BoolieMan
V 0.1
Beta release
by Brent Forrest, 2013

How it works:

The Boolieman is an animation rig built out of custom boolean primitives. The entire body acts as one boolean operation. This is achieved by attaching the included primitives BoolieBall, BoolieBod and Boolie Peg to a simple animation rig.

Animation controls:

IK / FK legs – the switcher is in the shoulder and hip controls. If the IK/FK indicators are not visible, make sure *Dimensions* are visible in the Show tab. Most controllers will give you free range of motion over the affected body part. The feet have Toe Point and Ball roll sliders available through the channel box. Elbow and Knee pole vectors are controlled through the IK twist channel of the feet and wrists.

The main controller - "god node" or "main coin" is called boolieMan. From this node you can move the entire rig. You can scale the rig as well, but this only works within a certain range. Scaling beyond 200% of the original size will yield bad results. The main coin also gives you control over the visibility of the Mesh, Animation Controls, and Goodies. You can also change the colour of your Boolieman with the RGB sliders.

Boolean Controls:

Goodies, when visible give you direct access to the control objects of the Boolean Primitives. You can bow the arms and legs and also affect the thickness and geometry density of each individual part. Goodies are typically used for secondary animation, or for changing the proportions of BoolieMan.

Vertex Dist Threshold and *Face Area Threshold* give you control over the overall boolean operation. This comes in useful if the boolean fails and the mesh disappears. Default values are 0.001 for both.

Tapping UP while selecting the boolieMan main control will take you yo boolieMan GRP – which has additional controls – they are "Joints" which control the visibility of the skeleton, and "Xtras" which give you access tot eh pole vectors and the other guts of the rig.

Known Issues:

Boolieman disappears! - Its an unavoidable flaw of working with a rig made of over 30 booleans –
but the rig comes with a few custom controllers to help combat this. There are 4 ways to solve this:

1. First, try to jiggle the last animation controller you touched – most likely this is what caused the
    mesh failure
2. Secondly, play with the values in the main coin – these affect the boolean tolerance
3. Thirdly, scale the main coin ever so slightly.
4. If all three of these fail to resolve the mesh, try hitting the render button – you'll be surprised to
    find that a boolean that fails in the viewport will solve at render time.

Referencing doesn't work! - It may not – try importing instead

Boolieman won't load! - If you've messed with any of the custom primitives – BoolieBall, BooliePeg
and BoolieBod – it's very likely that the rig won't work anymore. If you want to use the custom
primitives, it's best to make copies and save them in a different folder. Also, if you're using an earlier
version of Maya than 2011, you're out of luck – neither boolieman nor the base primitives are
compatible with early versions of Maya.

Please send all comments and questions to info@bfxinc.com
Rig available exclusively through www.creativecrash.com