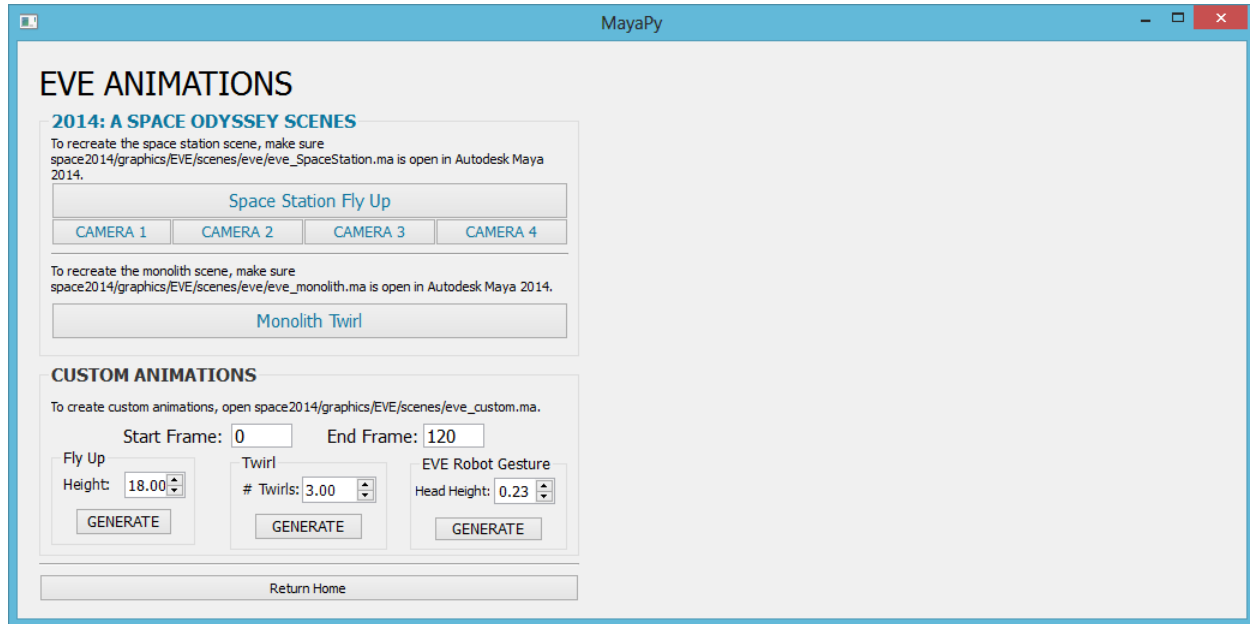


READ ME

The EVE GUI allows a user to recreate EVE scenes from *2014: A Space Odyssey* and to create custom animations at selected frames.




To recreate the EVE-Space Station scene, open *space2014/graphics/EVE/scenes/eve_SpaceStation.ma* and press the *Space Station Fly Up* button. Once the animation has loaded in Maya, press the various camera buttons on the GUI to look through the different cameras while the animation is playing.

To recreate the EVE-Monolith scene, open *space2014/graphics/EVE/scenes/eve_monolith.ma* and press the *Monolith Twirl* button. Play the animation in Maya. NOTE: This scene was generated with Batch Render using Mental Ray in the 2014: A Space Odyssey movie. To view a particular frame with Mental Ray, click on Render View. Make sure the renderer is set to Mental Ray.


To create custom animations with EVE, open *space2014/graphics/EVE/scenes/eve_custom.ma*. Select the start and end frames for the animation and select a custom animation (Fly Up, Twirl, or EVE Robot Gesture) and settings. Fly up Height designates the EVE's flight height, Twirl # Twirls designates how many twirls to execute, and EVE Robot Gesture Head Height designates the height of EVE's head movement. Press GENERATE to create the selected animation between the given frames. Play the animation in Maya.

TEXTURES


If EVE's head texture does not appear in a Maya file, the texture image path needs to be reloaded.

1. Select the *head_base* object.
2. In the Attribute Editor, navigate to the *EVE_lamertWithTexture* tab.
3. Click on the arrow next to the Color horizontal slider. 
4. Click on the folder icon and select *facePlate.tga* found in the `space2014\graphics\EVE\images` directory.

If the planet background (polygon primitive plane) in *eve_monolith.ma* does not appear, the texture image path needs to be reloaded.

1. Select the *space_bg* object.
2. In the Attribute Editor, navigate to the *space_texture* tab.
3. Click on the arrow next to the Color horizontal slider. 
4. Click on the folder icon and select *planet-wallpaper-22.jpg* found in the `space2014\graphics\EVE\images` directory.

If the stars background (polygon primitive sphere) in *eve_SpaceStation.ma* does not appear, the texture image path needs to be reloaded.

1. Select the *stars_bg* object.
2. In the Attribute Editor, navigate to the *stars_texture* tab.
3. Click on the arrow next to the Color horizontal slider. 
4. Click on the folder icon and select *deep-space-hd-wallpaper-hd-wallpapers-background-in-space-nature-landscape-images-space-backgrounds.jpg* found in the `space2014\graphics\EVE\images` directory.