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L5 - Creative Practice 4 - M5X01569

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In Short:

- Put the 2 characters in the first key-pose.
- Exported props and set up the scene along with leaving clues of what happened before the scene. - Looked up some things I had forgotten.

Details:

- Got a new idea so changed from what I originally intended to with the thugs, when I found the baby rig in one of the folders in my Workspace in Perforce. In this case I placed them in the setting of kindergartners rather than babies.
- Struggled a bit to make the first baby rig sit on it's heel. Problems with the right leg turning the other way around and used a while to turn it the right way. That without the leg turning becoming even more deformed, but eventually figured it out.
- Found props/ objects for the scene, more specifically, toys. <http://www.cadnav.com/3d-models/toys/index.html> , not many obj or mb files, so there were only a few to choose from, as most were max files that I could not export in to Maya. Had to use quite some time on placing the props to make sure they were placed properly, not floating off ground or too gravity defying to the point that it was noticeable. I accidentally removed the eyes of the first rabbit in the beginning and I had already placed the second one by then, so I just copied the ones from the other ones and moved them over the the first one.
- Placed the objects and walls in the scene along with the rigs. Found a plunger from another complex rig of a Rayman Rabbit that I removed and moved the plunger over to the smaller object one I found. Accidentally made the wall into a spherical shape. Realized after a while how to turn it back, but by then I had changed up the size, so the first wall that changed, ended up as part of the scene like a pillow. Realized the second time it happened that I could select the object and press 2 to turn it into a shape and back to a square with 1. Probably clicked on it by accident when I was navigating the keyboard for the move tool.
- Whatever I already made in the back looked a bit like a role-playing scene. Was at first thinking that the rabbit was a left over from what the kid played with earlier, with him being the victim the rabbit was trying to catch with the net. I moved the mushroom with the net around there along with another one of the rabbits I exported, just with a swatter in hand like the original obj file with the bunny came with. I changed the setting or target a bit cause I thought it would maybe be a bit more natural that the kid had a play going on with two characters with them directing a conflict at against each other rather them the kid being like one of the characters in the role-play. story and before scene: The rabbits are having a conflict an thus are angry. There is a net on the mushroom (Trying to leave clues of what happened) cause one of the bunnies failed in their first attempt at catching the other one when throwing the net. There is a broken swatter on the side that the kid broke while playing. Maybe it's the other rabbit's on the left side's and that could possibly be why the conflict started? Either way I found it comedic to have them as part of the background.
- During the process I looked up a few things like, how to change the size of the grid, export files or rigs, remove props, and hove to move the camera around cause I forgot all 4 of them cause I had not used Maya in quite a while. By the time I was done for the day it was easier to navigate some of the shortcuts and around the keyboard and with the mouse.

- Given one of the models a ball/spherical object.
- Adjusted the pose a bit, so the ball appears a bit more natural in his hands.
- Some small issues with the placement of one of the frames from last time, but was able to fix the issue with a quick search online, found a video tutorial that went over the basics. Changed settings for

animation playback speed to 24 frames/ real time. (Found a specific part of a video explaining) <https://www.youtube.com/watch?v=q2nl7vfachI>

- Had some problems with setting key frames. Found out that I can't set for the whole model apparently and have to select each individual control. <https://forums.autodesk.com/t5/maya-lt-forum/maya-lt-not-registering-characters-animation-on-key-frames/td-p/5476562>

- Used some time on the legs as they were moving in a weird direction/ positions with one of the models.
- The animation with the head tilt and movements and the other frames were too close to each other and later to far away, but looked up some instructions and moved keys around with the dope sheet while comparing the timing. Took 20-30 min to figure out which keyboard key and mouse button I had to use to actually move key frames and in between's around. (Shift and mouse wheel click) Had to search up what "MMD" was referring to, to figure out this step. https://web.calpoly.edu/~elovagli/HTML/Lesson_06_a.htm <https://knowledge.autodesk.com/support/maya-lt/learn-explore/caas/CloudHelp/cloudhelp/2015/ENU/MayaLT/files/Keyframe-Animation-Use-the-Dope-Sheet-Manipulator-htm.html>
- The models right legs twitches for some reason at certain points? It disappeared when I moved or set some keys in between, then reappeared later.

- Maya crashed around 5 times in half an hour while i was working on "the throw" and the arm of the same model, but luckily I saved every so often, so did not loose more than 10 min of work max. Got back on track in around half the time it took the first time.
- Looked like a slow motion throw the first time I played the scene, so adjusted the timing and speeded up the arms movement a bit by placing the keys of the hand closer to each other, as well as the timing of the ball and hand to match each other.
- Looks like the twitching leg of the other character is gone now? (don't know what happened or what I did if anything)
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- Some movements with the leg of model reaching for the car, and the balls that could have needed some more work and seem a bit unnatural, but tried to minimize those by removing unnecessary in betweens and adjusting the timing by copy, pasting keys and using the dope sheet.