

Exporting Motion from MOTIONBUILDER to Character Studio

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Kaydara Software	MOTIONBUILDER 4.0
Description	This document explains how to export an animation from MOTIONBUILDER to a character in 3ds max that is weighted on a Character Studio Biped using the .BVH file format.

To map the motion on the CS_BVH template:

The following section describes how to map motion from an actor or a character to the CS_BVH template character.

Once the Input (Actor or Character) is ready, perform the following:

1. Load the CS_BVH.fbx file from the MOTIONBUILDER sample directory.
2. Open the Character Controls window, and select the CS_BVH character from the pull-down menu.
3. In the Character Controls window, click Edit to select the Input Type (fig 1-1). Select Actor Input or Character Input depending on the type of motion source.

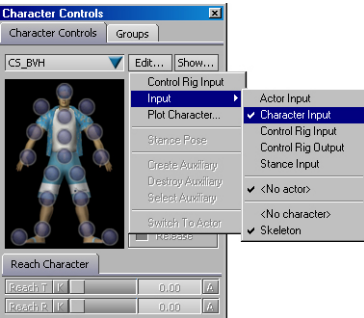


fig 1-1: Select the Input type.

4. To select the motion source, click Edit and select the actor or character source from the menu (fig 1-2).

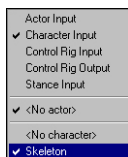


fig 1-2: Select the motion source.

To plot the animation to the CS_BVH template:

1. In the Character Controls window, click Edit and select Plot Character from the menu (fig 1-3) to plot the animation from the motion source to the CS_BVH.



fig 1-3: Plot the animation from the motion source.

To export to a .BVH file:

1. Select the Hips bone of the CS_BVH skeleton.
2. From the menu bar, select File>Export>Biovision (*.bvh).

To import the .BVH file to 3ds max Character Studio:

1. Launch 3ds max and create a standard Biped in an empty scene.
2. Access the Motion Capture Conversion Parameter menu.
3. Load the .BVH file previously saved in MOTIONBUILDER.
4. Under limb orientation, activate the point option under KNEE and ELBOW.
5. Click OK.
6. Save this animation as a .BIP file.
7. Load your 3ds max scene with the Character weight on a Biped.
8. Access the Biped motion capture tool.
9. Load the .BIP file.