

Babies In Utero

Rigging & Animation Workbook

ASSET DELIVERY

GENERAL CHECKLIST:

- Software used: Maya 2018
- Each animation has to be kept within each frame count
- Maya scene must be free from history, dead nodes and unused material

TECHNICAL CHECKLIST:

Unit & Format

- Maya
- All assets should be saved in a Maya ASCII file format .ma
- All Maya scenes should be using Y-up world coordinate system

Rigging

- Joints need to be oriented so that the main rotation for a joint is the same as a +Z rotation for that joint
- Naming for Joints : Position_BodyPart_PartNumber_Type_ControlSystem
 - Example: *L_Arm_01_Jnt_RK*
 - Example: *C_Body_01_Ctrl_RK*
- To save time and energy use the Auto Rig tool created by Nathan.
 - Create and name the RK joints for one side of the rig and then use the Auto Rig tool and specify the Position, Joint, and ControlSystem name indicators.
 - The Auto rig tool will then
- Lock the mesh and joints after the rig is finished (prevents animators from accidentally messing up the rig)

Animation

- All animations should reference movements found with babies/fetus inside the womb
- All animations should be able to loop/cycle, with the exception of Transitions
- All animations should play at [fps] frames per second at [playback speed] speed within Maya
- Each animation should be keyed using the Controllers provided in the rig and not with the joints or mesh
- Naming for Maya file : Character_AnimationType_Action_Mood_VersionNumber
 - Example: *BabyWeek28_Idle_FetalPose_Neutral_01* (Include the week of gestation for baby animations)

BACKUP AND UPDATE

GitHub

Please check your work into GitHub as often as possible as a form of backup. GitKraken should be used to push work onto GitHub.

Glo Boards

Please use the Glo Boards as a way to keep on task and to help others to see what you are working on. Upload images for in-progress and completed tasks. Make sure to assign yourself to your tasks, add due dates and utilize the labels to keep an organized workspace.

CONTACT

The following list will help you to know who to contact with questions.

Contact Information

NAME	SPECIALTIES	EMAIL
Gavin Lopes	Sculpting, Modeling, Texturing	10655472@my.uvu.edu
Nathan Ethington	Scripting, Rigging, Animation	10596304@my.uvu.edu

Please note that all creative direction enquiry questions must be submitted in writing. The answers will also always be given in writing.