

Maya Animation

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1 Create Image Sequences in Maya

1.1 Set Playback option

Change the **Playback option** like this:



Figure 1: set playback option

1.2 Set, Mute, Delete specific Keys

1.2.1 Set Key

Select **Camera** or **Object**, then goto **Attribute Editor**, **Right Click** at interested property and choose **Key Selected**. If selected, the property's background will turn to **Red**. Originally, they have black background.

I choose **Rotation Y** as the selected key and set it as 0 at the keyframe 1, as shown in 2

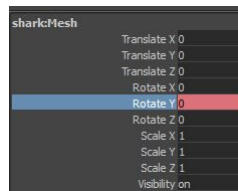


Figure 2: selected key frame 1

I also set the **Rotation Y** key at the final keyframe as 3:

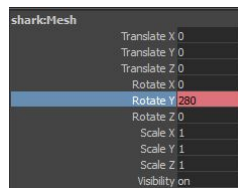


Figure 3: selected key frame n

The interpreted **Rotation Y** key can be interpreted as 4:

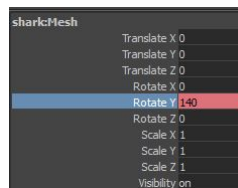


Figure 4: selected key frame

1.2.2 Mute Key

Muting lets you isolate and focus on a specific motion. For example, working with a model whose arms and legs are animated, you can use muting to turn off the animation of either the arms or legs.

You can mute selected animation channels to temporarily disable the animation without disconnecting its curve from the animated object. See Mute channels. You can also mute keys for a selected object. See Mute keys.

1.2.3 Select all Keys

After object or camera selected, press **s: Animate** → **Set Key**, then all properties are selected.

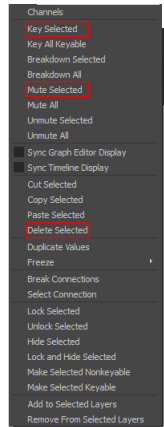


Figure 5: Set, Mute and Delete Key

1.3 file output option

To make an animation or do batch rendering, I will need to export multiple images, I choose to export **Jpeg** image format and set the output file name as the following 6

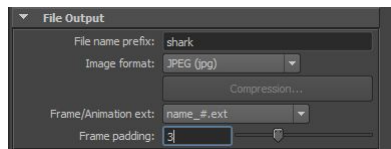


Figure 6: file output option

1.4 Set Project location

Go to **File** and **Set Project...**, choose a folder and make it where the project saves.

1.5 Set frame range

Set the **Frame range** the same as the **Playback option**.

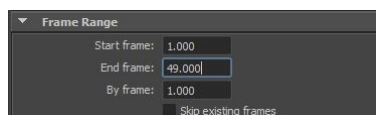


Figure 7: frame range

1.6 Set Renderable camera

Set the **Renderable camera** the same as the camera I am using.

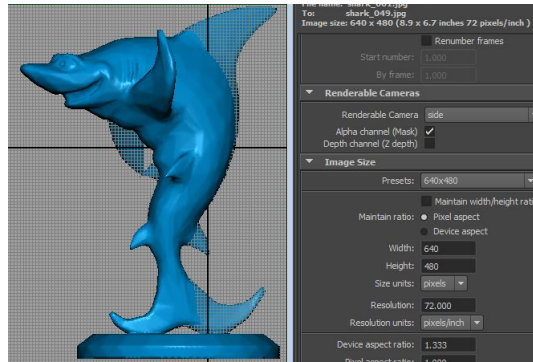


Figure 8: set renderable camera

1.7 Output images

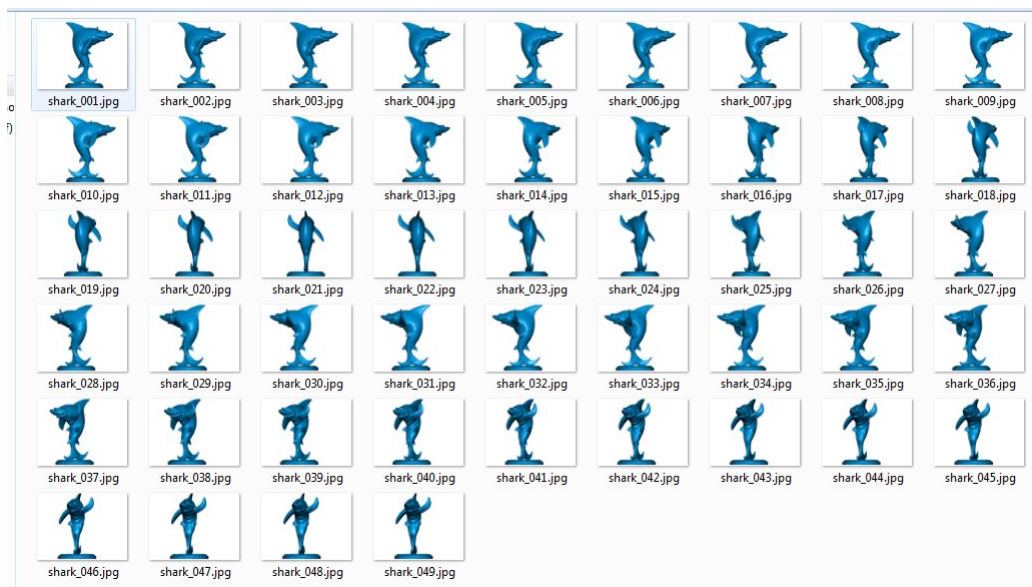


Figure 9: output images