

- Transform of n cloth cube to make with  
cube in collision

For time

pt6 - center pivot. mel

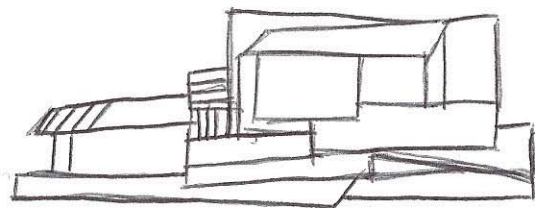
create cluster

~~make joint~~

\$sheep = get the cluster

move joint to \$sheep

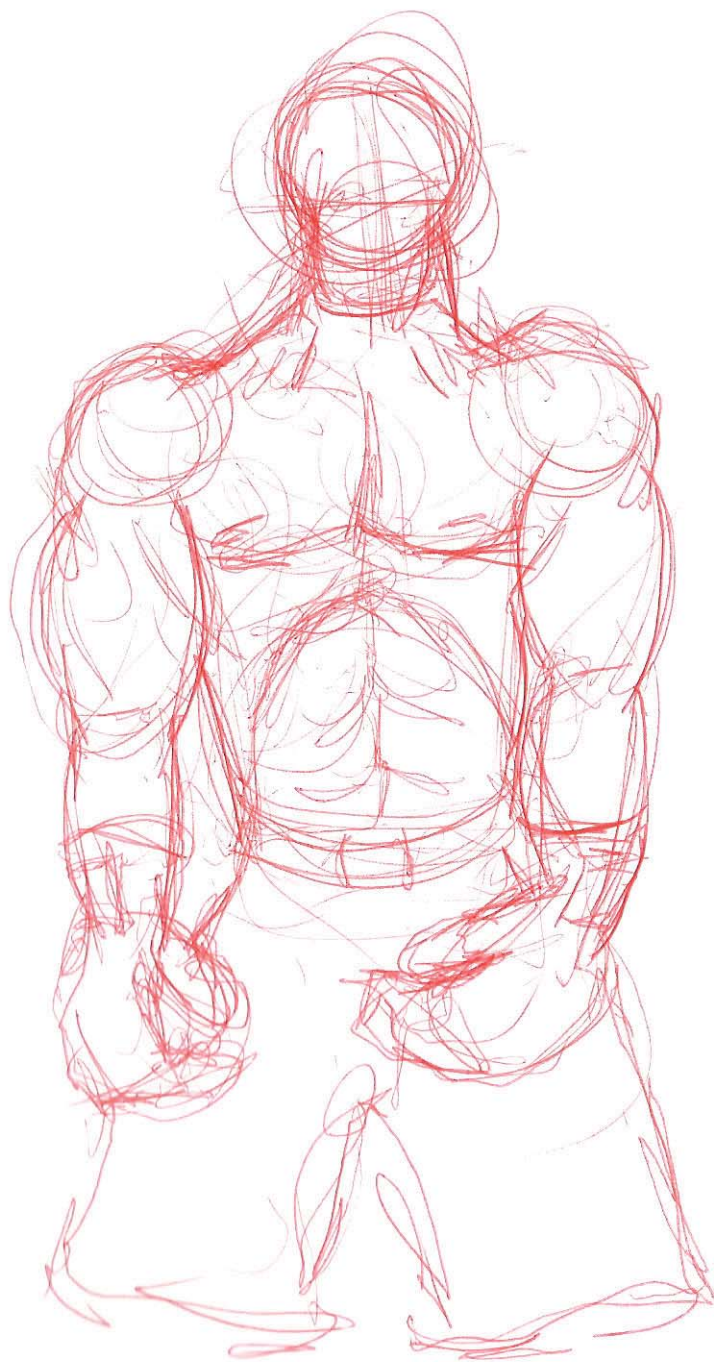
delete cluster



## Tasks to Day

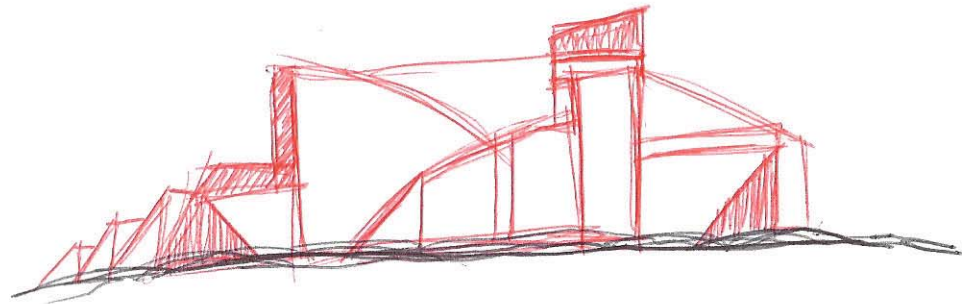
- Do cloth on pants
- Expect fake cloth sim to .nif file
- DO FAKER ANIMATION of ncloth
- begin to go over UNREAD VIDEOS
- update move of cloth on pants

0-500

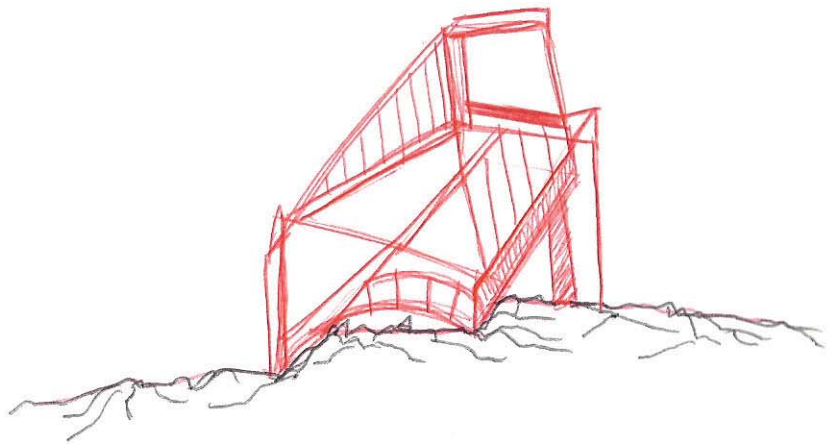


## PS3 techniques

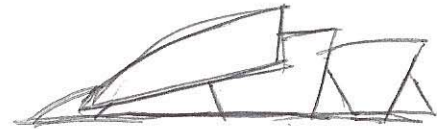
1) joint count = 60 to 70 per main character



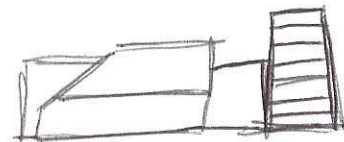
Frame 196      Frame 228

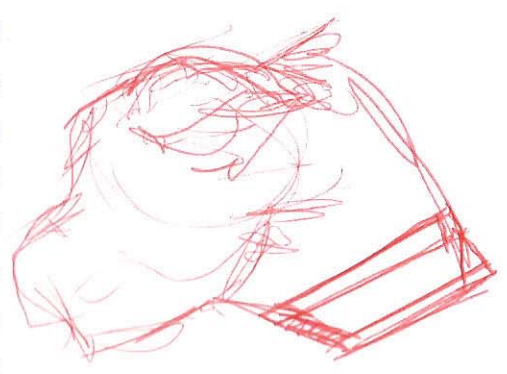
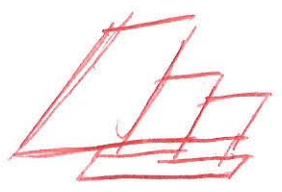
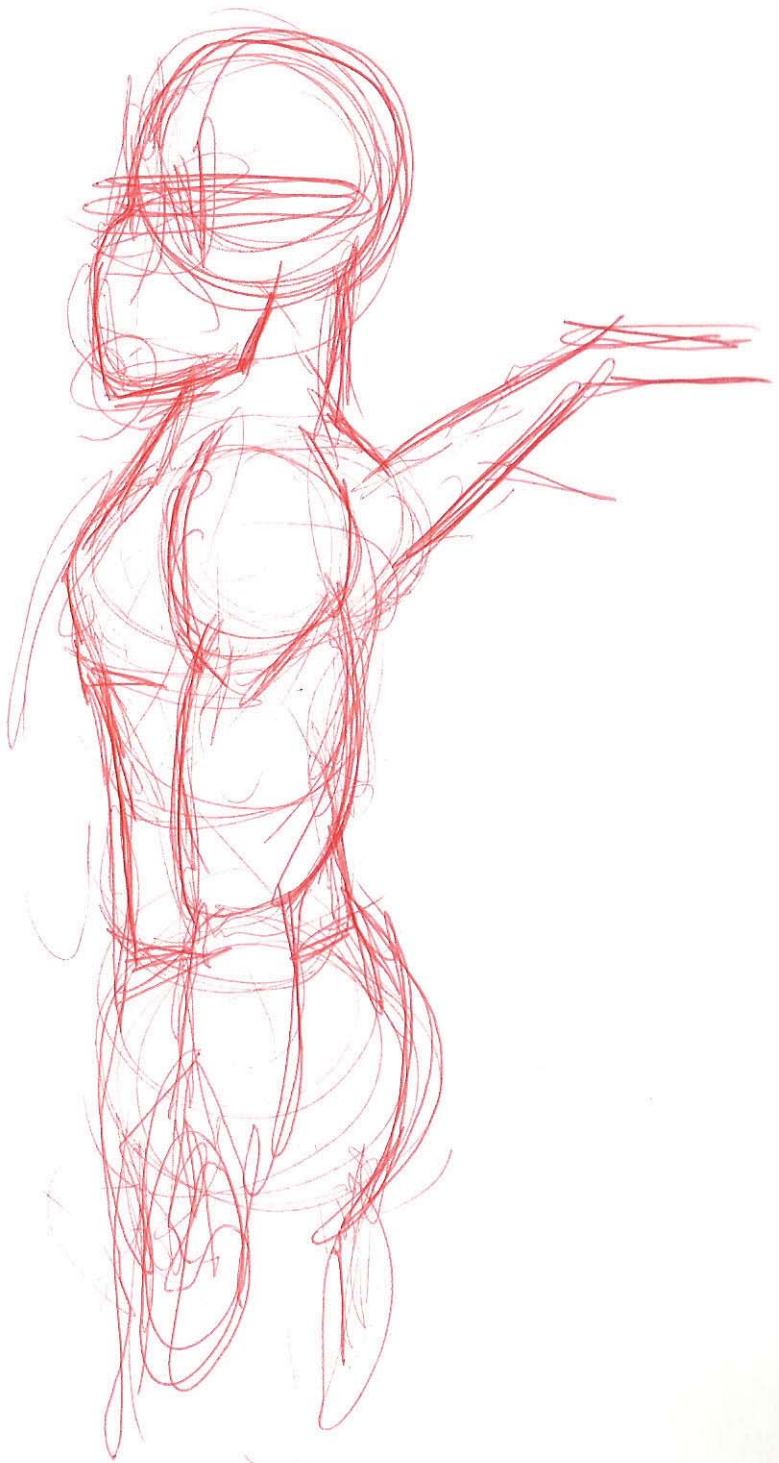


Rsepoll mode - needs to simulate  
IF to Lore

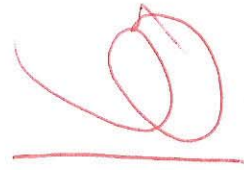
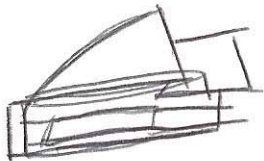
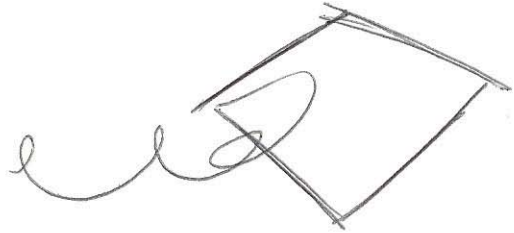


UPDATE ~~to~~ ncloth movie - look @ game  
2.5 installation

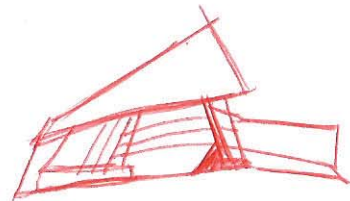




- Create ncloth mesh based on walk  
cycle of TFU guy



START W/ FRAME 1 AND GO  
FROM THERE



# Power Reading Device

TFU - mesh

'b-Rat'

- (Back), CRISIS, (sw left) Gear Training, AULK
- working from home (CODU, MGSU, GTDU, HFA)
  - Bi-monthly meetings w/ Eric Leary
  - Bi-monthly meetings w/ TA's
  - communication problem / scrum every morning
  - communication w/ SF mostly <sup>co-respond w/ Marique</sup> (Jessica Koch) <sup>ASPAW</sup>
  - assets from ILM (gubacopd, wing flap)
  - meeting w/ DAF & Ian tomorrow - review notes (make focus on John source)
  - next steps (continued engine evolution)  
Unreal, going through testing material
  - ~~testing~~ Begin looking @ facial setup  
(BEHAVES) (JOINTS)

- Motion Capture Work

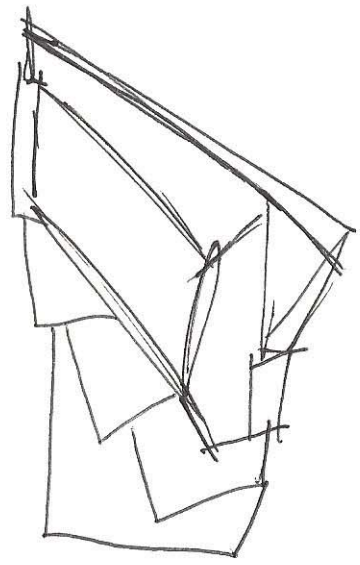
MFL Tour	Madden 09	NBA 2K8
HEAD	NCAA 09	NCAA 2K 7
	Madden 08	
	Coach NCAA 08	

- Keyframe Work

- Cartony Work

Madden 09  
 NCAA 09  
 TOUR 09  
 NBA 2K  
 College 2K

- Mel



3131 428D A5BD

ODFI

1 sophia Rd, # 04-10, sig

2281A

Complimentary Alt Med Nat  
Therapy

90724

Manual Therapy

~~Need controls~~

- Head Aim

~~FIST~~

~~SPREAD~~

- DUPLICATE LEGS

- FOOT IK

- LEG IK

- LEG ROLL

- LEG FK

- LEG POLE VECTOR

~~CLONING~~

~~0 0 0~~  
~~0 0 3.43~~  
~~4.48 0 1.16~~

Foot control

- pole vector blend

~~follow~~

~~FIST~~

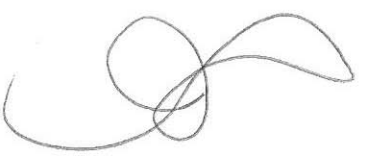
~~FK VISIBILITY~~

- FOOT CONTROL VISIBILITY

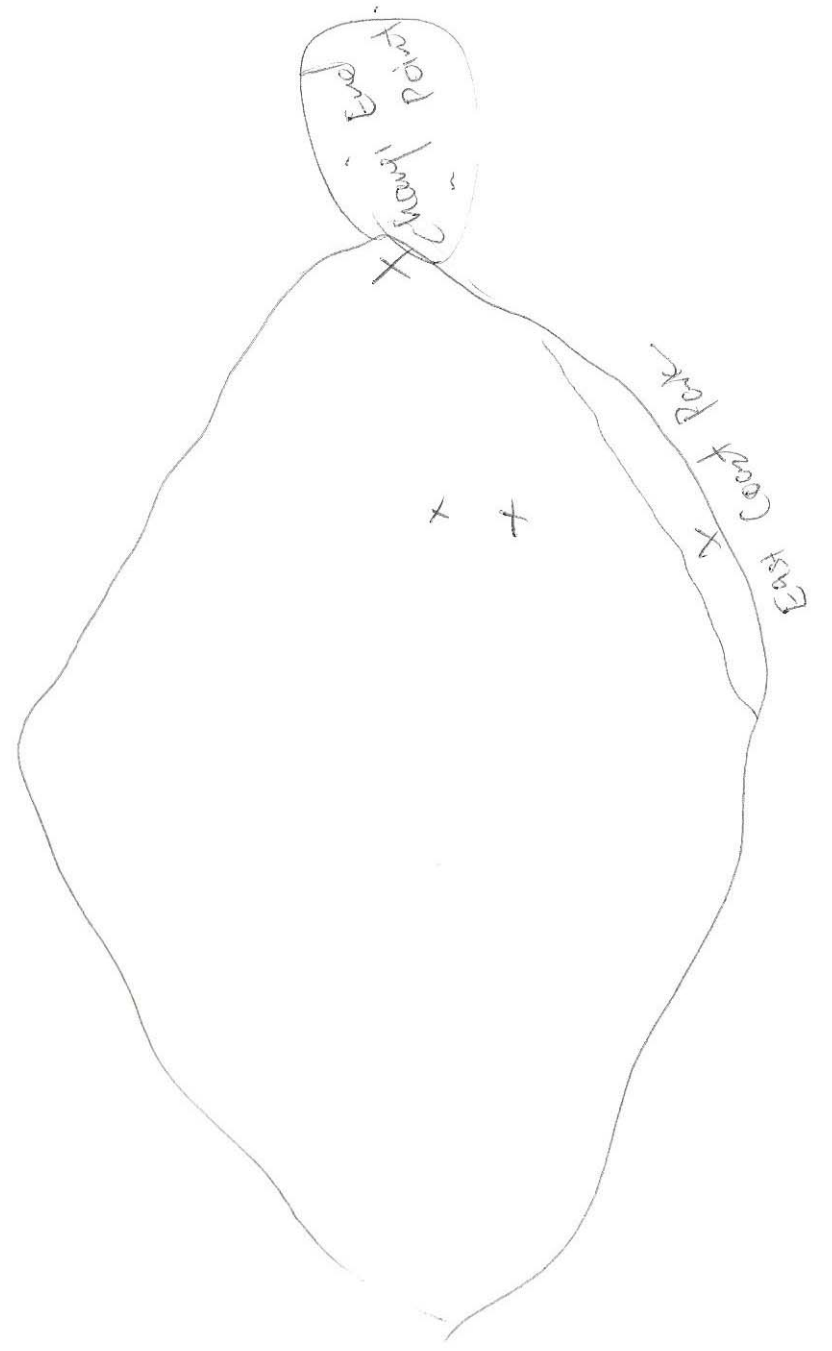
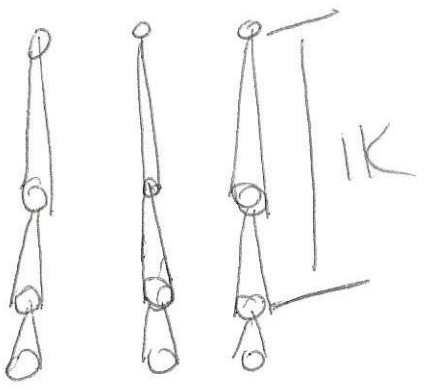
~~ROTATE - AIM -~~

~~HEAD JOINT - ORIENT~~

	L	R
11.3	0	11.3 0
4.0	-55	4 55



FK



## Tasks for Monday

- make MF fake cloth for Gamebryo
- look @ unreal editor @ av manorby
- ~~go~~ go through Unreal tutorials and make a video of a level
- look @ particles and effects in Unreal Editor
- look @ animation impacts of TFD in Unreal Editor

## Hand Control Setup

- pole vector blend
- FK-IK blend
- fist
- spread

## Spine

- FK-IK blend and setup

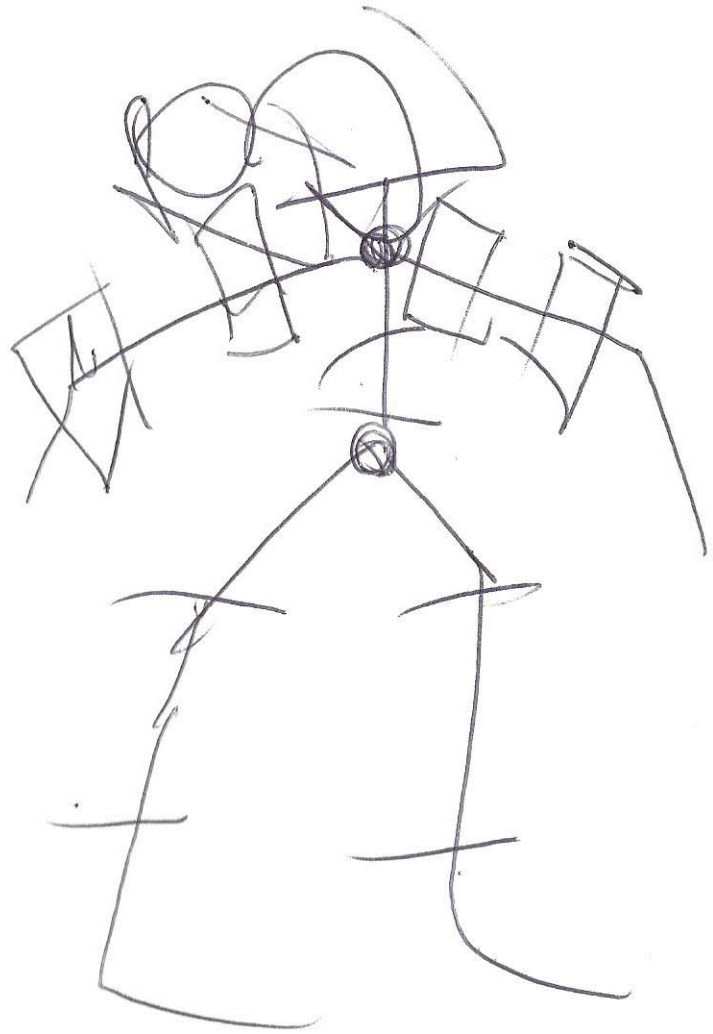
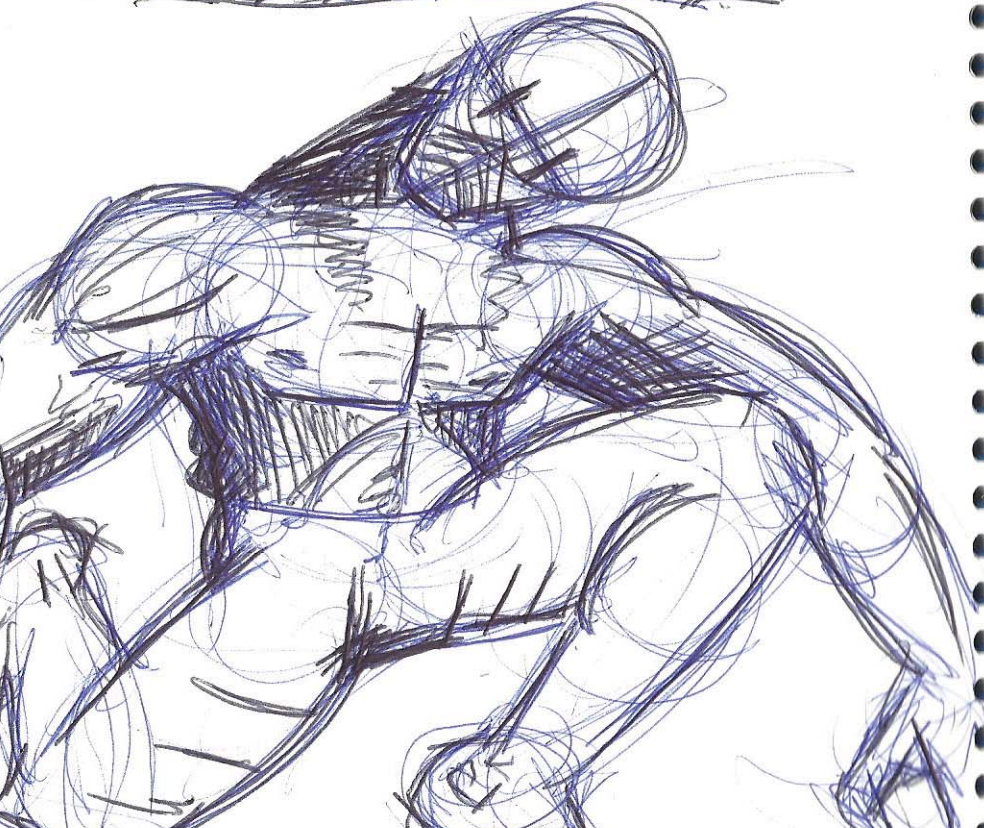
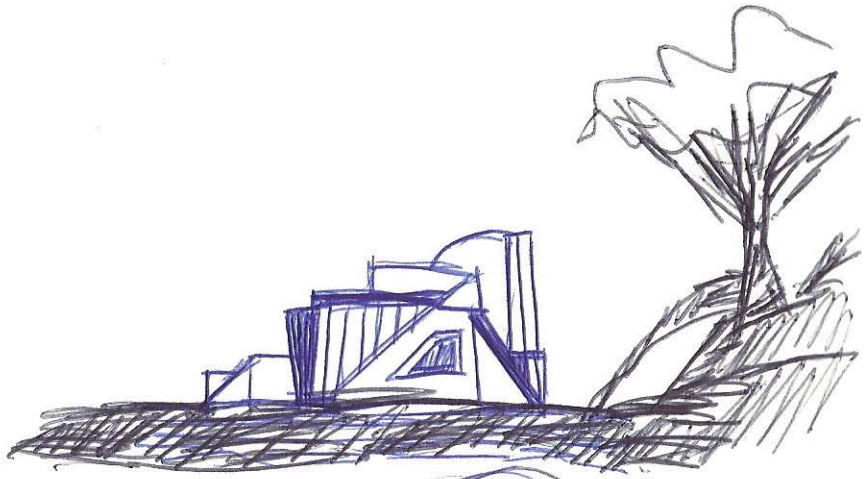
## Neck

- FK-IK blend and setup

## Legs

FK IK SWITCH

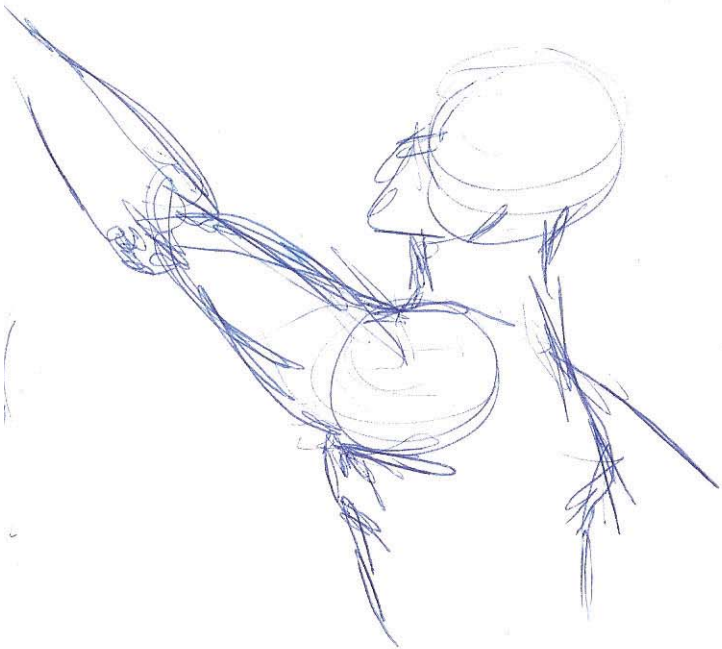
- knee - pole vector DUEL



25<sup>th</sup> July

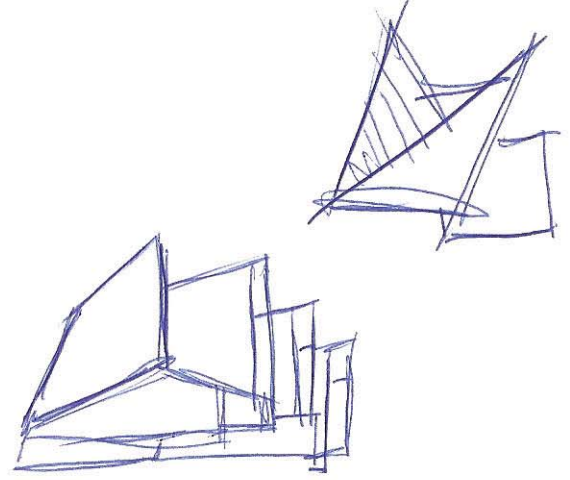
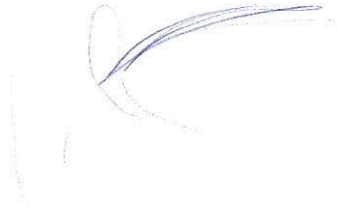
13<sup>th</sup> Deadline

Final Get Pro



## Sym Neutral Shapes

- Create Bendshape Node
- Fix helper joint in hierarchy for shoulder deformation
- Reference in fox animation
- walk, run, turn, jump, I



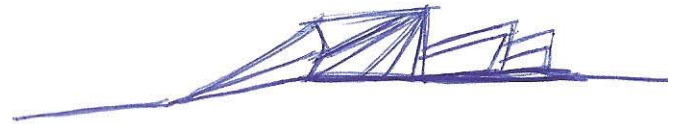
- Look @ TV assets
- optimize for game development
- clean up topology (look @ bump) symmetric skeleton
- ~~1~~ animate walk, run, jump, IDLE

- look @ blending tool for unreal once animation blending has taken ~~shape~~ shape

- Review talk w/ animators and blending as well as Deformation and JSSle

Asset name ~~envelope~~ envelope

- P4
- prototypes
- gens
- Unreal Animation Test Assets



Meeting C Buxton / Nigel Sumner

---

---

Unreal Animation

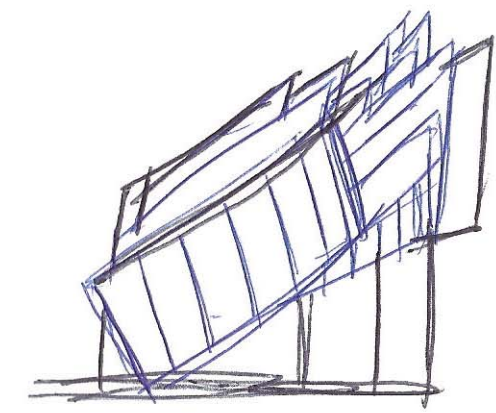
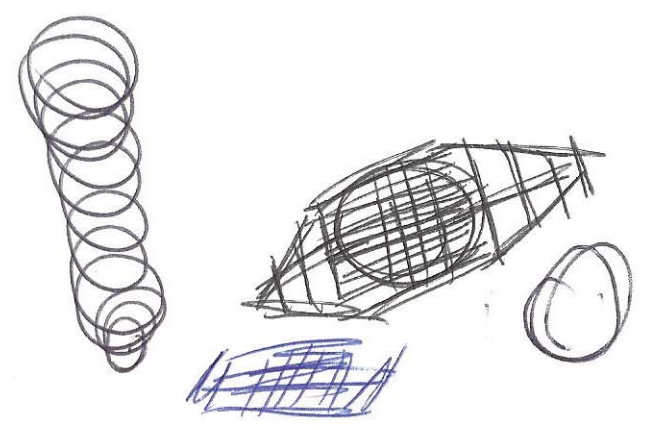
- sockets used to ~~bind~~ bind object  
to hands as opposed to parenting  
them to joints

Meeting about film coverage

8:16:44

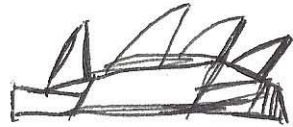
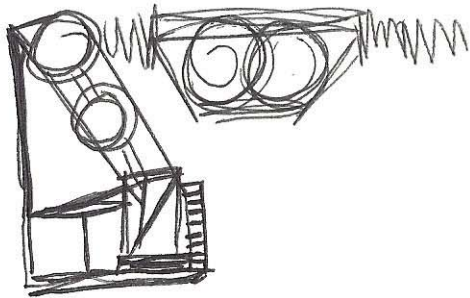
8:19:49

- Battle Druid
- Ahosken
- Char Trooper
- Ventress
- Watto



10,226

44,344

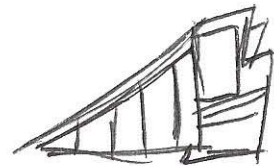
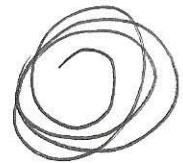


= Today's Tasks =

- WALK
- RUN
- TURN
- IDLE

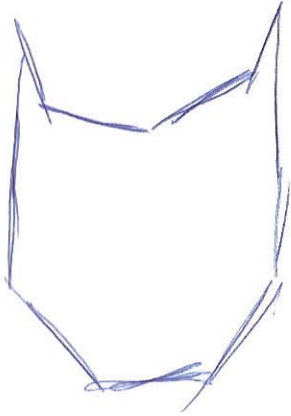
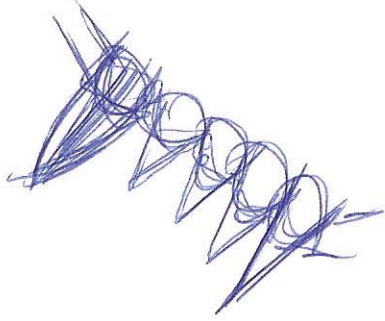
WERE BREAKDOWN OF OPTIMIZATION

- Topology (model) optimization  
16 Hours
- BLEND SHAPE CREATION (12 Hours)  
AND GUI CONNECTION
- WEIGHTING CLEANUP (8 hours)
- ANIMATOR - 4 hours



~~24-57-20~~

Tempines



## BS RIG SKETCH

- work simple

- 1k fk

- controls are fine

- sliders for TV gear - use it

---

- SET UP JAW

- FIX FOREARMS

- FIX normal maps

- DO animations (walk, run, ~~idle~~  
IDLE)

$1, 1$  up lip up left  
 $1, -1$  " " down left  
 $-1, 1$  " " up RIGHT  
 $-1, -1$  " " down RIGHT  
 $1, 1 =$  left in  
 $1, -1 =$  left out  
 $-1, 1 =$  RIGHT in  
 $-1, -1 =$  RIGHT out

$1, 1$  up in left  
 $1, -1$  @ up at left  
 $-1, 1$  up in RIGHT  
 $-1, -1$  up at RIGHT

$1, 1$  lw lip up left  
 $1, -1$  " " down left  
 $-1, 1$  " " up RIGHT  
 $-1, -1$  " " down RIGHT

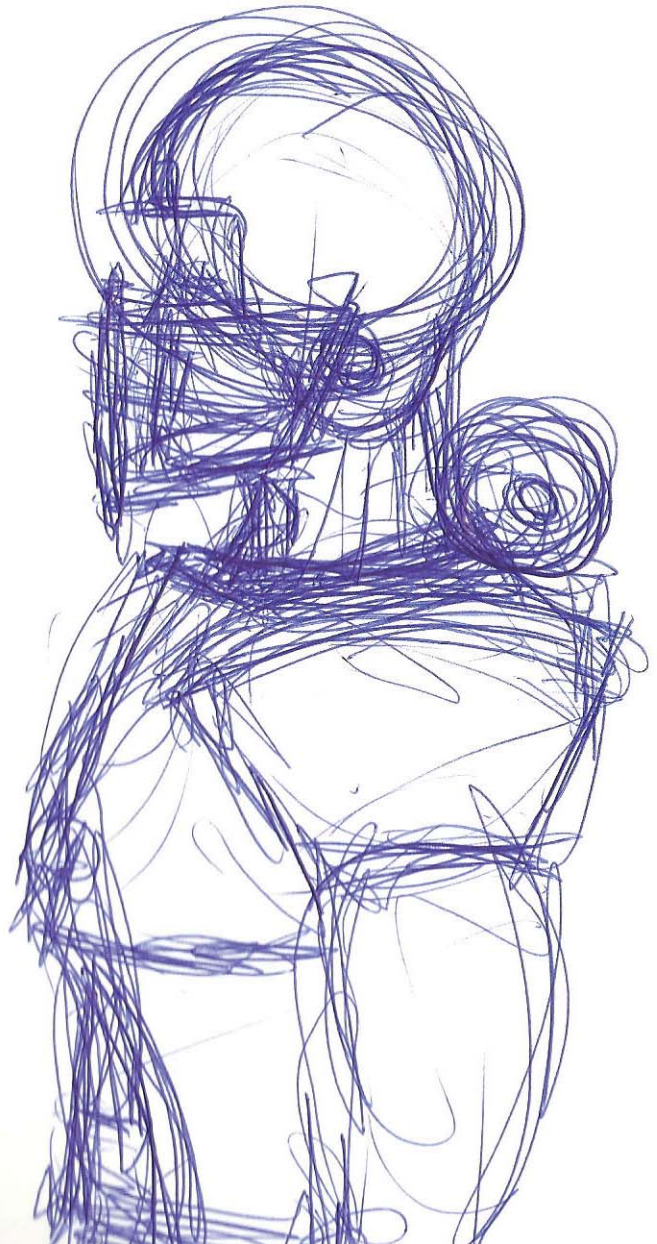
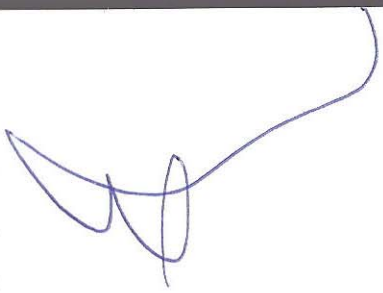
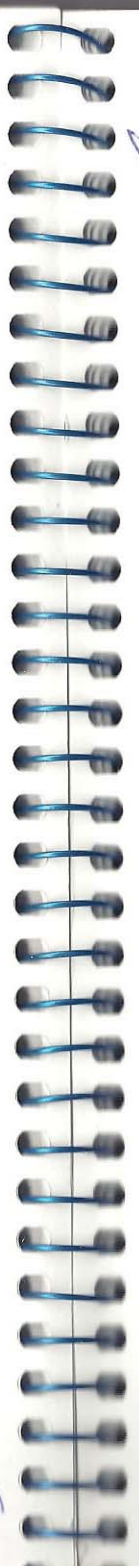
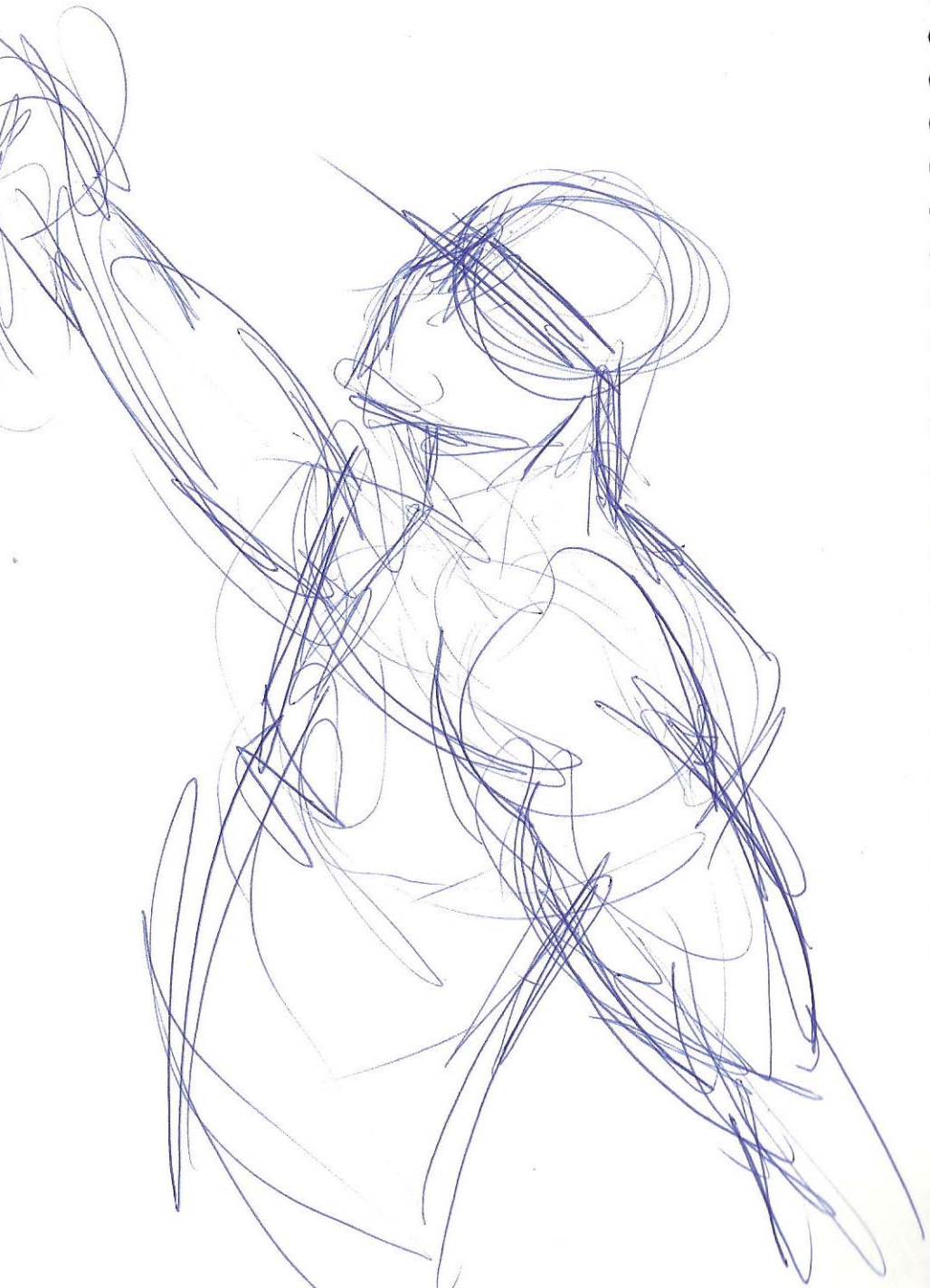
~~1, 1~~ ~~wide~~ ~~wide~~ wide left  
 $1, -1$  narrow left  
 $-1, 1$  WIDE ~~left~~ RIGHT  
 $-1, -1$  ~~narrow~~ narrow RIGHT

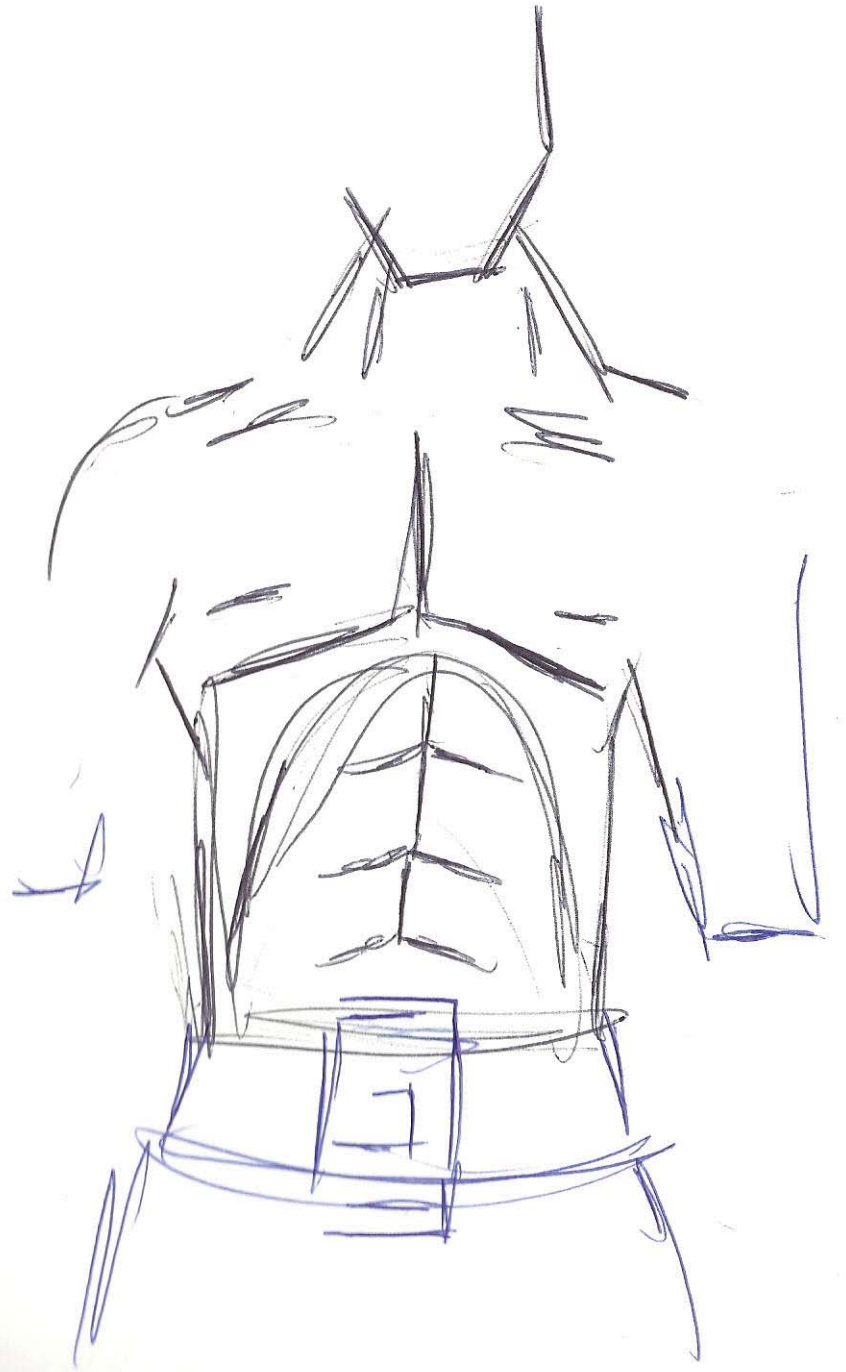
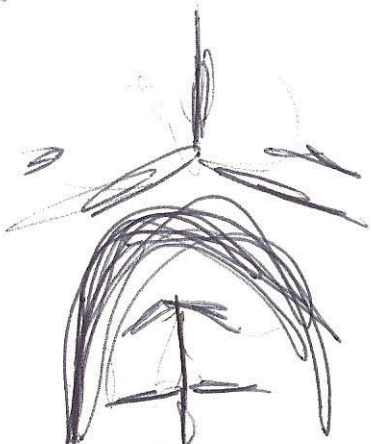
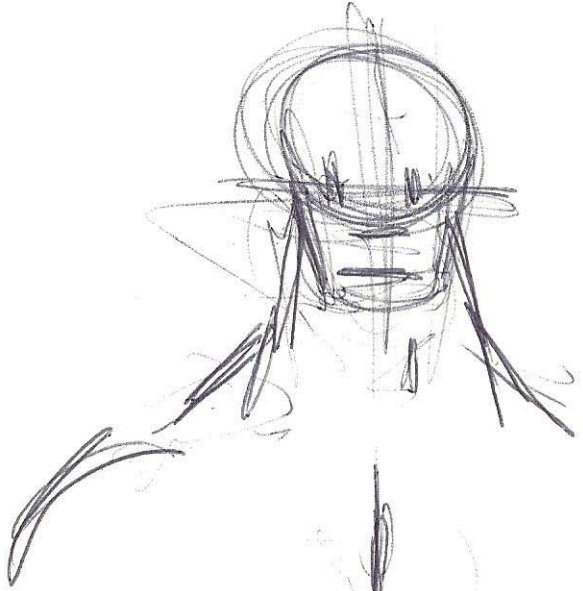
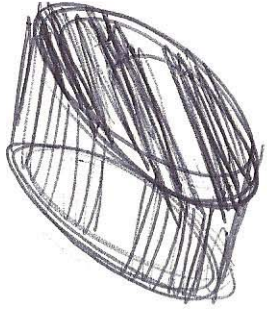
---

$1, 1$  math smile left  
 $1, -1$  math frown left  
 $-1, 1$  math smile RIGHT  
 $-1, -1$  math frown RIGHT

---

$-1$   $1$   $1$   $1$





- Kikima Training 09

- Kiecha

- Deformation topology

- Anatomy

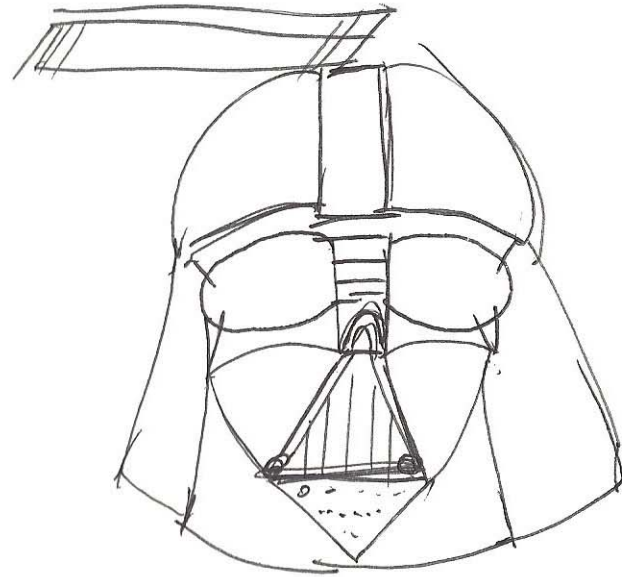
- Improve working practice of modelers

+ organic topology  
+ hard topology

- look @ asset training (lum stuff)

- 2 days of training time

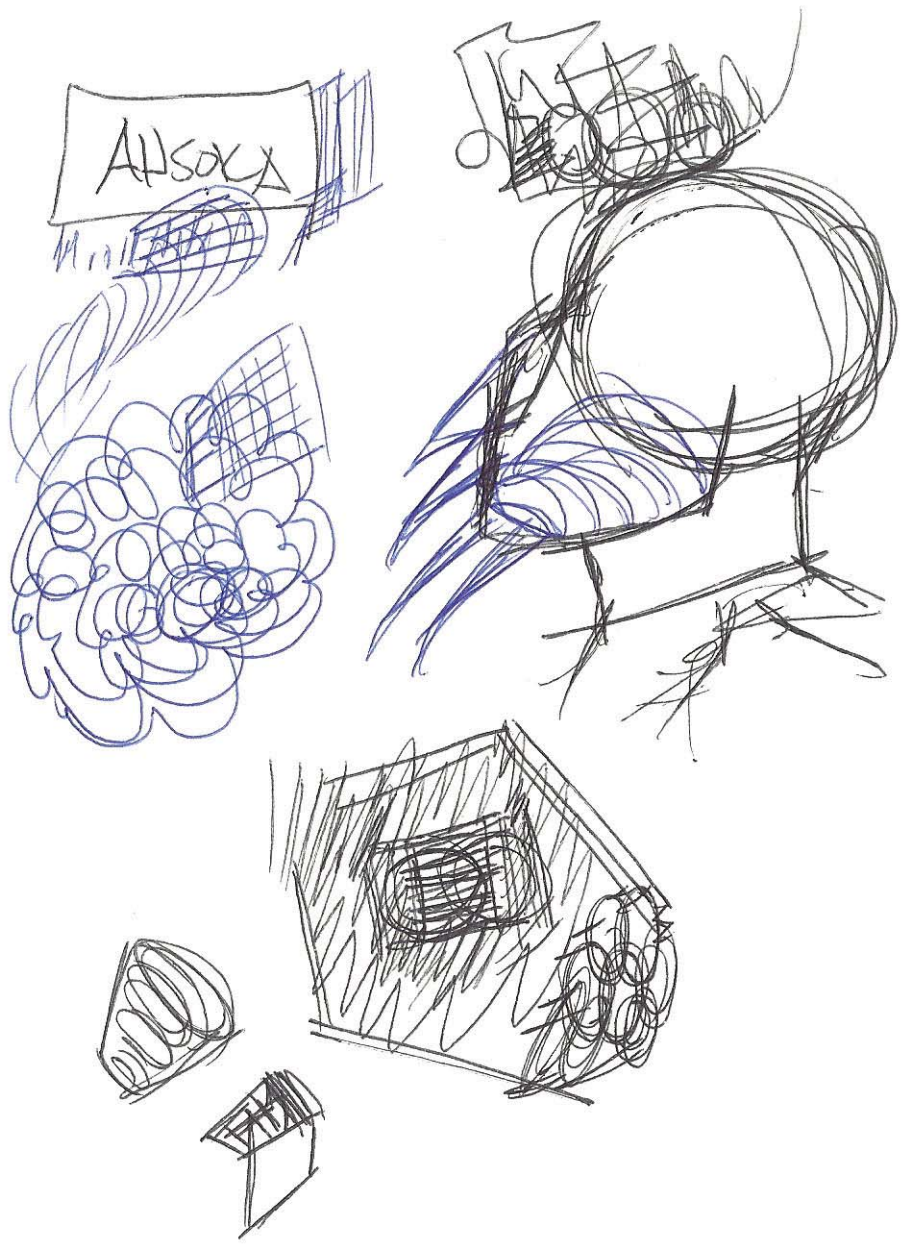
fix the Glac



Miguel

- DEBUGGING GLITCHES

- shobas



Kinder, Go

Login

Can't to see

LOSIT

password KONAS

---

Save on RAID DRIVE

(ated like some OS right cl.)

---

New project Cleave @ default,

choose AJA KOD 5 1030 PSI

---

precurri (sequence → kinder - R<sub>1</sub>  
both)

TEXT (EFFECTS, VIDEO GENERATOR)



- ~~Fix-Glas~~
- ~~Bele History and handshapes~~
- ~~head mesh~~
- ~~Export mesh (15k)~~
- ~~Export 4 animations to PSA~~
- Export RUN, & jump, walk, turn  
from to show
- Do jump animation

~~Hand bones~~

Left Forearm

Left Arm

Left Shoulder

Neck 3

Neck 2

Neck 1

Neck

Spine 4

Spine 3

Spine 2

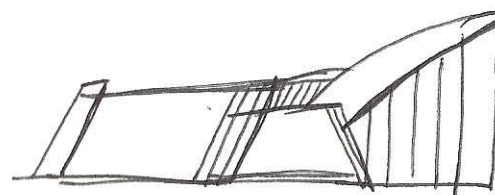
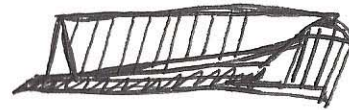
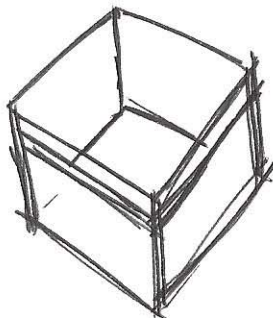
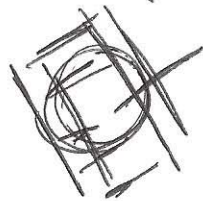
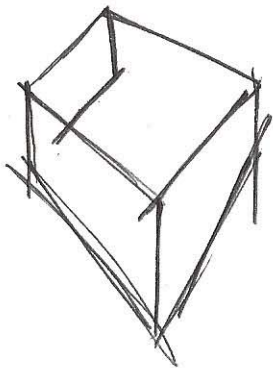
Right Shoulder

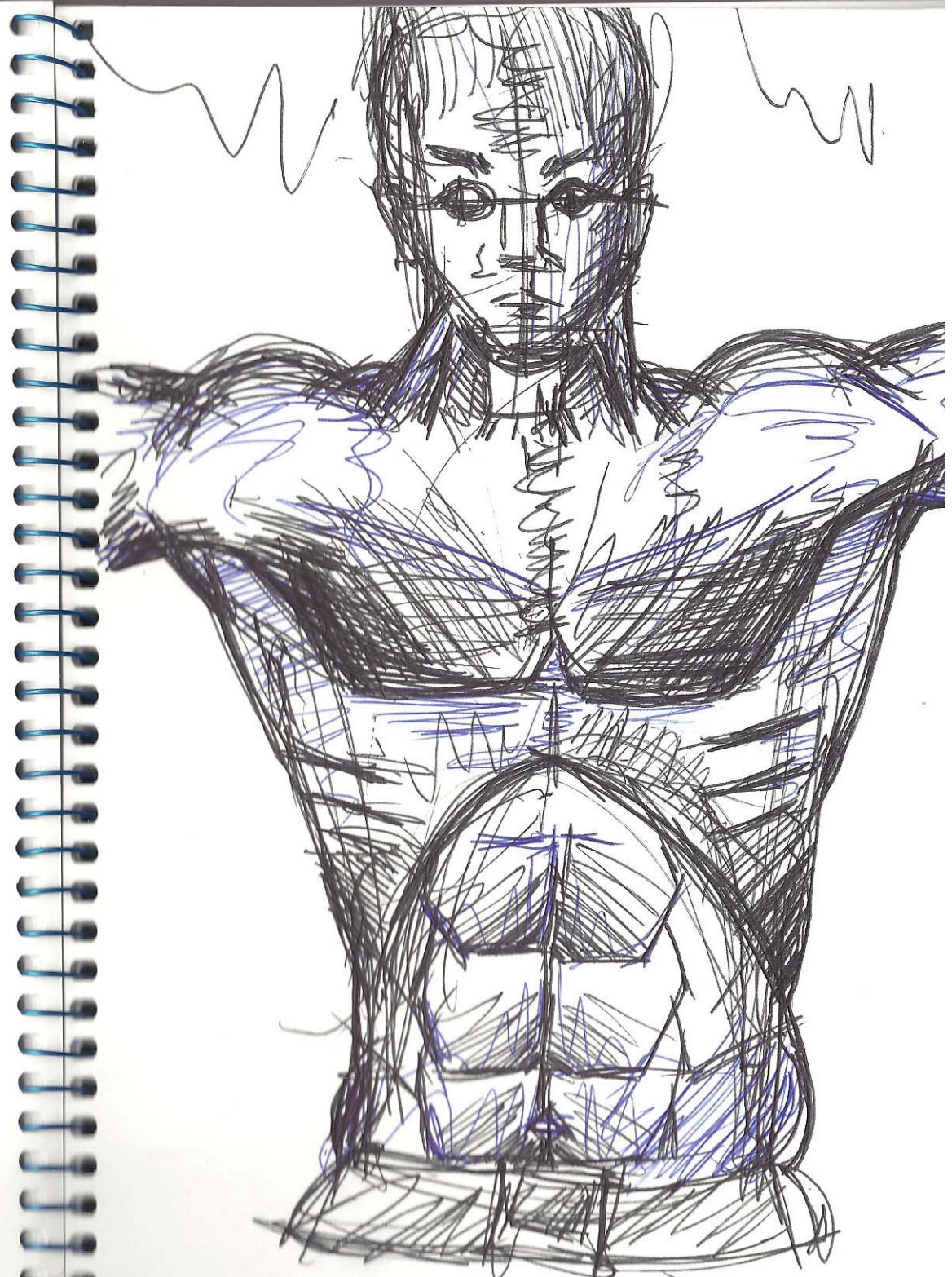
Right Arm

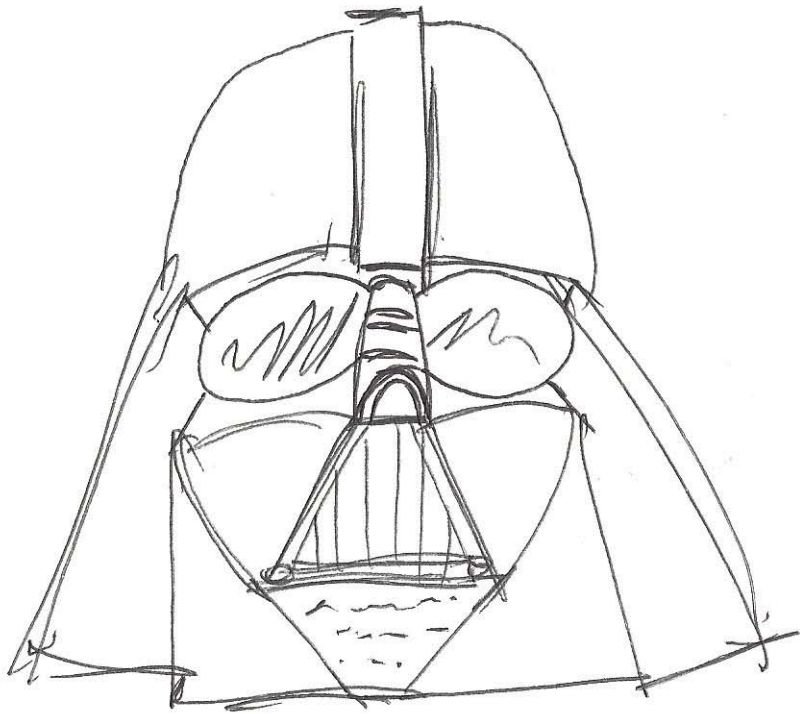
Right Forearm

Left Arm Y

Right Arm Y

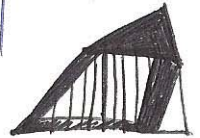
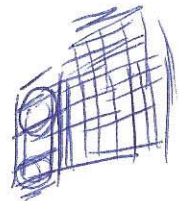




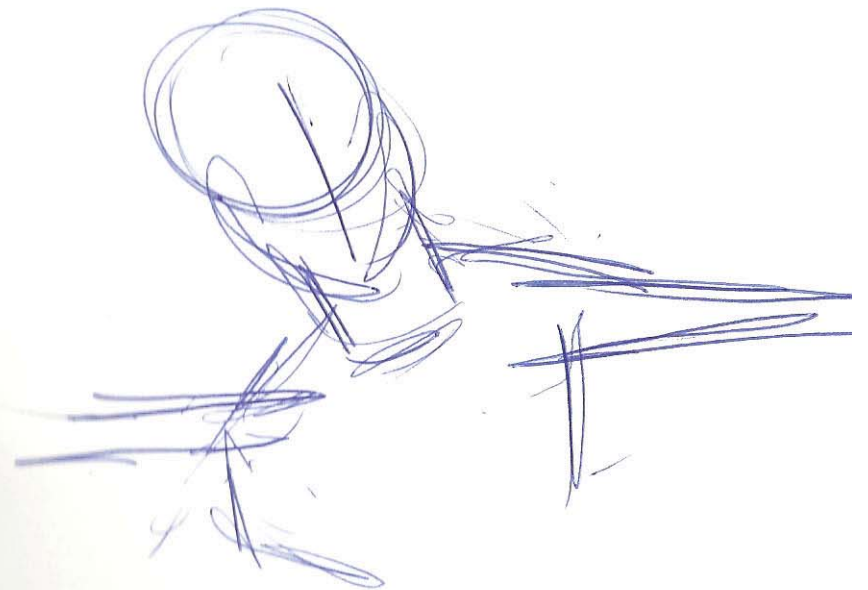
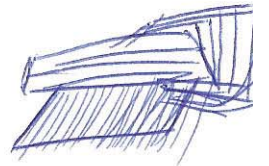


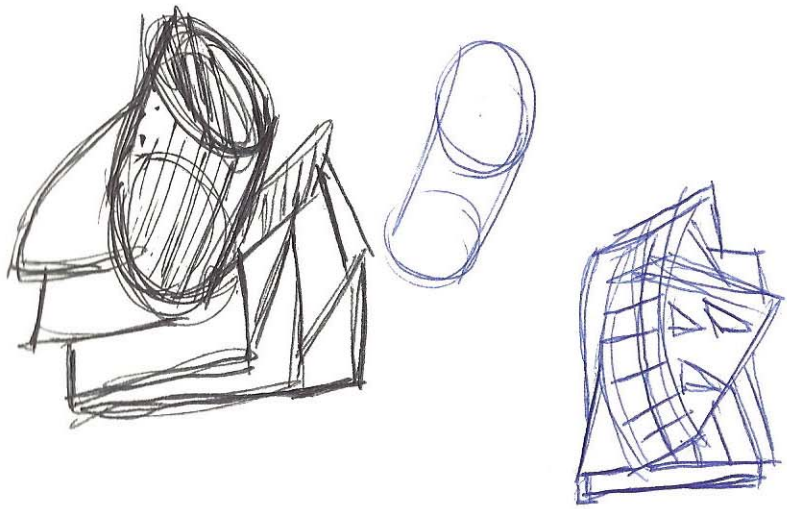
- RUN
- WALK
- IDLE
- TURN

~~BACK~~ BAKED PSK



- Bake of LICK joints w/  
the skeleton





copy @ Gwynn Chan

MEETING on WEDNESDAY

NOTES FOR TV

FS045

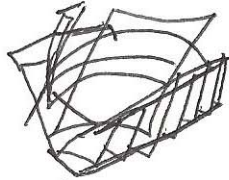
ENDING LOGO

NR SEQUENCES — ~~OL~~

Dissolve team Kowal

lose static @ Door

Chop team 59



~~at @ 122~~ static @ 125

transition to

lose 137 - teams to Major's  
guards

fare to blood @ Door



Meeting Expires Friday

Meeting for Gen 3 meeting Friday

Look @ expert hierarchy for dist

- look @ tactical and human  
issues

- look @ jaw issue

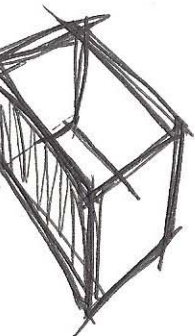
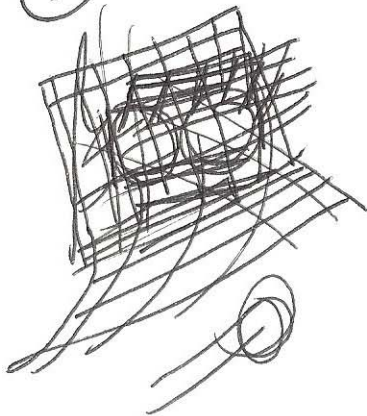
Dadw Fight-

(8)

1:40 - 2:27

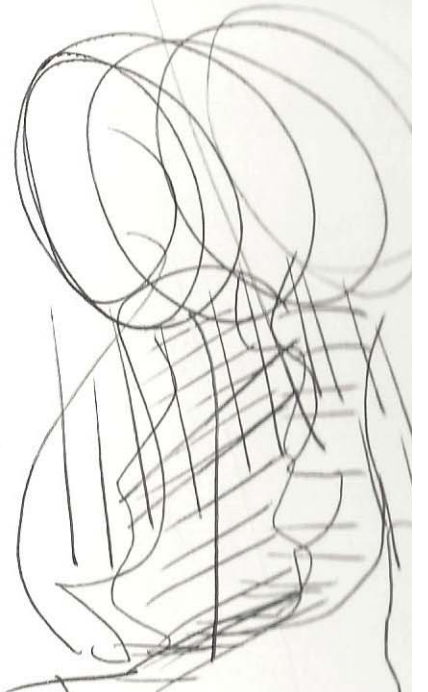
---

(56)

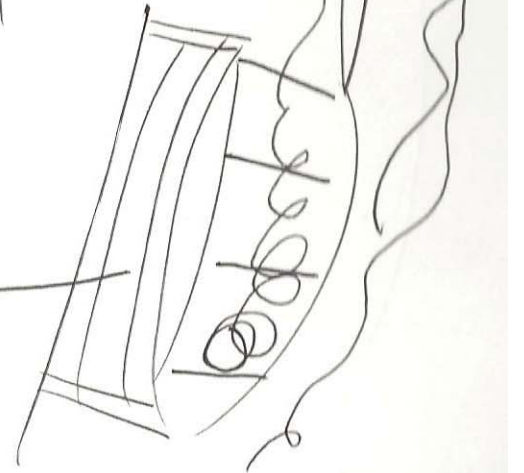


DAG

Ten



DAG Jump



over

TV  
DAG  
GAMES  
Jump



8 seconds

④ - Huts ~~①~~ DScreen  
stop @ stop @ 19

---

MAGNO GUARD

⑤ - just before com  
20 - 41

---

⑥ Vertress 1:41 - 1:53

1:59 - 2:03

---

⑦ mar Obi - <sup>34</sup> ~~①~~ - ~~①~~ 1 minute // seconds

---

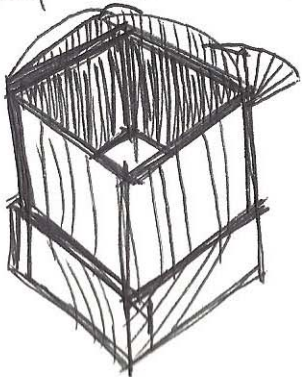
⑧ After Kameo 2:45 to the end

## Workflow for Ahsoka Export

- bake Loku
- parent Ahsoka: No transforms to Hip
- parent spine to Hip
- bake keys for Env joints
- DELETE EVERYTHING OUTSIDE OF Ahsoka Envelope
- OPEN AXMAPIN - Export PSK
- Export PSA
- OPEN UNREAL EDITOR

FRONT PRESS SCRIPT - Export for Unreal

LOOK @ BLENDING SYSTEM OF UNREAL



07-

JEDI ALLIANCE

2:26 - 2:43

2:51 GET RID

- 2:56 -

- 3:06 -

- 3:07 -

3:08



— Has fresh Chryso about DAG  
MOVIE

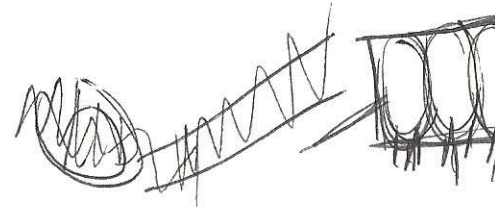
— loose the final —

LODESTAR ASSETS

DAG JUMP =

Drop 1st SLICR BTRK

KEEP SECOND AGENCY  
WIP COMP



— PRIORITIES FOR TODAY

— MAKE PSK

— ~~REPO~~ ANIMATIONS w/ ne  
hierarchy

IDLE	60
RUN	15
walk	33
TURN	12

ks) cert common / for Month