

M SERIES – CHARACTERS

get the most out of your rigs

BEFORE YOU START ~

To avoid issues please use maya 2022 if you can. 2024 is ok too but pickers don't work there for some reason.

Maya Setup

- Create a new maya project
- Add rig(s) and props to the assets folder
- Move the whole "textures" folder into the "sourceimages" folder of your project
- **REFERENCE**¹ your rig into anim scene
The textures should load automatically (clothes don't have textures)
If not check the FAQ doc
- Save in your project's "scenes" folder
- I recommend the following naming convention:
shot_name_v004_comment

Clothes

- Choose an outfit with the 3 vis_ctrls next to the rig
- Adjust foot roll pivots according to chosen footwear
 - By unlocking translation channels²
 - Position them → lock the t-channels again (don't animate them!!)
- Hide the 3 vis_ctrls
- Check Outliner for additional geo options for males³

Hide Intersections

- Make the geo selectable by clicking on the "R" in the "geo" display layer (bottom of channel box)

¹ It makes the rig non-editable, i.e. prevents accidental changes & keeps your file size small

² if not possible, go into preferences > file references > tick "allow locking and unlocking edits on referenced attributes"

³ like beard, moustache, short hair – not consistent across characters

- Select the geo you want to hide
- Right click and hold → choose “Face” Mode
- Select all faces you want to hide
- Press the “H” key
- It’s recommended to hide all the body geo under the clothes that is not visible to avoid any intersections appearing with certain poses

— If you have it —

Animbot⁴

- Snapshot mirror / default pose

Dreamwall Picker⁵

- Open the Face and Body pickers
(they both work on all 6 characters)
- Edit > preferences > tick “display namespace toolbar”
- Make sure the namespace matches what you see in the outliner

Studio Library⁶

- Copy the “PoseLibrary” folder to wherever Studio Library is set
- Or copy a selection of sub-folders to avoid duplicate content in your library
(only face poses are unique per character)
- Check / change the path in StudioLibrary’s settings

Alrighty, now you should be good to start animating!!

Have fun :)

Ramon Arango

Don’t do any modifications in the original rig file please. If you want to change the rig outside your anim scene, do those changes on a duplicate of the original rig file.

Stay safe.

⁴ Download [Animbot](#)

⁵ Download [Dreamwall Picker](#)

⁶ Download [Studio Library](#)

RIG SPECS ~

Rigged in Maya 2022

Playback Speed will hopefully be around the **24 fps** mark. On my machine that's the case.

You should have Parallel Evaluation & GPU Override on.

Here are my hardware specs for you to compare:

- Operating System : Windows
- Processor : Intel(R) Core(TM) i7-4770 CPU @ 3.40GHz 3.40 GHz
- RAM : 32.0 GB
- Graphic card: NVIDIA GeForce GTX 1060 6 GB

Outliner Selection sets : Click then press the ↓ key to select all ctrls in that set

Body

- *"body_CTRL"* to reveal a bunch of hidden ctrls
- *"hip_CTRL"* to reveal *"crotch_CTRL"* on males
- *"L/R_switcher_CTRL"* on arms/legs to reveal *"Bendies"* & *"IK_shoulder/hip_CTRL"*
- Many but not all ctrls have special attributes like
 - *"Sub Ctrl Vis"*
 - *"Space"* or split into *"T Space"* & *"R Space"*
 - *"Rotate Order"*
- IK feet → it's recommended to use either the roll ctrls or the roll attributes
- *"Auto Bend"* on *"head_CTRL"* affects the neck

Face

- *"Z"* attribute on brow and lipcorner ctrls
To avoid accidentally pushing things in or out
- Normal *"FK_jaw_CTRL"* as jaw's SubCtrl if you prefer