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Chapter 9 – Animation

9.1 Animation Introduction

This chapter documents the new animation tools found in the Workspace (it does not cover the animation tools such as the KFE and similar that are found in the Model side). The Workspace features a powerful range of tools for creating animation which will let you work with physics simulation, skeletons, keyframed animation, and imported motion capture via BVH. You can in fact flexibly combine all of these different types of animation, giving you many different ways to achieve exactly what you are looking for.

The chapter begins with a look through each of the tools associated with this process, and then moves on to some introductory tutorials that take you through some ways of creating animation in trueSpace.

will move the active frame to 300; if it is displaying an ending frame 600, then it will move the active frame to 600, and so on (including for an end frame with a negative value).

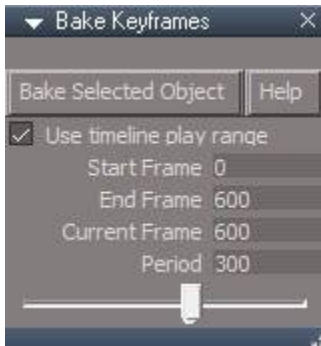
9.2.7 Animation Preferences Panel



This panel can be found in the Settings aspect of the Stack, and shows when the Animation Editor window has focus (simply click on the Animation Editor window and this panel will display in the Settings aspect of the Stack). The parameters are :



- Shrink Range : TODO
- Advance Frame : TODO
- Automatic Keyframing : TODO
- Bake Keyframes : TODO



Is useful for converting animations controlled by command scripts to keyframes. Command script controlled animations don't render and this fixes the problem

Use timeline play range – uncheck to use the values entered below.

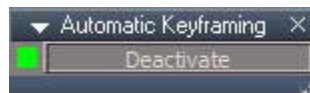
Start Frame – set first frame to key

End Frame – set last frame to key

Current Frame - ? write up

Period – delay between keyframe times

set the animation play range to determine what keys get baked
 or uncheck and manually set the range
 adjust the Period value to give scripts time to run before a key is set
 select the item to bake and push the button
 a keyframe will be created at every frame for the object
 remove the command script controlling the object before rendering



move, rotate or scale an object or dynapose an actor to get automatic keyframe generation.
 IK handles don't create a key, but the act of just selecting a joint after adjusting a handle is enough to make it reevaluate causing a small motion in the joint and create a key for the skeleton.
 If a joint is already selected just touching the transform widget is enough to get a key.

9.4 Morphs

Morphs give you the ability to store and blend between different states of a model. These different states are created using the regular Point Editing tools - for example, you could use point editing to create a smile on a character, storing it as a morph. Then you create a new morph, point editing to make a frown. Then you can blend between those two expressions (and many more of course), either creating the perfect expression for your character in a still image, or recording your results in an animation.

9.4.1 The Morph Panel



To begin working with morphs, you will need to create the first morph for an object. To do this, click on the Add Morph icon in the character editor tools, and this will open the morph panel, create a new morph for the object, and take you into edit mode on that morph.

Once you have at least one morph added to an object, then the morph panel will open automatically when you click on that object, without the need to click on the Add Morph icon again.



