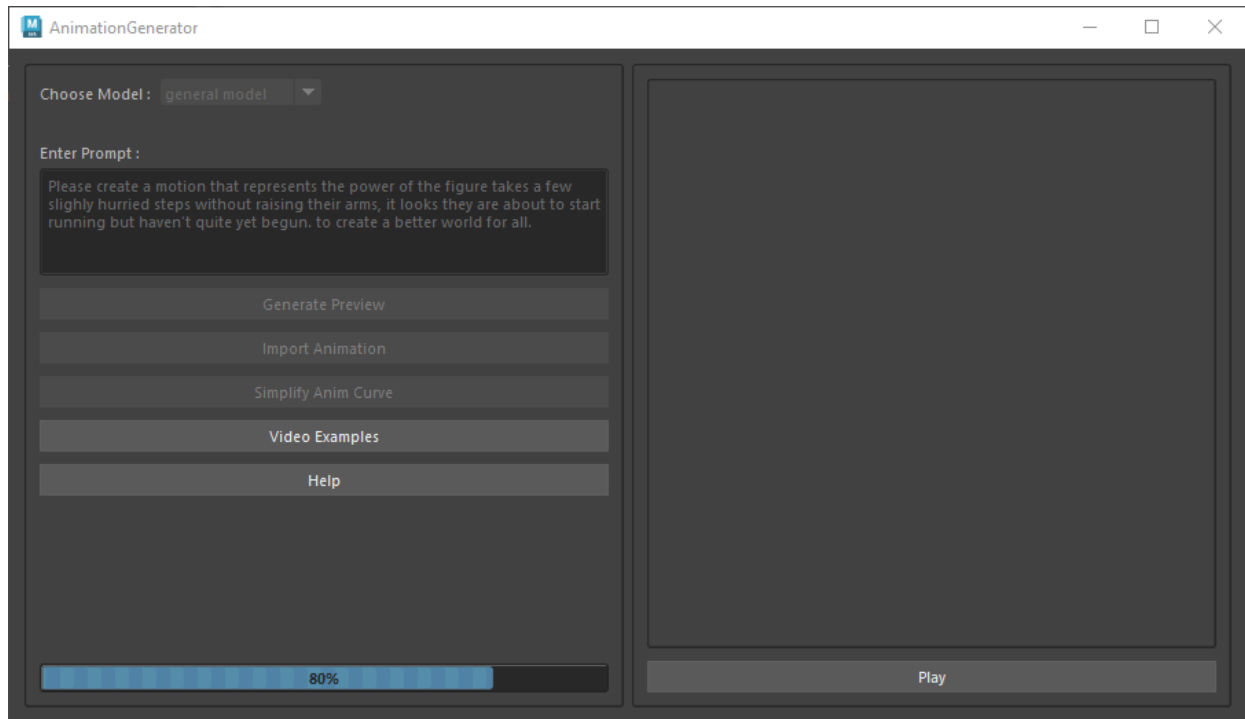
**General Prompt Sample 3:** Describe the movements of a person walking down a flight of stairs in person walks up then takes a large step to their left and then goes back onto the same path they were on.

**Combat Prompt Sample 1:** weapon attack a man holding a Katana,executing a Charged Heavy Attack,Dual Wielding,root motion get Forward, Steady,Powerful and Relative Slow,First slow then fast,Cleanly.

**Combat Prompt Sample 2:** weapon attack a man holding a Katana,executing a Charged Heavy Attack,Dual Wielding,root motion get Forward, Steady,Powerful and Relative Slow,First slow then fast,Cleanly,which make a sense of Piercing,Wide Open,Charged,Accumulating strength.

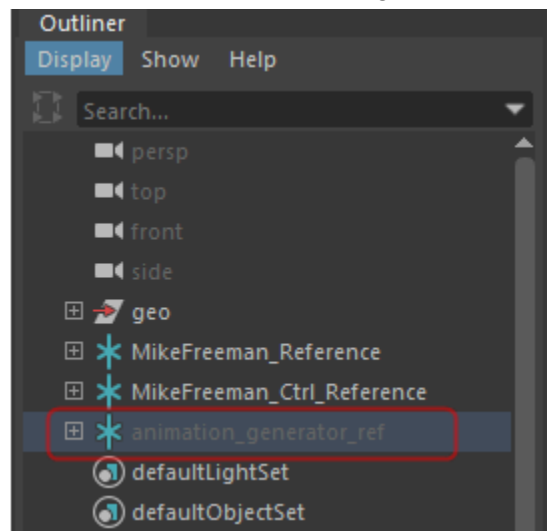
**Combat Prompt Sample 3:**The character grips the wedge with both hands and charges for a powerful strike. They firmly lower their body, twist to the left, lunge forward with a bow step, and stab with the sword held in both hands.

After you enter the appropriate prompt, Click the generate preview button. This process will take some time(seven mins approx, depending on the network), once the anim is generated, you can see the result in preview window.



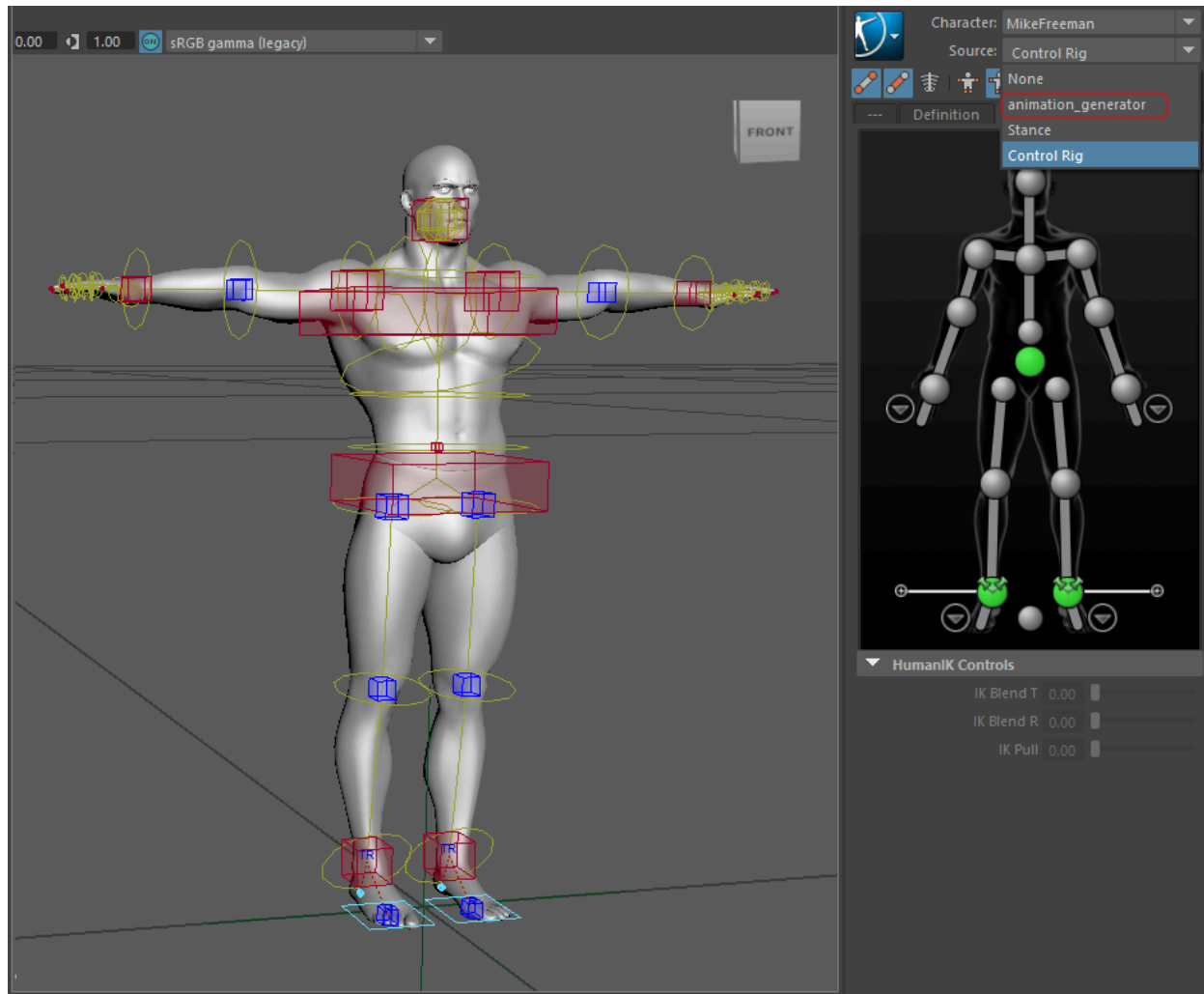
After preview is loaded you can play the result and see if you like it.

If the result are ok,then click the import animation button. This process should take 3 minutes(network dependent). It will import the generated animation data as human lk rig (which is hidden in outliner)into your scene named “animation\_generator\_ref”.

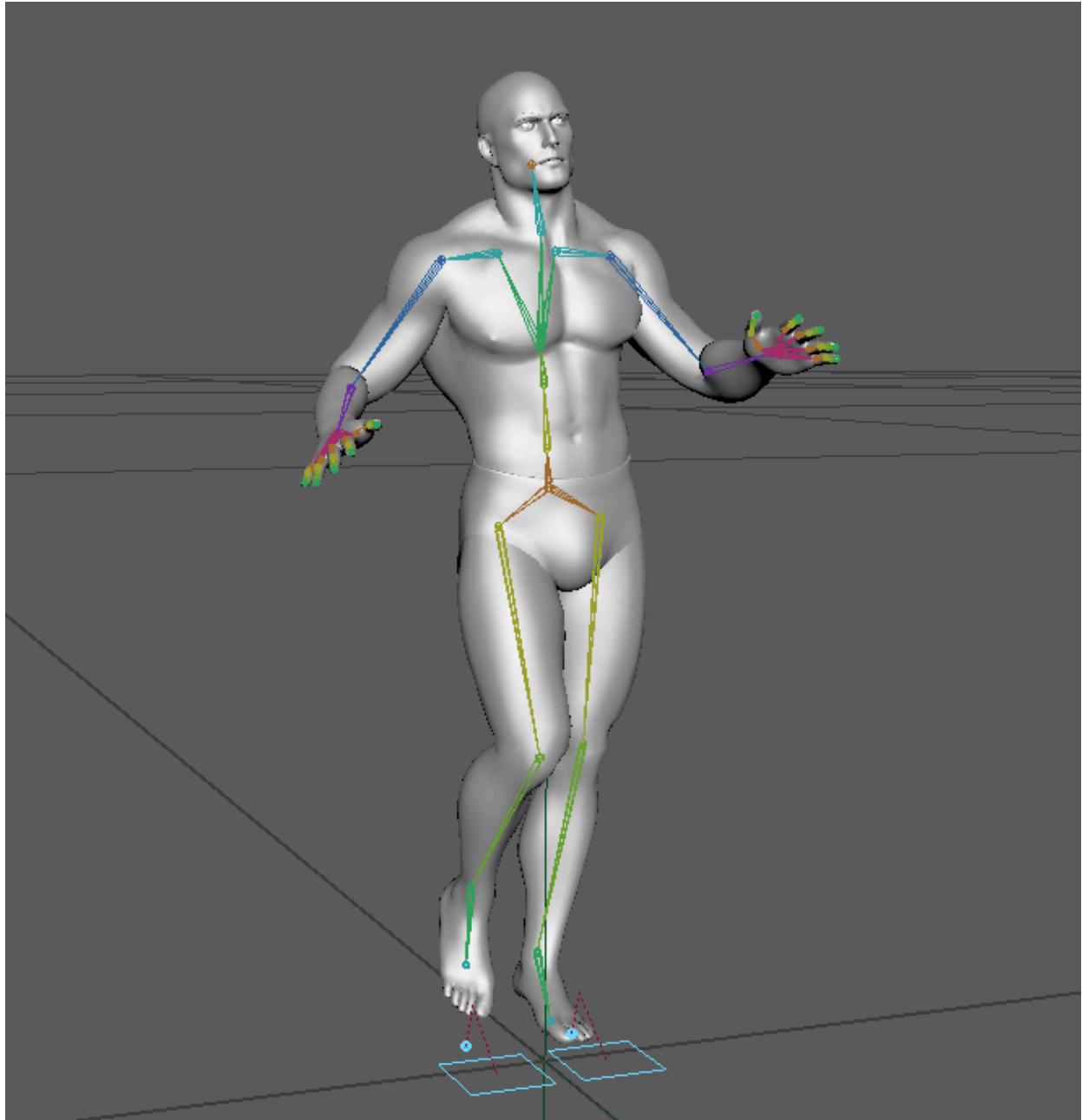


### **Retargeting:**

Select your existing human ik character. Choose 'animation\_generator' as source from the source dropdown



After selecting the animation\_generator HumanIK as a source you will see the animation in your HumanIK.



We have implemented an optional step to smooth out the animation curves in **Simplify Anim Curve** button. That will be more handy for jittery motions and that happened more in combat model results. (***Please note simplify results are not always accurate***)

