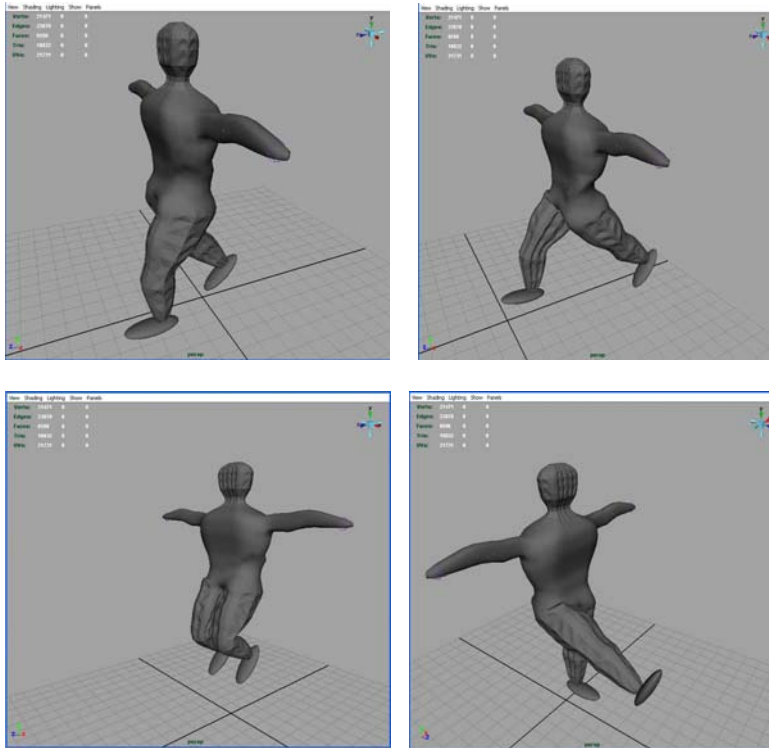


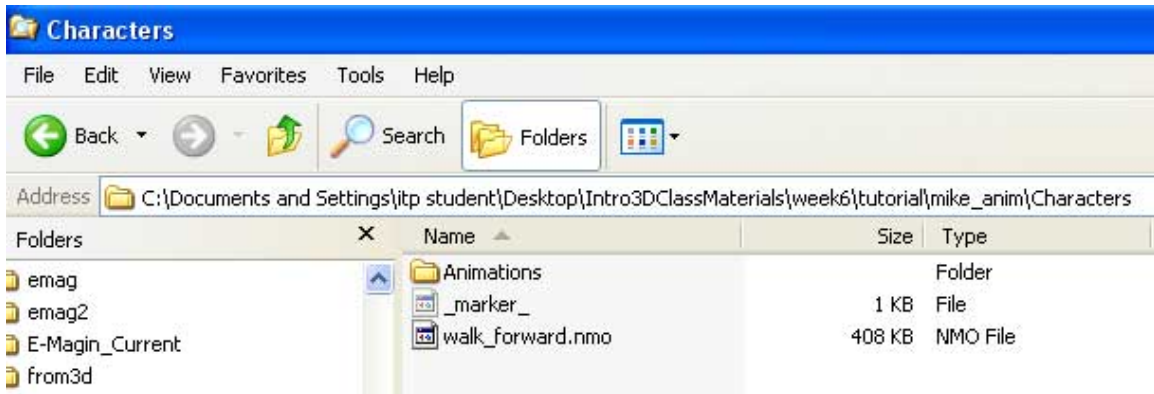
Animainia!

There comes a time in every 3D artist's life when we begin to have higher aspirations for our beloved characters than simply walking around an environment. We want our children to skip through meadows, jump for joy, and occasionally brutally murder each other. In order to do this, we need to be able to create a library of animations and play them based on various user events.

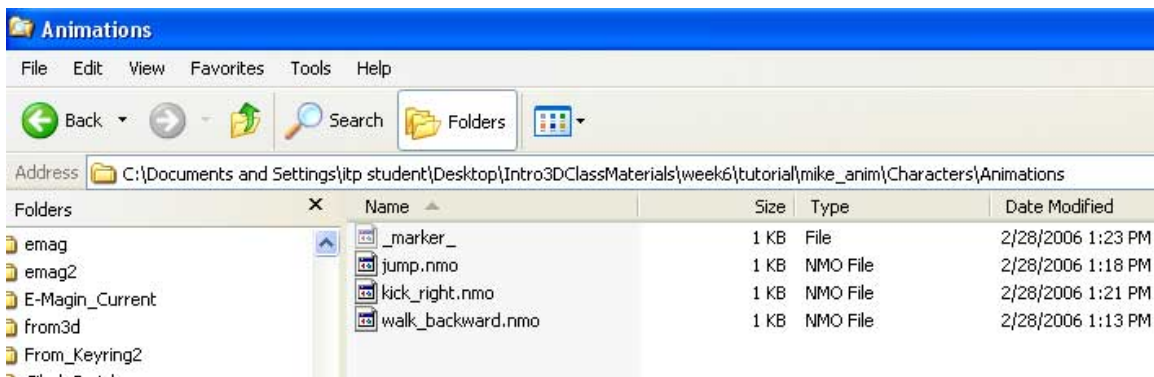
So let's start by taking a rigged figure in Maya and creating several files, each with a different animation. Pictured below is walk_forward, walk_backward, kick, and jump:



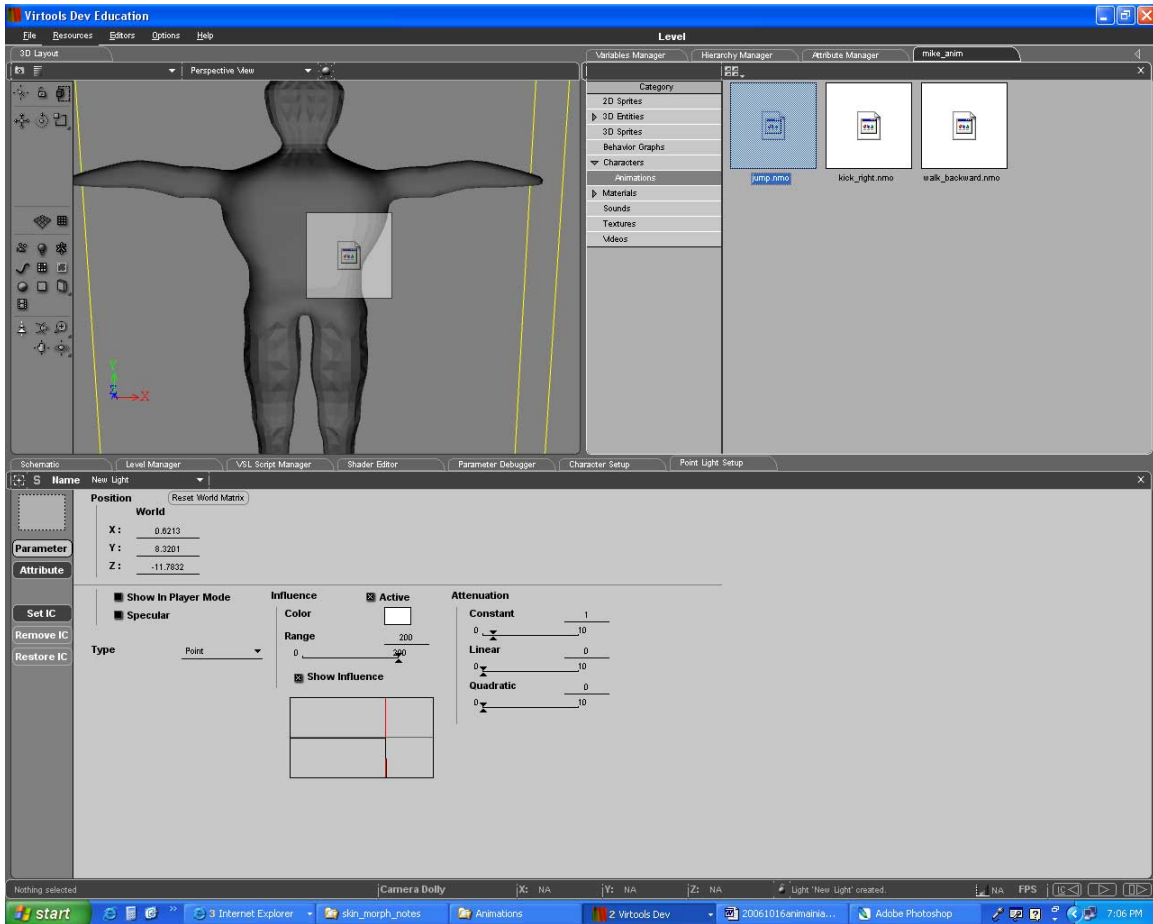
Then, export the **WHOLE CHARACTER** with the walk_forward animation into the project_res/ characters folder [in this example I've named my resources folder "mike_anim". So the file structure should look like this:



Then, export from your other files the walk_backward, jump, and kick animations [making sure you have the “animation only” checkbox checked in the export dialog] into the Animations folder under the Characters folder. The file structure should look like this:



Now start a new scene in Virtools and import walk_forward.nmo as a character. Then open up your resources and sequentially drag each of the animations onto the character so that its bounding box turns yellow.



Then check in the level manager under your character to make sure all the animations appear.

Now you can create a script for your character with Keyboard Mapper and Unlimited Controller building blocks to play any of these animations based on what keys the user presses.



