Part 11: Golaem Instead of MASH - INDUSTRY EXPANSION

**Digital Garden: Industry Tools Edition**Time: 3 hours • 'Industry-Standard Crowds!'

## 🔄 Skill Transfer Map

You already know these concepts - just different buttons!

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| MICHAEL: Apply Your Skills | JESSE: Integration Support | ✓ Check When Done |
| **STEP 11.1: GOLAEM BASICS**  **1. MASH → Golaem**  → Industry standard for crowds  → Used in: Game of Thrones, WWZ  → Your MASH knowledge transfers!  → Way more powerful  **2. Install & Setup**  → Download Golaem for Maya  → It's a Maya plugin!  → Create → Golaem → CrowdField  → Familiar Maya interface!  **3. First Crowd**  → Place CrowdField  → Add EntityType (character)  → Set count: 100  → Play → They walk!  → No setup needed! | Golaem setup: → Install plugin → License setup → Maya integration | ☐ Golaem installed ☐ First crowd made ☐ 100 entities work ☐ Basic walking |
| **STEP 11.2: BEHAVIOR SYSTEM**  **4. Behavior Editor**  → Visual node system  → Like Maya's Node Editor  → Drag behaviors: Walk, Idle, Run  → Connect with triggers  → Your node knowledge works!  **5. Advanced Behaviors**  → Add: Wander behavior  → Speed variation: 0.8-1.2  → Avoidance: On  → Look-at targets  → They feel alive!  **6. Python Control** import glm crowdField = glm.CrowdField.list()[0] crowdField.set('count', 500) for entity in crowdField.entities():  entity.setSpeed(random.uniform(0.5, 2.0))  → Same Python skills! | Behavior library: → Download samples → Study node networks → Create templates | ☐ Behaviors created ☐ Variations added ☐ Python working ☐ Crowd feels real |
| **STEP 11.3: NAVIGATION**  **7. NavMesh (Like Games)**  → Create plane (ground)  → Golaem → Create NavMesh  → Paint obstacles  → Crowds avoid automatically!  → Like Unity NavMesh!  **8. Triggers & Zones**  → Create trigger zones  → "If enter zone → Run"  → "If see enemy → Flee"  → Visual logic system  → You know this from MASH!  **9. Cloth & Props**  → Golaem Cloth simulation  → Attach props: Weapons, bags  → Variation system  → All integrated! | Performance: → LOD settings → Cache optimization → Render tests | ☐ NavMesh working ☐ Triggers set ☐ Props attached ☐ Avoidance works |
| **STEP 11.4: STADIUM SCENE**  **10. Massive Crowds**  → Set count: 10,000!  → LOD system automatic  → Frustum culling built-in  → Still runs fast!  **11. Rendering**  → Works with V-Ray!  → Arnold support  → Instances for efficiency  → Your render knowledge applies  **12. Export Options**  → Cache to Alembic  → Export to Unity  → Unreal Engine support  → Professional pipeline! | Pipeline: → Alembic workflow → Unity import → Documentation | ☐ 10K crowd runs ☐ Renders complete ☐ Export works ☐ Industry ready! |