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2400921
Animation project

without bones

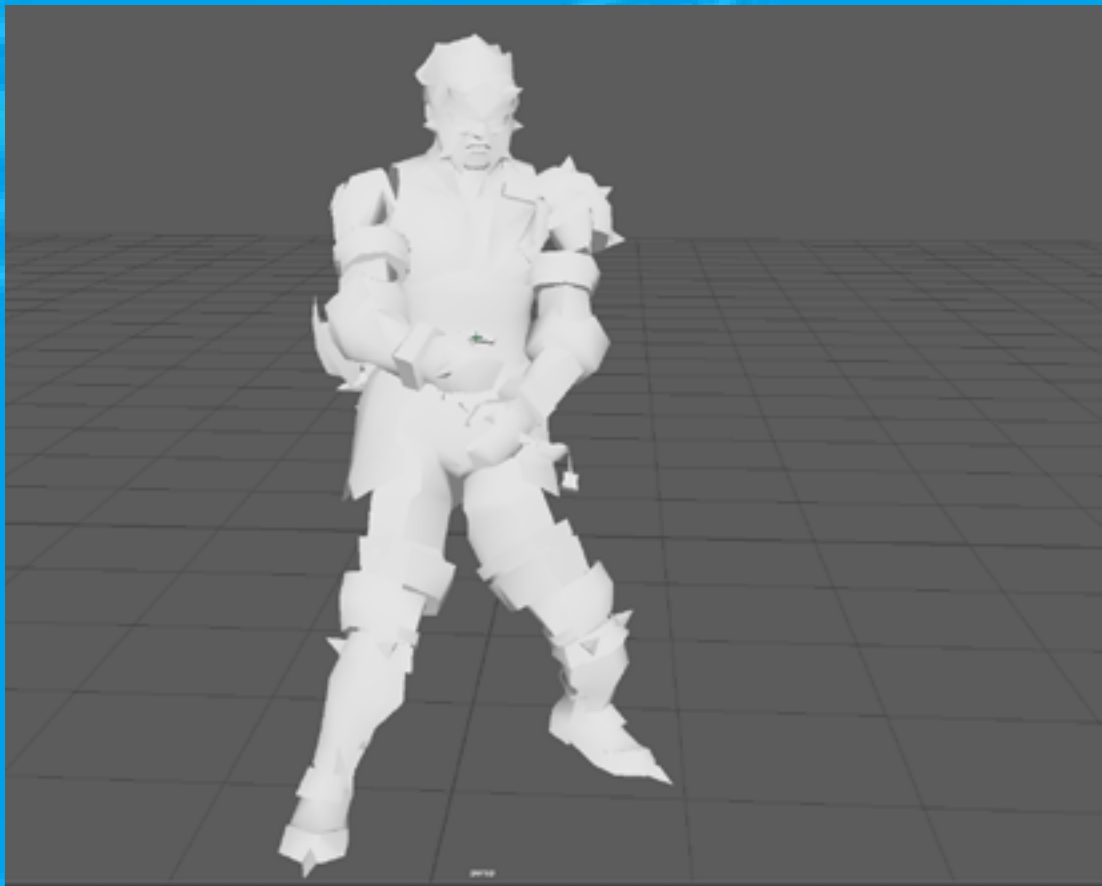


<https://youtu.be/hnTug5xtleA>

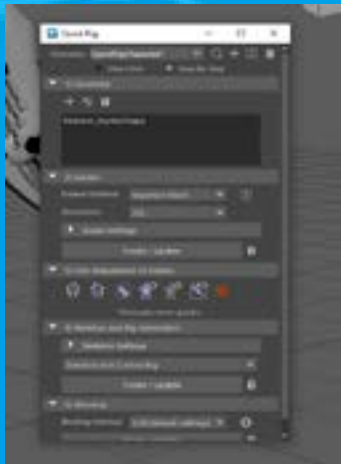
With bones



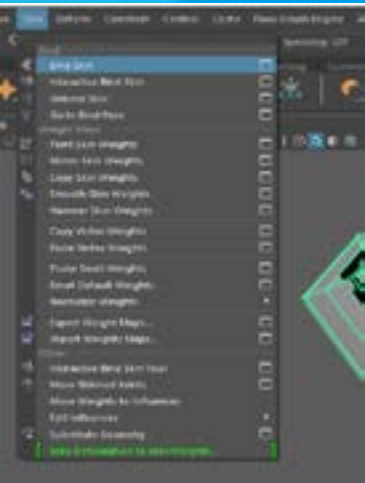
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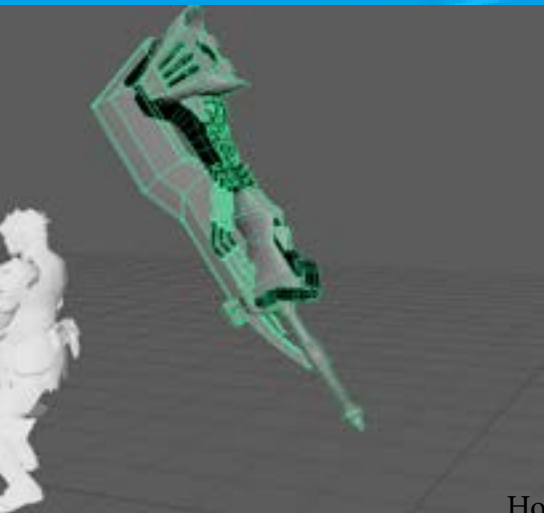
The idea from the start has always been to recreate the swing animation from monster hunter with the great sword. So the model I decided to go with was an instructor from the games so it made sense within the context of the animation so using models resorce I was able to get a textured version directly from the games with no skeliton



So using mayas in build quick rig options after a few attempts failing due to me not knowing how the settings effected the rig I was able to create a basic skeliton for the model

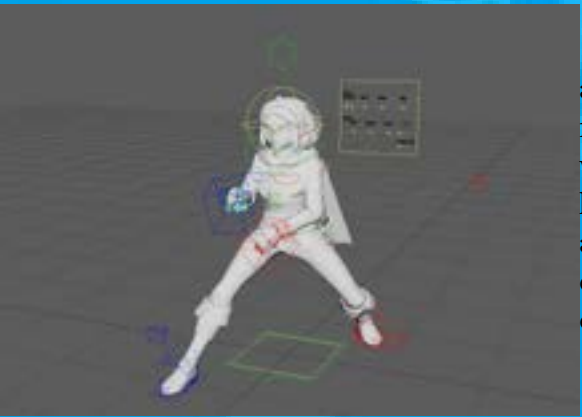


after which I had to pair the bones to the model and as this was a primerly anima-tion focused module I just used the bind skin option in maya and used whatever the result was as long as it was capiable of creat-ing the animation I was hoping forvv



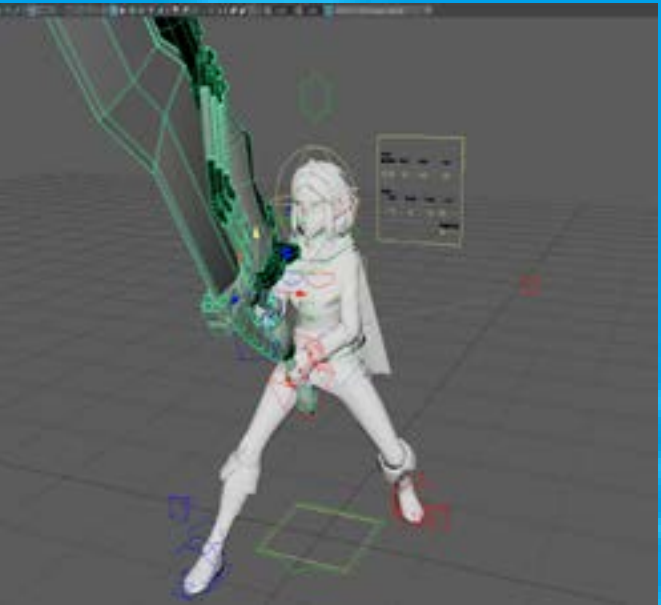
After the model was rigged and was able to be posed into any pose I needed for this project I needed to find a great sword from monster hunter that they could hold. I ended up with wyvern igniton which defently fit the idea of swinging a massive sword so hard it propells you over itself

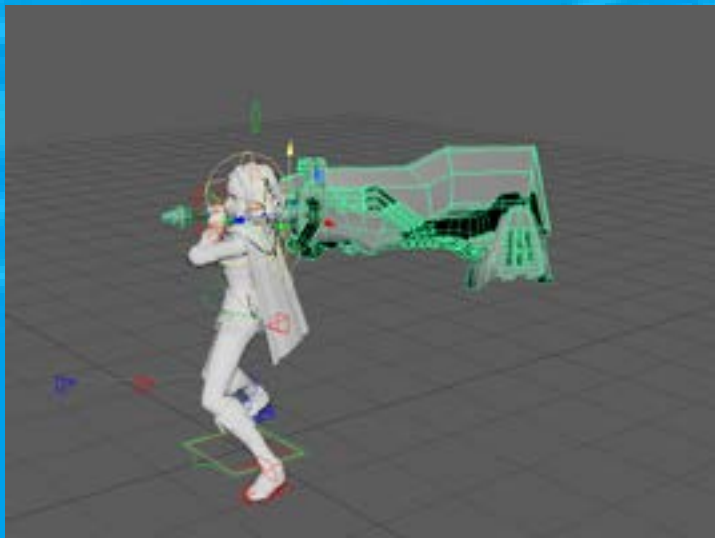
However during my first few attempts at posing the model an issue started to pop up that im still not 100% sure what caused it. the issue was that for some reason any time I moved any bone within the model even if I redid everything from the start it would make the model collapse in on itself or stretch to the far background and no matter what I did even restarting the whole project didnt seem to fix it



after about 2 hours of trying and failing to fix or find the cause of the issue I decided it would be easier to use a model that already had a control rig set up on it since I had already used quick rig to create the bones on a model that part of the project was complete.

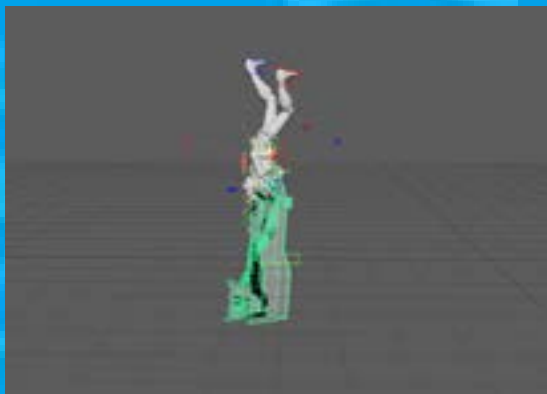
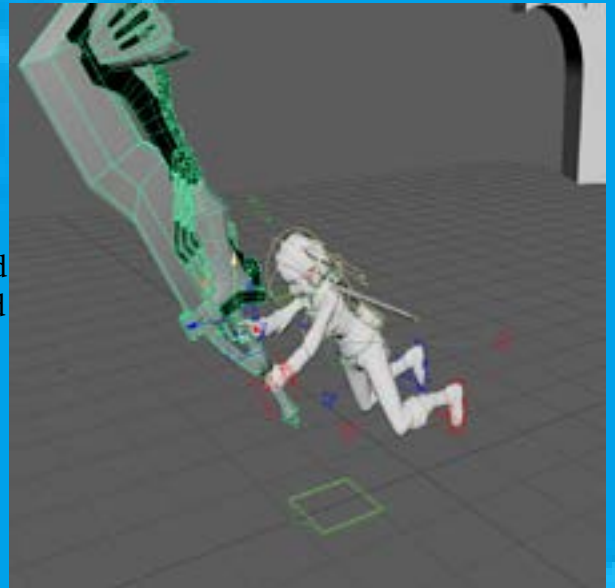
deciding to use the zelda model I already had saved I reimported the sword but insted of binding it to the hand which would of been much easier in the long run I decided I wanted to animate every part of it indvudally





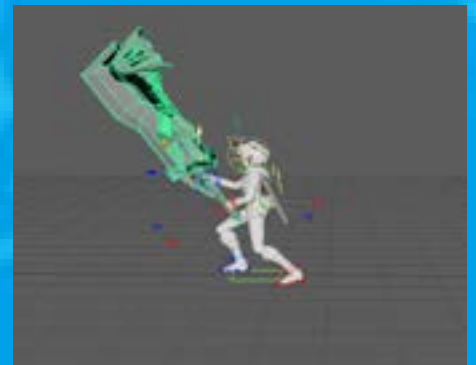
once all of that had been set up I could finally start the animation. So after watching and playing many different monster hunter games the starting pose was just a simple pull back on the sword while resting it on your shoulder.

Once the first pose has been held for a second the sword needed to be flung forward which trying to get the sword to feel like its pulling the character forward insted of just the character swinging the sword themselves the way I tried to achive this was by making some of the characters legs swing upwards with the sword swinging down trying to convey its strong enough to pull them over



Once the intial swing has hit the floor the plan was to make the sword stick into the ground and fling the character over with them landing on thier feet on the other side. Even by using half of a sphere to get the angle of the spin as accurate as I could I still had to go through and adjust a lot of points with the sword due to it being on a weird angle.

once the flip was mostly completed I tried to make the starting postion the end postion so it can slide back to the start of the animation without any issue



Other than the intial issue with the monster hunter model not working well with quick rig no other issues really popped up during the creation of the animation. however next time I create an animation with anything that a character has to hold for long periods of time I will perent it to the hand to avoid having to animate it in the correct position every frame mostly making slight adjustments many times on the same frame.

[1]"3D Rigging is Beautiful, Here's How It Works!," www.youtube.com. <https://www.youtube.com/watch?v=3RSwjZLCIRc>

[1]"3D Tutorial: Walk Cycles - Doodley," www.youtube.com. <https://www.youtube.com/watch?v=wg-zQ2OmE2Ow>

[1]"Animating LEGS (Walk Cycles and Weight) - Doodley," www.youtube.com. <https://www.youtube.com/watch?v=6lGPvMLE8Oo>

[1]"Animating ARMS (FK vs. IK) - Doodley," www.youtube.com. <https://www.youtube.com/watch?v=-JnkAlwMjalc>