

CIS 510 Homework 2 - Submission 2

Jacob Lambert

October 22, 2015

1 Part A

Step-by-step instructions required to animate the hand raise:

1. Keyframe the hand to the side at the start
2. Keyframe the hand to the side a few seconds into the animation.
3. Keyframe the hand rotated 180 degrees between the two previous frames.

Pseudo-code for the same procedure:

```
currentTime 1;  
rotate arm 0;  
setKeyframe arm;
```

```
currentTime 10;  
rotate arm 180;  
setKeyframe arm;
```

```
currentTime 20;  
rotate arm 0;  
setKeyframe arm;
```

See `armRaise.py` for corresponding python code. I created a similar script for the leg motion, located in `legKick.py`.

I did the ball translation and rotation using the Maya interface.

2 Part B

I did all of the animation for running in python. I didn't end up using node connections because I forgot that was a possibility. I primarily used the techniques I learned from animating the arm and leg in Part A.

Once I finished animating the running motion in python, I turned back to the ball animation. I wrote a python script that replicated the animation I created through maya.

After finishing all of the scripts, I combined them into one script, located in `hw2.py`. If you load `hw2.py` into the original `lego-A2.ma` it should create the entire animation.

I included some autosaves, but they will probably be very boring and at varying stages of completion since I did most of my work in python.

3 Nimble Bridge

I'm still having trouble with the nimble bridge. I was able to download everything, but when I try to execute `import nimble` inside Maya I get a `No module named nimble` error.

I didn't have a `Maya.env` file on my machine (OSX), so I created one that looks like the following:

```
PYTHONPATH=~/Documents/maya/code/Nimble-master/src:~/Documents/maya/code/PyAid-master/src  
located in  
~/Library/Preferences/Autodesk/maya/2016>
```

I'm guessing this isn't the correct thing to do to set up the paths.