Open Maya

A screenshot of a computer

Description automatically generated

Import your character rig.

I’m using Jody from Mixamo

A screenshot of a computer

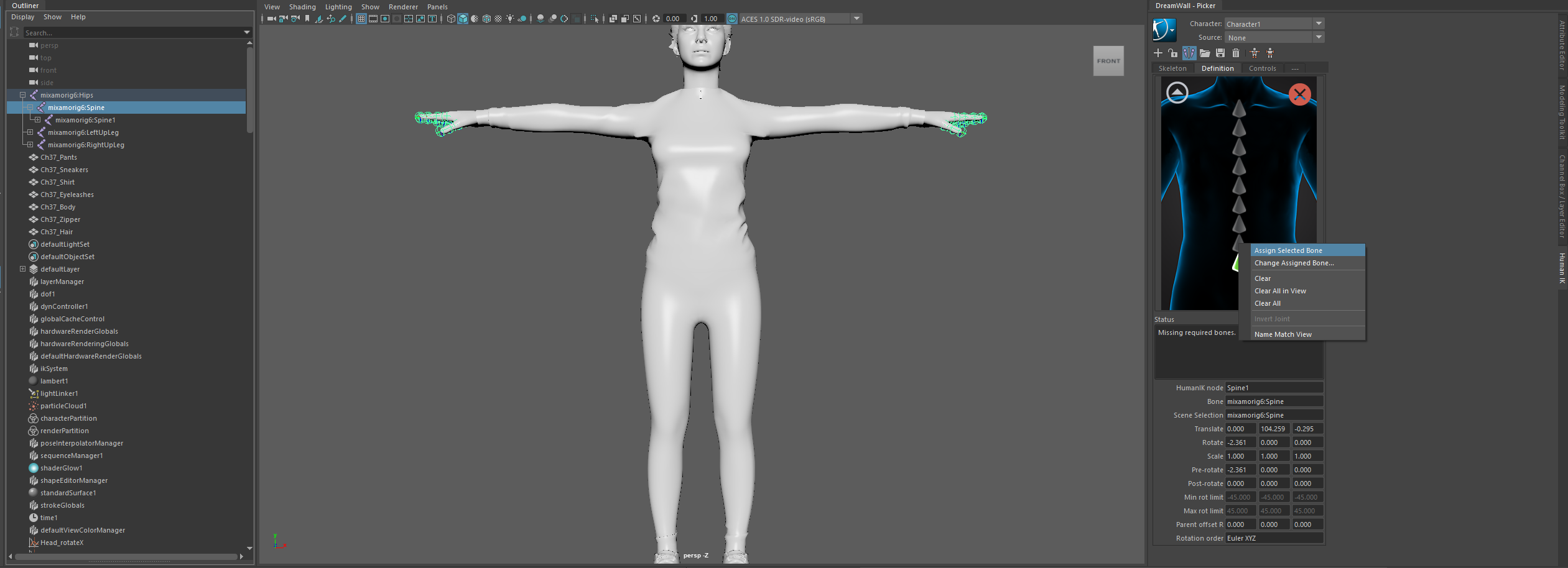
Description automatically generated

Click on the rig, and then go to definition under DreamWall Picker.

Assign bones. This should match the bones of your rig, to the labels of Maya. They may use different names (chest vs spine) that’s okay.

The Triangle allow for more bones to be assigned.

A screenshot of a body

Description automatically generated

Highlight the bone from your rig, then rightclick under DreamWell and click assign.

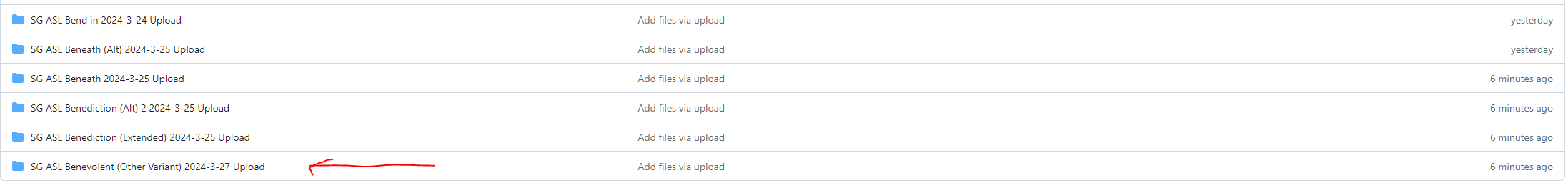
A white mannequin with arms out

Description automatically generated

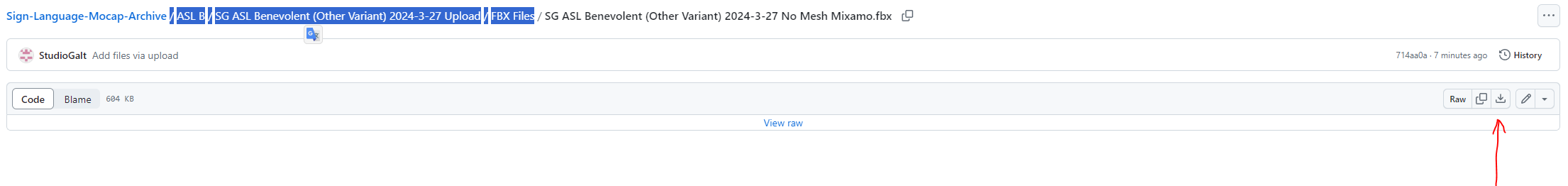
Once done you should get a green check mark.

Save your template and lock your characters.

Download the desired mocap from StudioGalt Github



Click on desired file. We use mixamo for this example.



Click download.

Back in Maya

Click import A screenshot of a computer

Description automatically generated. And import the recently downloaded file.

You may get a warning about different frame rates.

Our motions are recorded at 60 fps, Maya scene default is 30 fps, you can change that here.

A black and red line

Description automatically generated

With imported motion, click the plus sign under DreamWall Picker, to create a new characterization

A screenshot of a computer

Description automatically generated

A screenshot of a body

Description automatically generated

Once done lock and save!

Set Character to your rig, and Source to the Galt Motion.

A screenshot of a computer

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You are done!