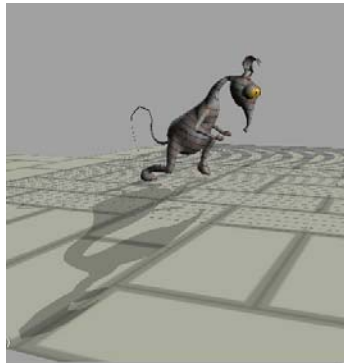


Recapturing Life – C. Bregler and JM Gauthier
Storytelling in Motion Builder - Workflow Part 3
Handout for class notes
JMG - Fall 2006

Telling a story with one character. **We use, in this tutorial, the mouse character provided with Motion Builder Software Templates.**



Step 1 Jump



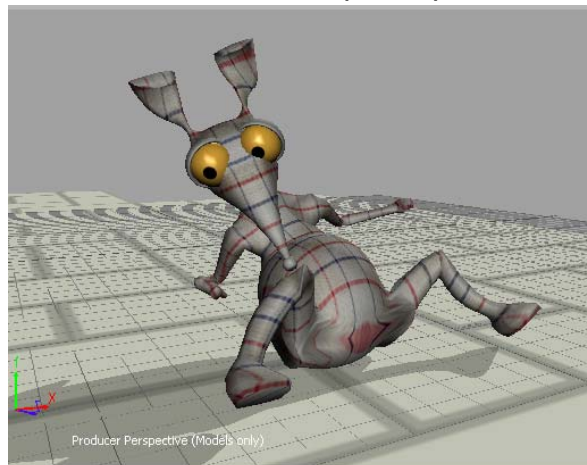
Step 2 Run



Step 3 Slip

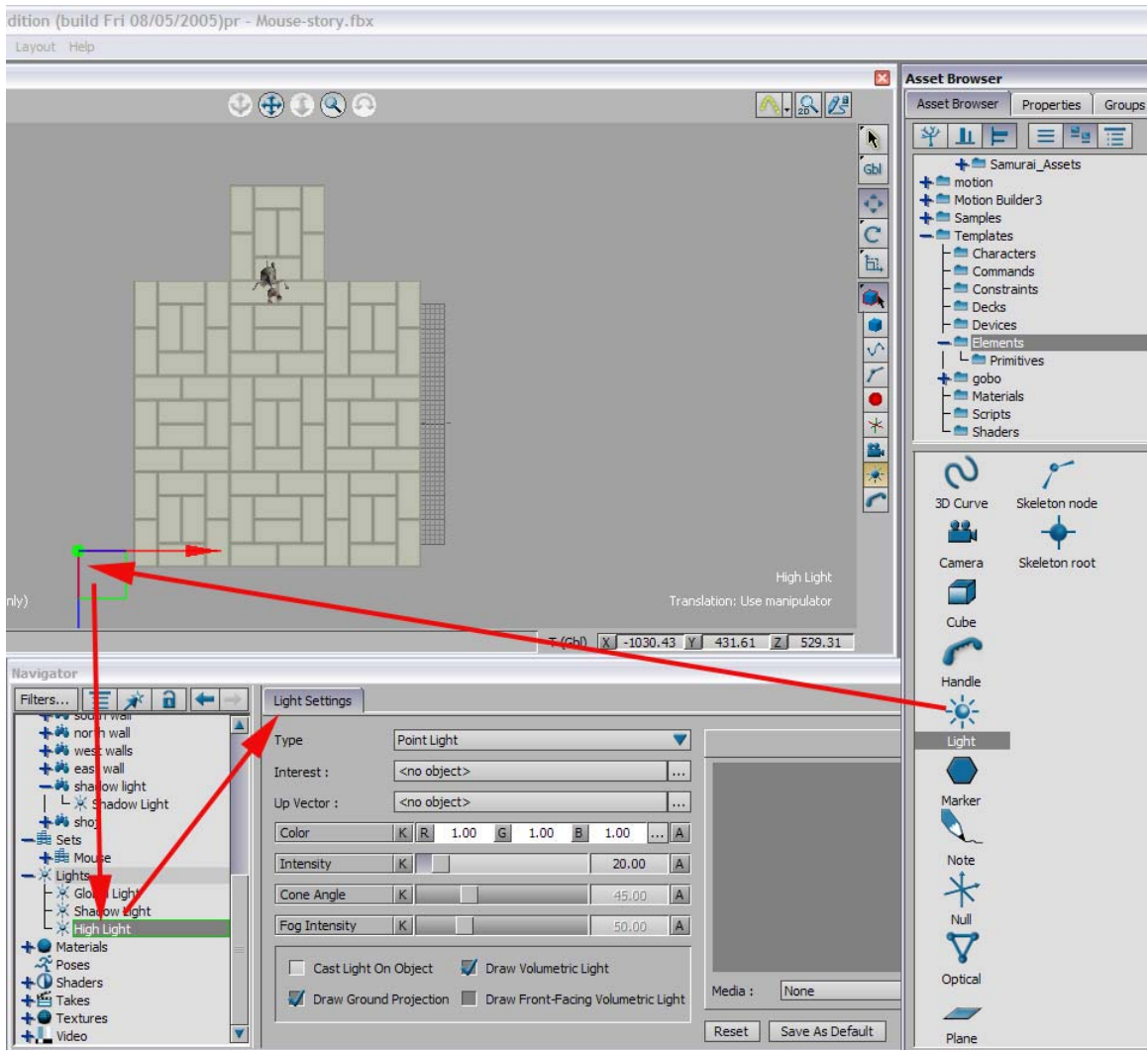


Step 4 Fall

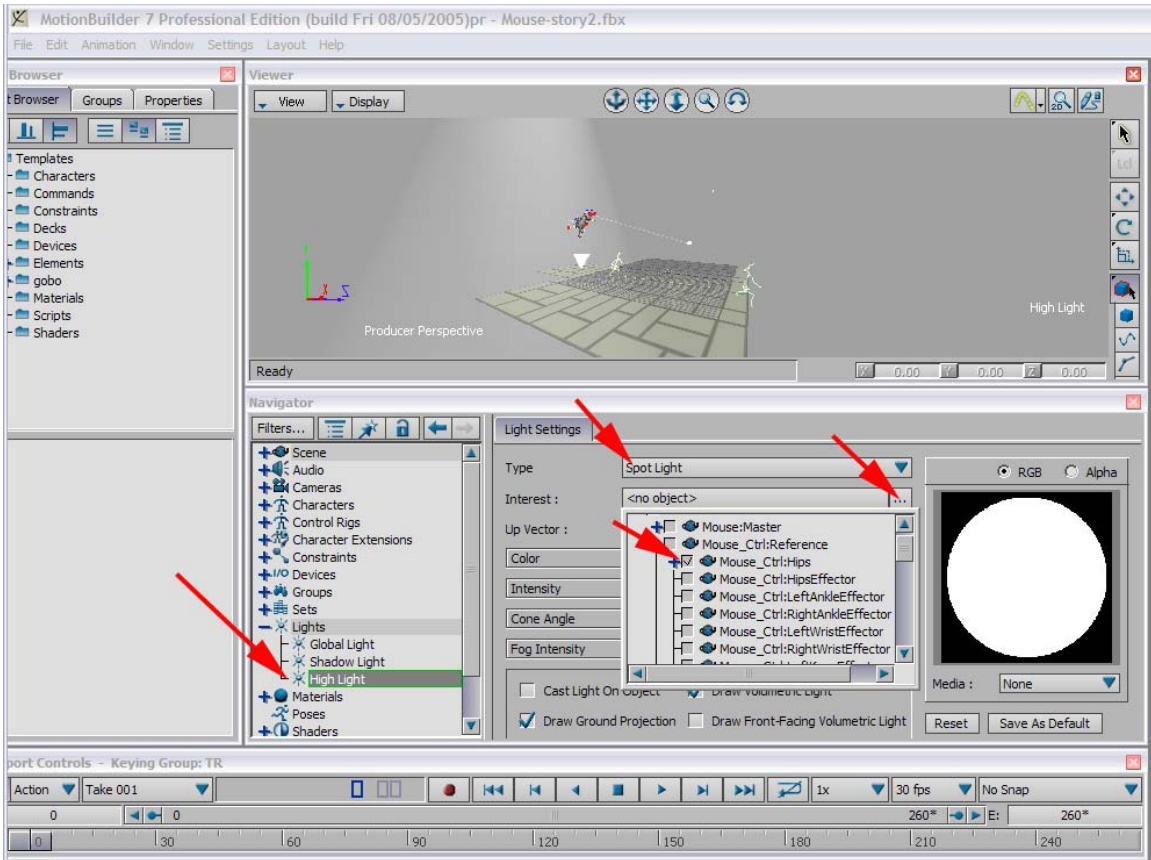


Step 5 Surprised

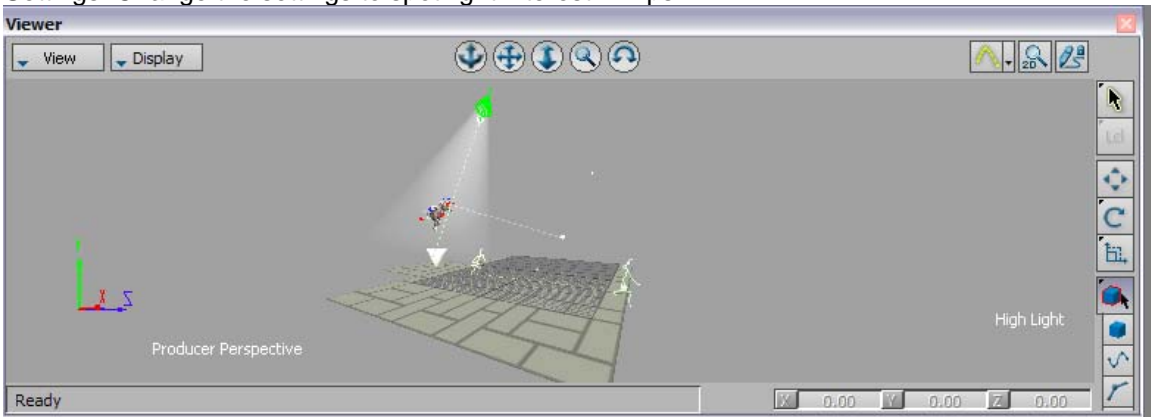
Open *MotionBuilder* and switch to the Creation layout. In the Asset Browser, RMB > add the fbx characters folder as a Favourite. Drag the file Set_EMPTY from the fbx characters folder into your scene and select FBX Open > Take 001.



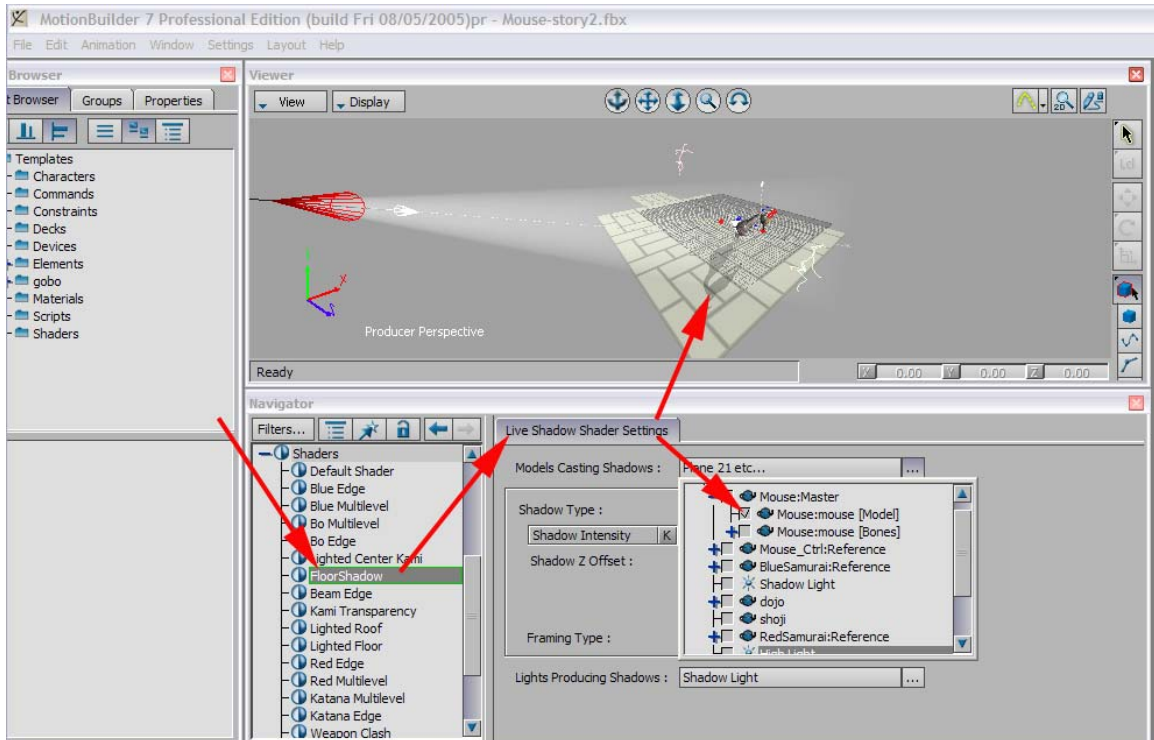
Adding lights....Go to Asset Browser > Templates > Elements, LMB + drag the light icon on the scene



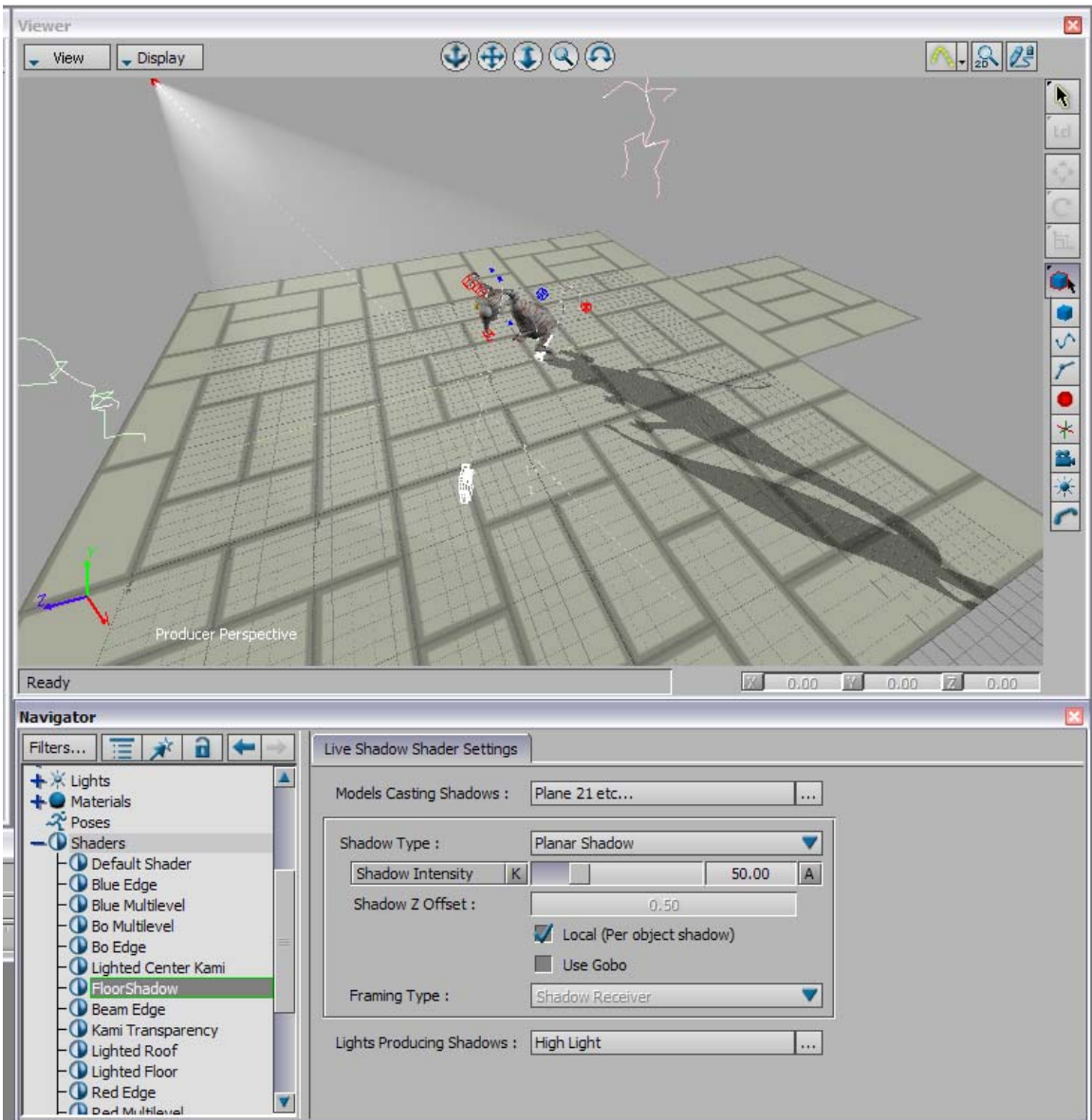
Go to Navigator > Lights > select the light, RMC Rename the light, doubleclick > go to Light Settings. Change the settings to spot light interest = Hips



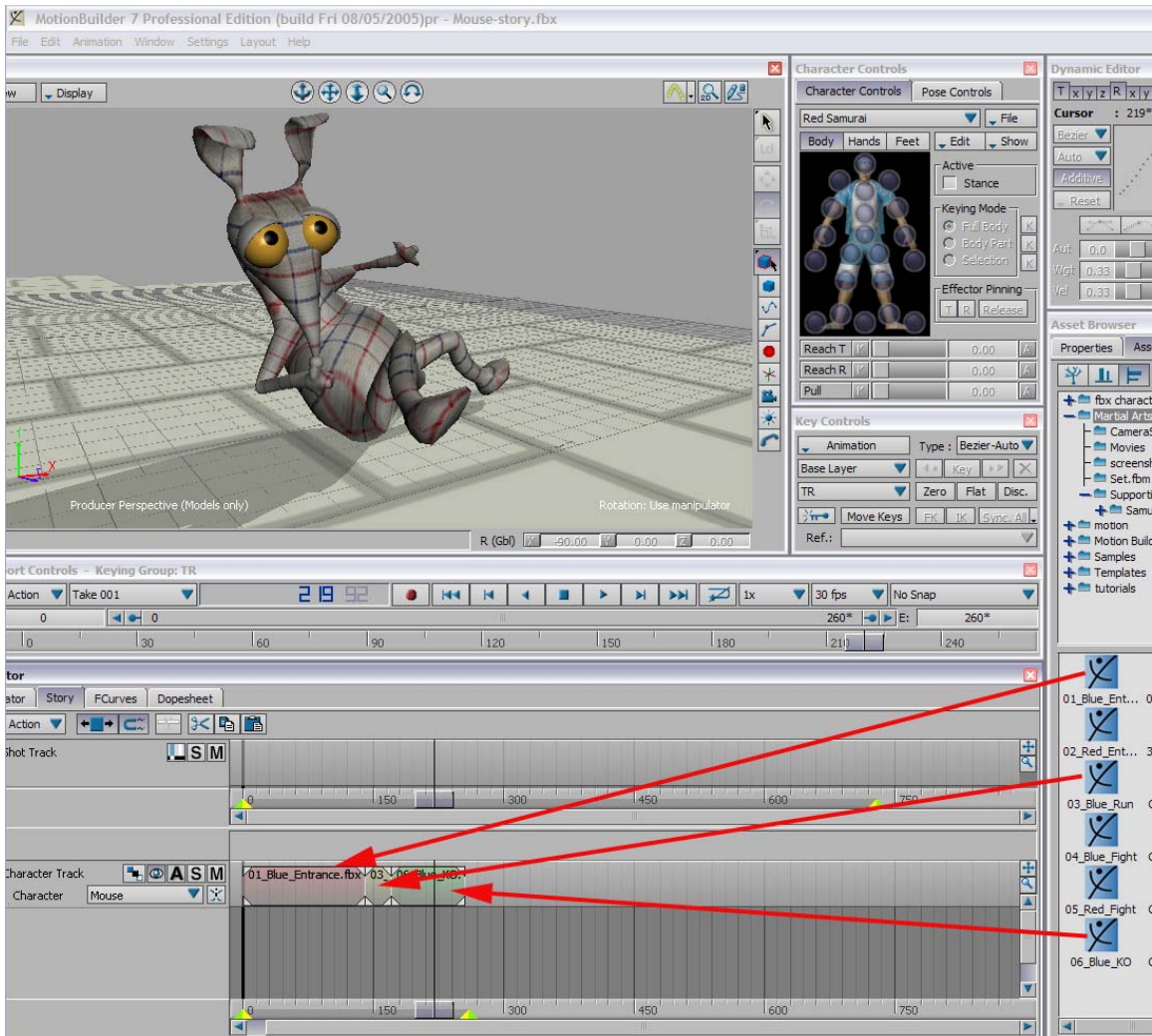
The spot light is tracking Mr Mouse
... creating shadows



Go to Navigator > Shaders > FloorShader, double click > Live Shadow Shader Settings. Select Model Creating Shadows > ModelMouse.



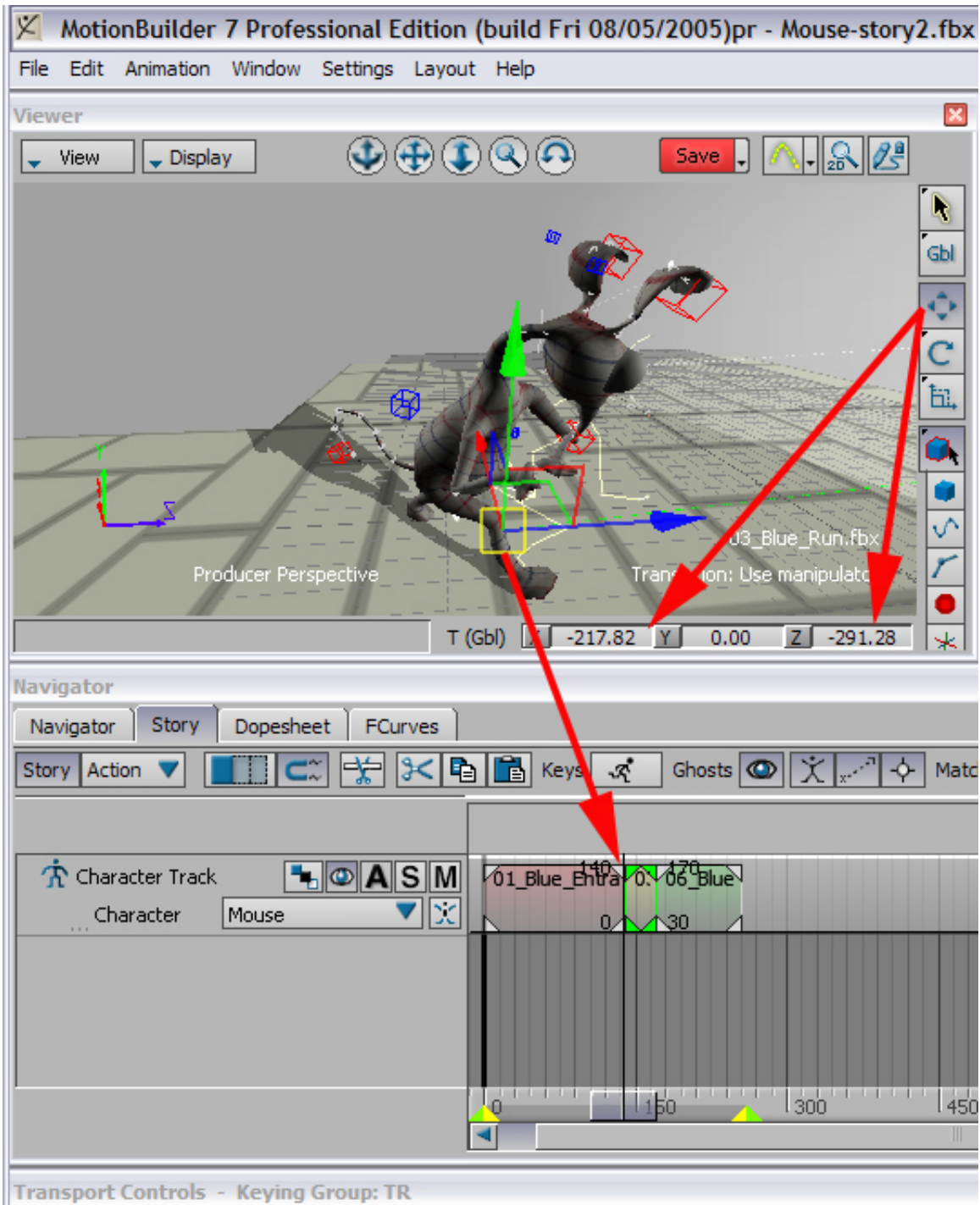
Select Light Producing Shadow = spotlight Check the floor casting shadows from the lighting



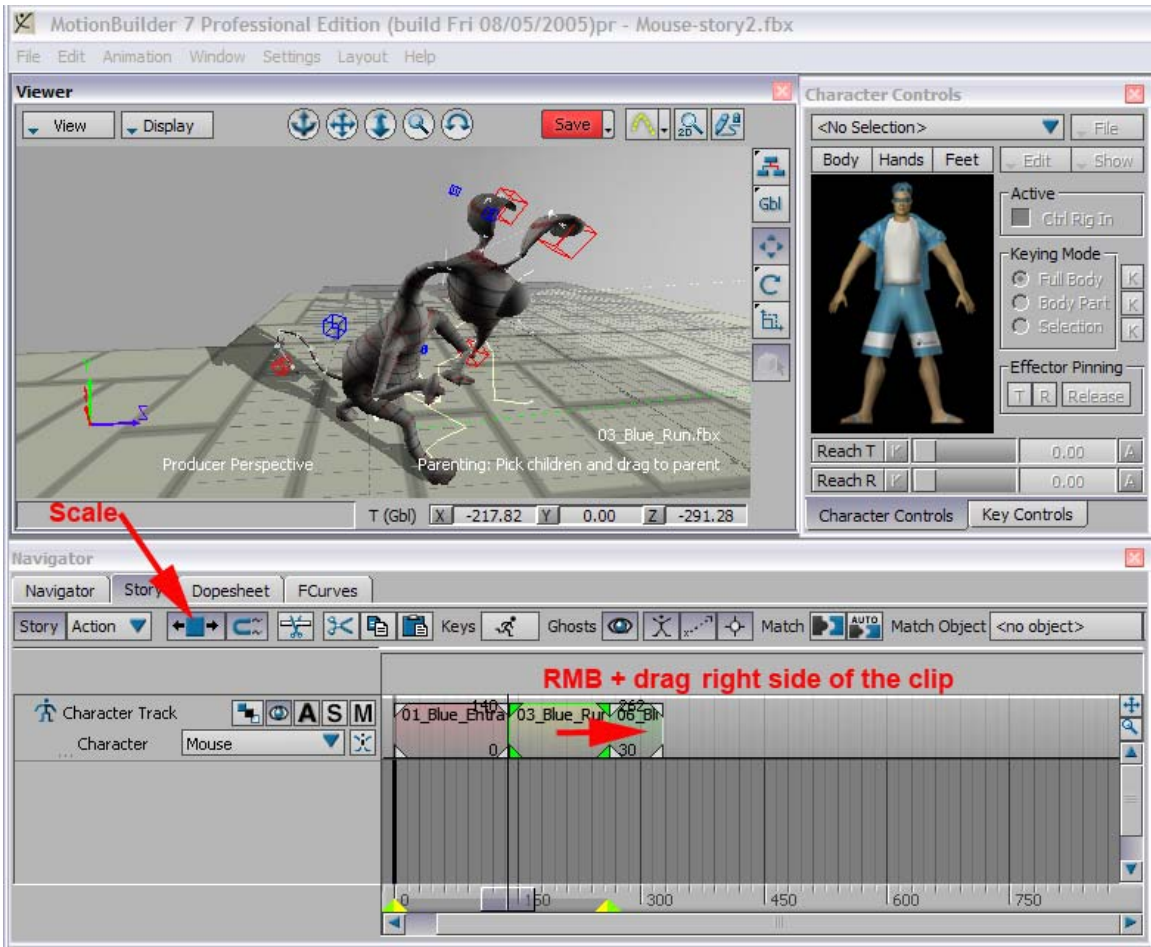
Go to Layout . Story. We're going to get our Mister Mouse moving by dragging motion clips into the Story editor. Select the Moves folder just underneath fbx-characters Assets. In the right-hand side of the Asset Browser, you'll now be able to see the moves we'll be using. Select the Story tab in the window to the left of the Asset Browser and we're ready to move on to the next stage.

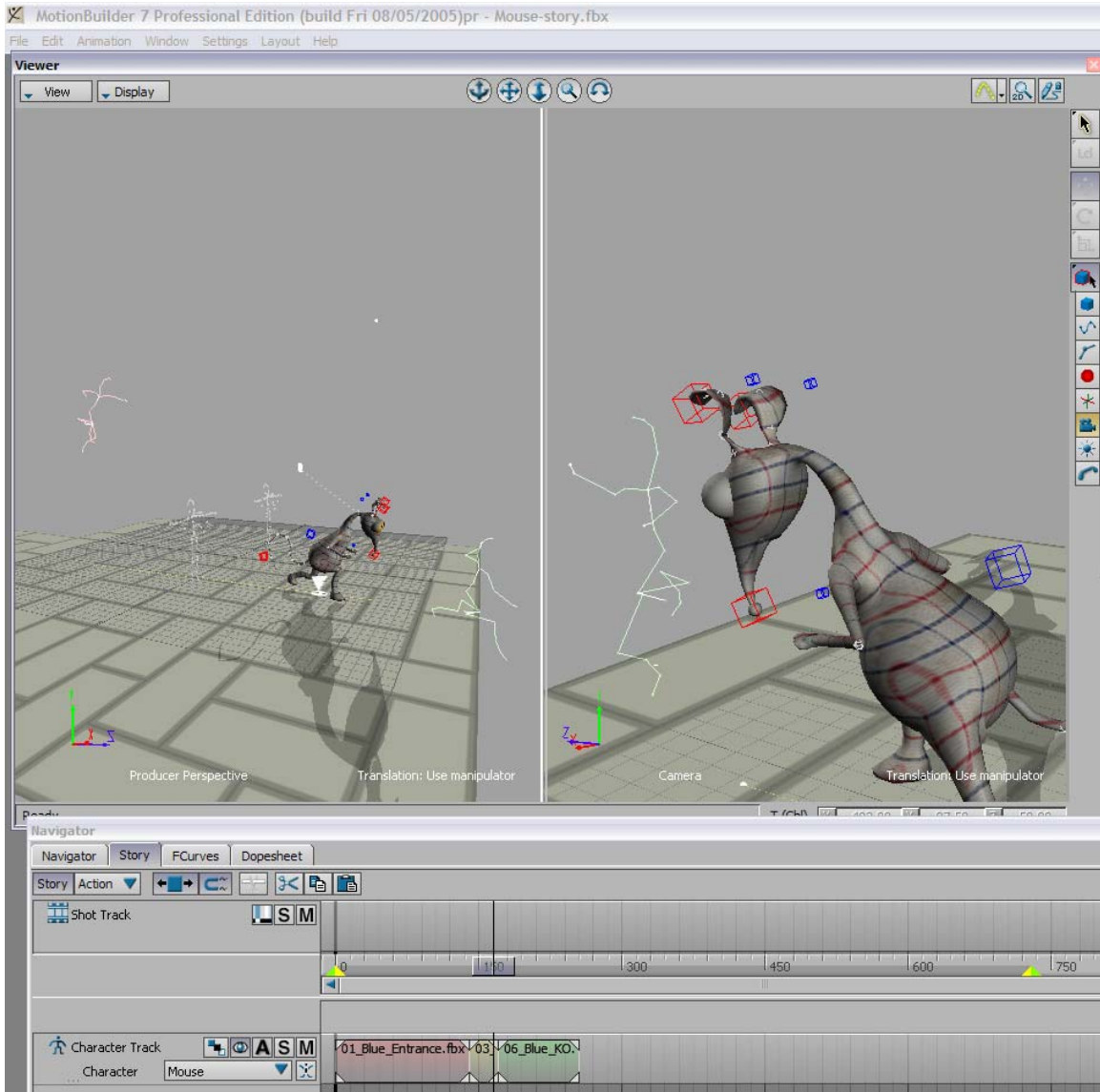
Drag the first clip, 01_Blue_Entrance, onto the lower portion of the Story Editor. A Character Track is automatically created.. Scrub the timeline and you'll see that Mister Mouse is animating.

To get the timing right, either LMB + drag the clip back to zero or double-click the top-left number and set it to zero.



With the clip still selected, select the translation tool and/or type translation values and see it move into place.





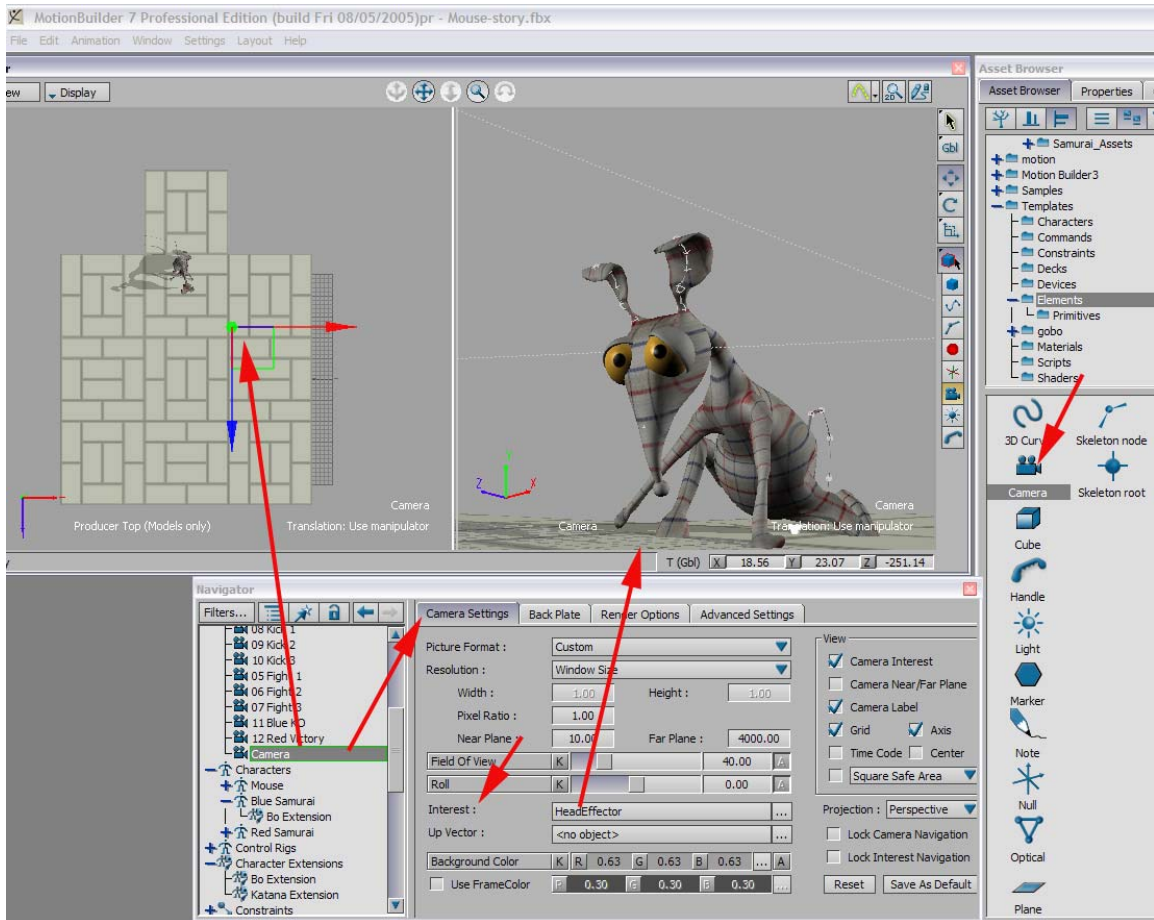
Drag clip, 01_Blue_Run into the Story Editor, drag the whole clip to bunch it up at the end of the previous one. It should snap into place.

Add 03_Blue_Run to the top track and drag its position..

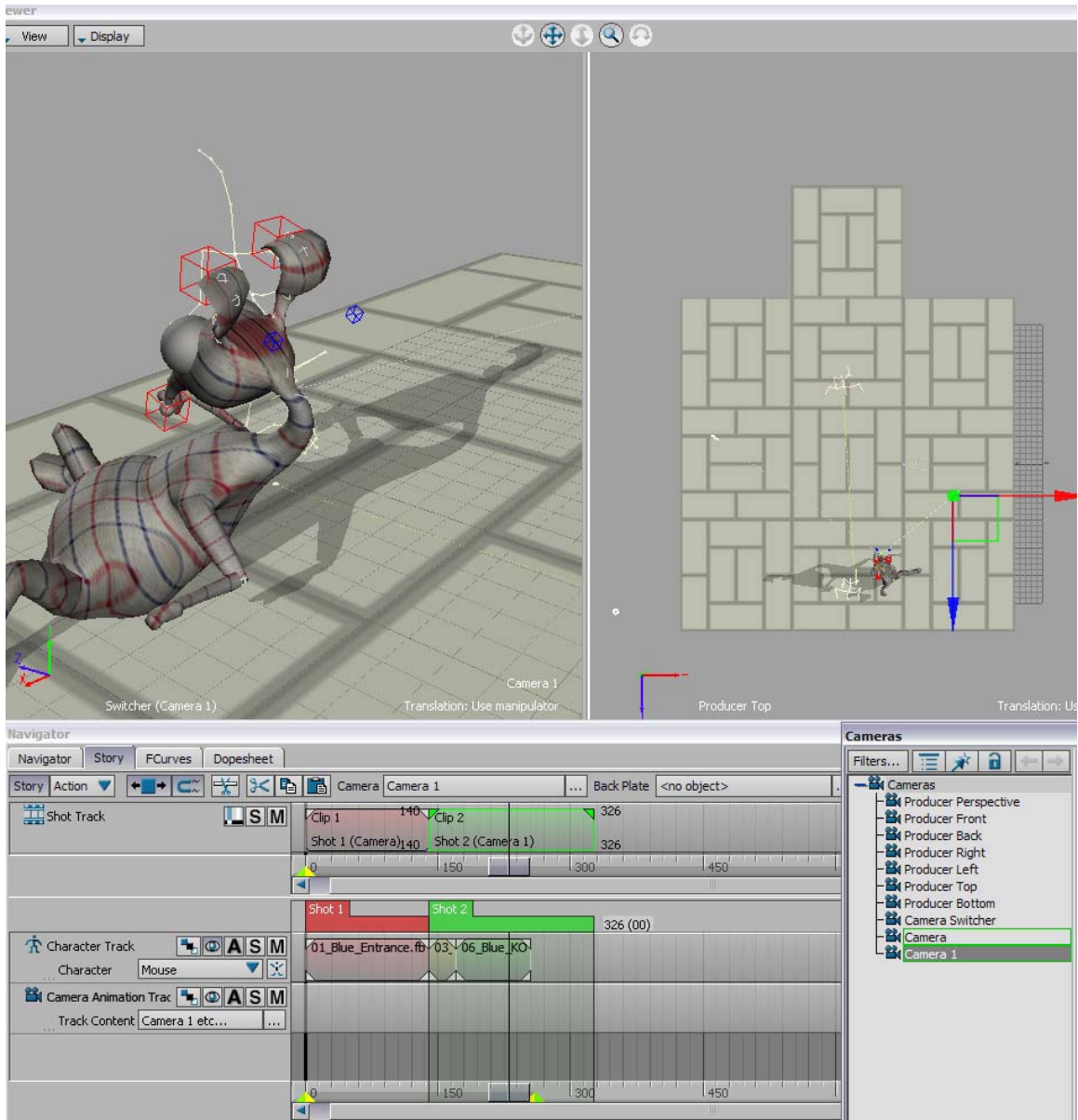
We need to insert another shot of Mister Mouse somewhere in the middle of the clip we've just added. This isn't a problem, as it's possible to split clips. With the second clip still selected, click on the Razor icon to cut it. Once clips are cut, they're treated independently, each with their own Ghosts and In and Out points.

Bring in 06_Blue_KO and position it after the Blue_Run clip.

Let's move on to adding cameras.



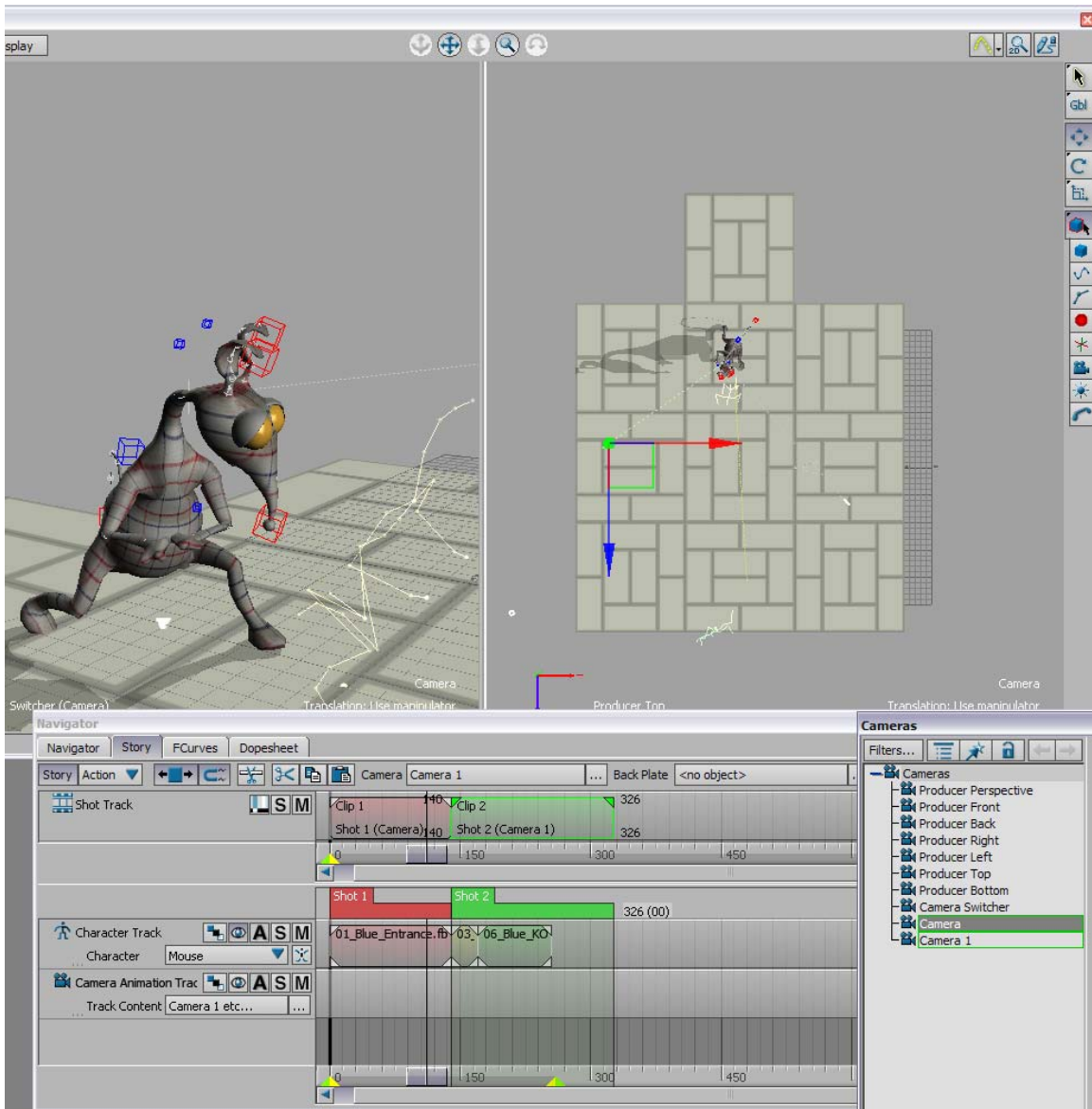
Adding cameras.... Go to asset Browser > Templates > Elements. LMB + drag the camera icon in the scene. Go to Navigator > Camera Settings, edit the parameters for the camera.



Some cameras are already in the scene, but they need to be added to the Story timeline. From the menu, select Window > Add Filtered Navigator > Cameras. Expand the camera list and drag the 01 Blue Entrance camera into the top part of the Story. Drag the Shot clip to snap the camera's start and end points to match those of the Blue Entrance motion clip.

We need a second camera, so in the Camera window, right-click on 01 Blue Entrance and select Duplicate. A new one will appear at the bottom. Right-click it, select Rename and enter 02 Red Entrance. Right-click again and choose Make Camera Current. Using the standard manipulation controls in the viewer, adjust the camera to frame Mister Mouse.

Our new camera can now be added to the Story construction. Drag it onto the timeline and, again, move the Shot handles to match the motion clip below. To see the edit between these cameras, we need to activate the Camera Switcher. In the Camera window, rightclick on Camera Switcher and choose Make Camera Current.



Scrub or Play to see the results.