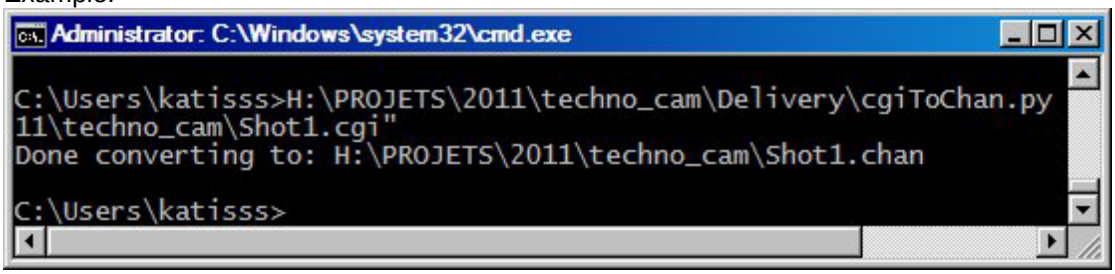
Technodolly data to Houdini

This describes how to translate .cgi to .chan files and use them in Houdini.

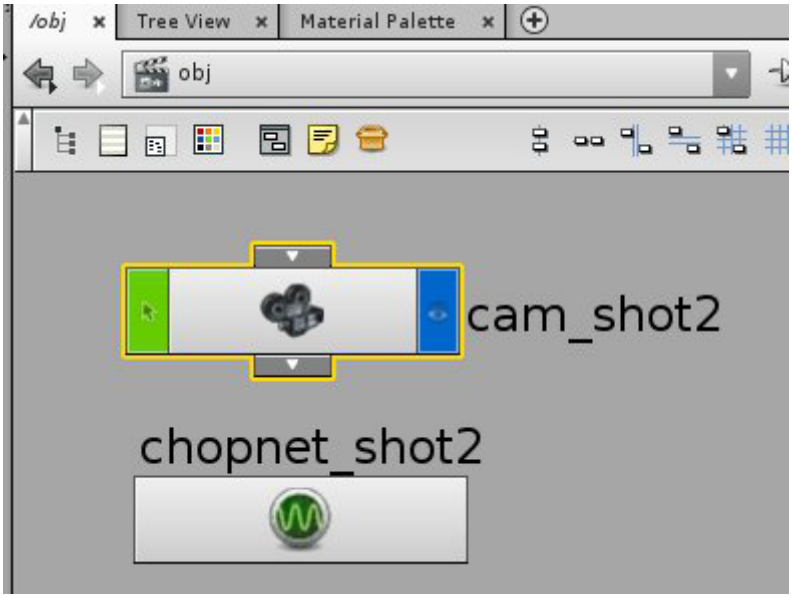
In the zip file you find:
Delivery
/src: cgiToChan.py
/examples: all 4 shots in Houdini compared to the .fbx cams imported from maya
/data: the .chan files for the above scenes

A) .cgi to .chan file translation with python command line tool cgiToChan.py
1) In the command prompt type run cgiToChan.py script
Usage: cgiToChan.py inputFile (.cgi) [outPutFile (.chan)]

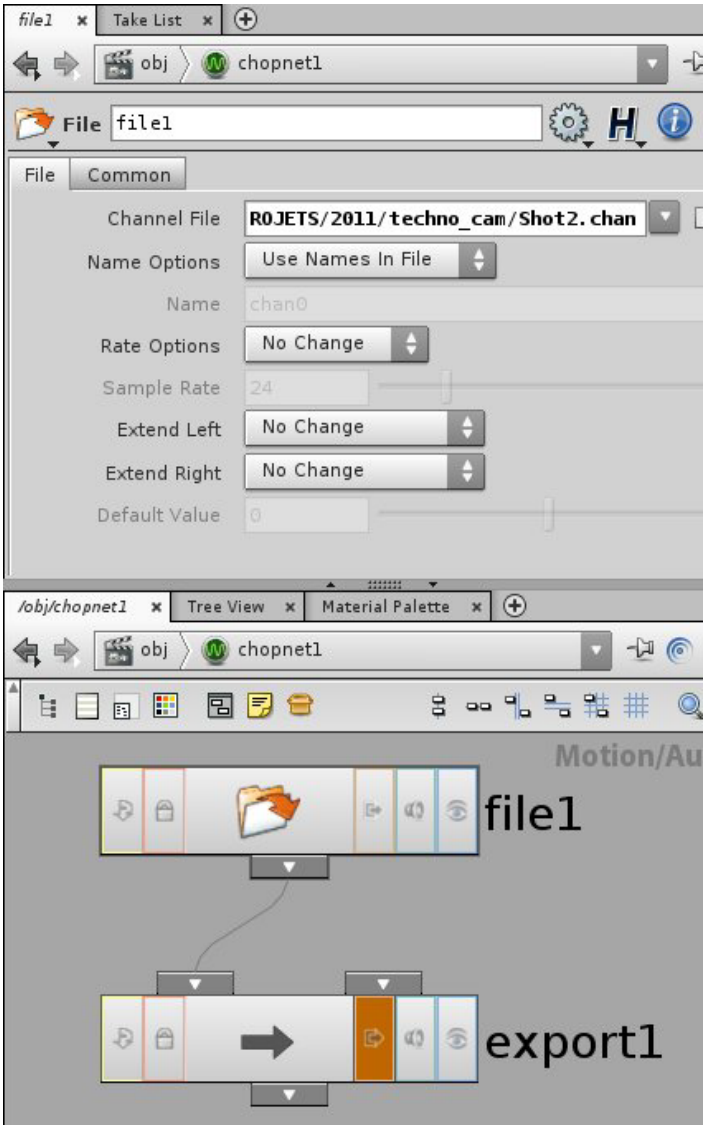
Example:



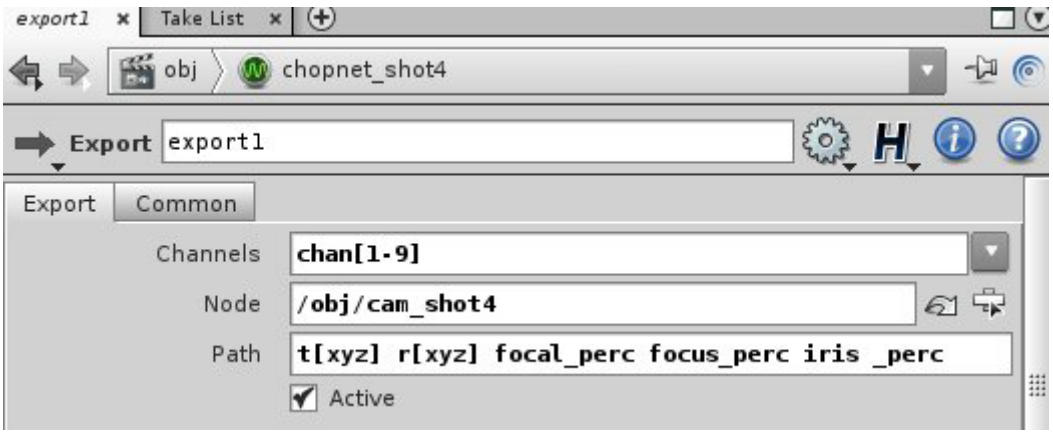
B) Using the .chan animation file in Houdini:
1) Create a Camera (/obj level)
2) Create a Chopnet(/obj level)



3) Inside the Chopnet create a file and an export node (see pic below)
4) In the file node select the channel file (.chan)
5) Connect the file to the export node



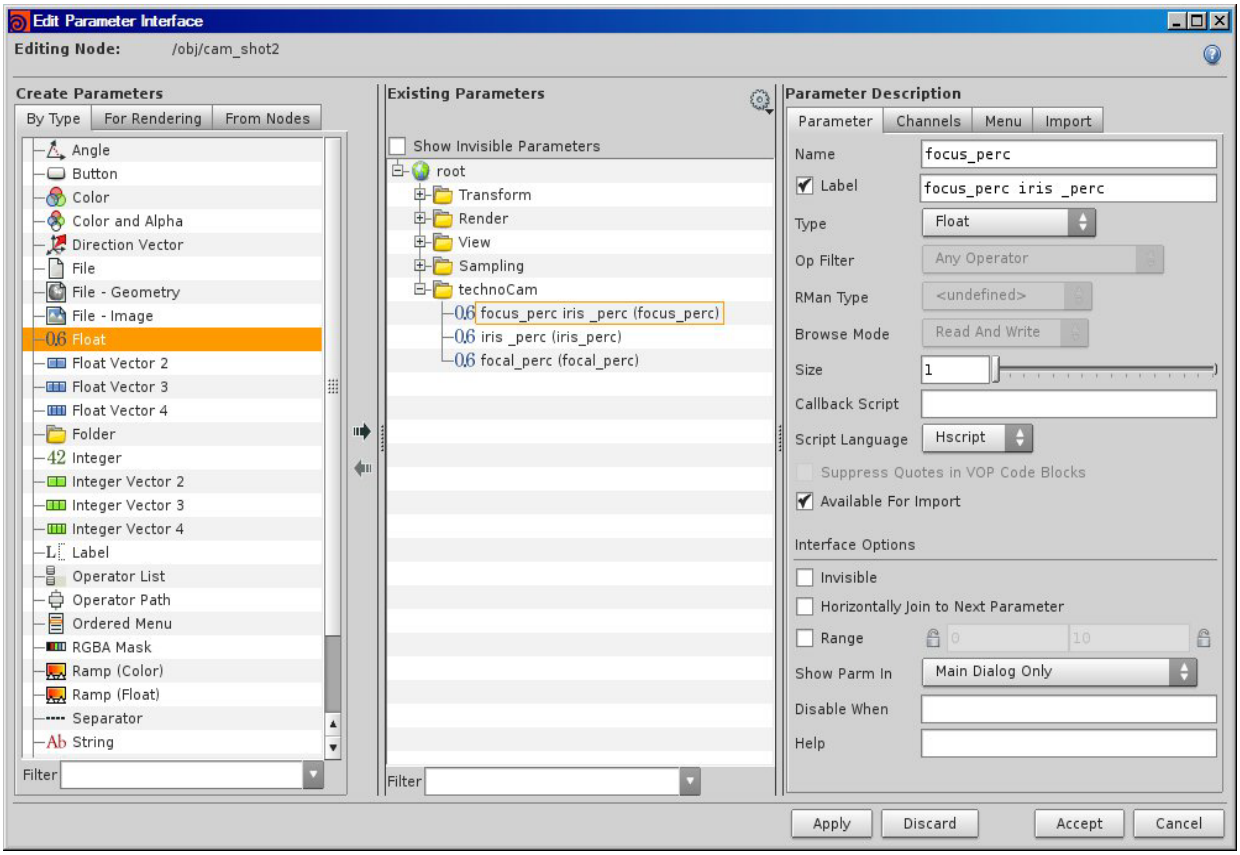
7) In the export node:
-write "chan[1-9]" in the "channels" field (so channel 0 is not used, it has the frame number)
-pick the camera node in the Node field
-In “Path” field type: “t[xyz] r[xyz] focal_perc focus_perc iris _perc”
-Activate “export” mode in the export node (the brown square on the right side of the node, see picture above)



The transform channels on the Camera object are now controlled by the Chop, they turn orange and the

animation should work.

8) **Apply zoom, focus, iris multi/pliers (if you need them, see example cam2_fbx.hipnc)**
In the camera object go into “Edit parameter interface”
- and add custom float attributes for: focal_perc focus_perc iris _perc,
they will turn orange and are controlled by the Chop



- set the following expression in the camera “focal length” field:
Focal + Focal.*ch("/obj/cam_shot2/focus_perc")
*For example: 50.+50.*ch("/obj/cam_shot2/focus_perc")*

Do the same for “Focus distance” and “FStop” attributes if you want to use them.