

-Neck 4

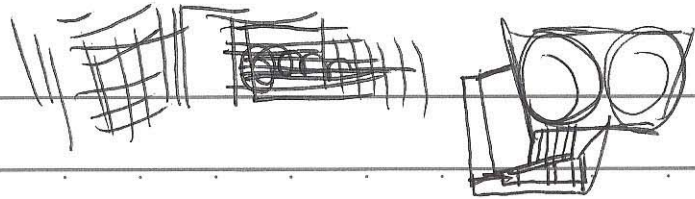
parent - env - base Lekku 0/ Jnt

back Lekku - spline - joint

env - left Lekku 0/ Jnt

left Lekku - spline - joint 0

env - right Lekku 0/ Jnt



- change hierarchy to be under node 3
for Lakku U

- back keys

- DELETE everything except Ahsoka Envelope

- Scale up by 10

- OPEN Axmain

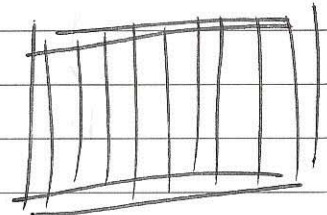
- export PSK

- export PSA



Ahsoka: env_Hip
↑ spine

DLK.3
RUN
turn

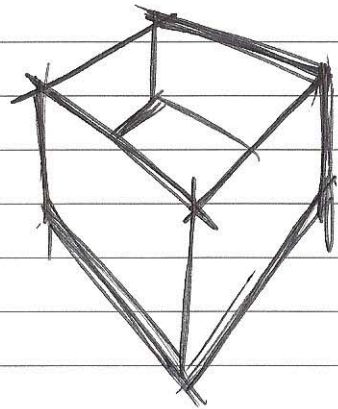


Tomorrow -

- Export the 4 animations to Richard to begin preliminary testing
- get that done by noon
- work w/ ~~Richard~~ Richard on ~~looking up~~ contacts
- afternoon - look into ways of getting a controller
- run, walk, turn, idle play w/ Ashoka ximofra from TV show and look @ ways of importing/exporting here

- Meeting w/ JM about facial setup and DESIGN

Meet w/ Charlie ~~about~~ optimizing mesh to work w/ new settings



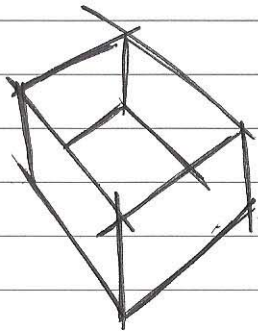
~~*~~ Notes w/ Daniel on Core Vias
ASSETS

- RIGGED CHARACTER
REFERENCE RIG FILE INTO MODEL

- MODEL FILE SEPERATE FROM RIG INITIALLY

- file version 1 - test w/ RIG REFERENCED
- " " 2 - test imported in file

Left forearm 16
Helmet 4



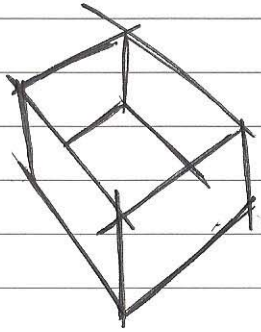
- Cloth - take through motion and setup of cloth physics in Unreal

- Facial Construction Setup - take @ joint base facial construction setup of characters and how they relate to blendshape support/ setup

- Blendshape Creation and setup in Unreal for blendshape manipulation and setup

- Freefx setup

- STK PER uses a export for ANSOFT



- Cloth - look through manual and setup of cloth physics in Unreal
- Facial Construction Setup - look @ joint based facial construction setup of characters and how they relate to blendshape support/setup
- Blendshape Creation and setup in @ Unreal for blendshape manipulation and setup
- Freefx setup
- STK PER uses a export for ANSOFT

Meeting w/ Team 08-01-08

- optimization of assets for LOD 1
 - 16 hours
- duplication of blendshape poses
 - 8 hours
- facefx research and blendshape setup
 - 80 hours
- teaming up w/ ERIC to discuss cinematic creation
 - 46 hours
- cloth simulation and physics setup
 - 24 hours

9388 hrs as shown

GOW trailer in Unreal

done by DD

Stef's Vp previz done in GAME ENGINE

show video of animation cycles of shodca including environment and REFERENCE

~~7.00~~

18.00
5
90.00

360.00

6.00 SB

6.00 LUNCH

6.00 DINNER

Low LOD 1

- Legs 486 tris

Low - ~~SKIRT~~ - 22 tris

SKIRT - 112

764 faces w/ legs, loin, belt, skirt,

Lop_0 Lop_1

9:00 AM

Jason Smith
DP Supervisor

680-43

shoot me

- what does position entail

- ~~Sept 1st~~ or Sept 1st
wrap up here ~~22nd~~ - if needed earlier
can start documentation in

- get a file share and hire, build up
- seamless integration between Lop 0
and film res assets

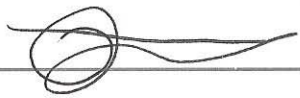
- build up division
- build in SF

- Film Game Convergence Meeting
0805-08

Nigel + Cheyeta 2:00 PM

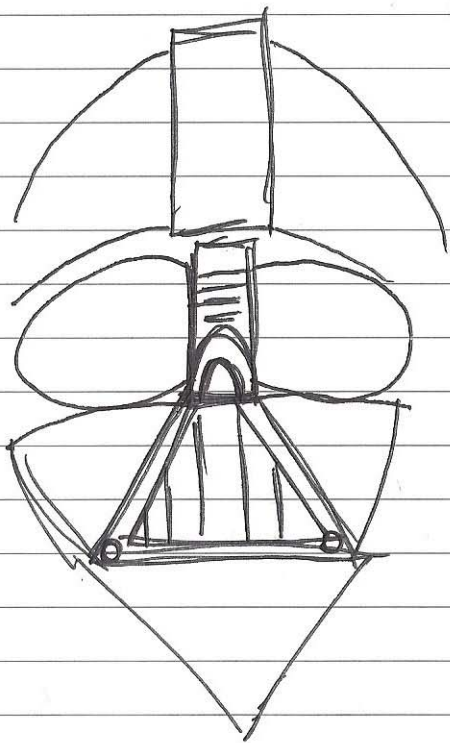
Next Month = Surf's Up

- Judy - TFU - Ramon &
- ship / year -



1

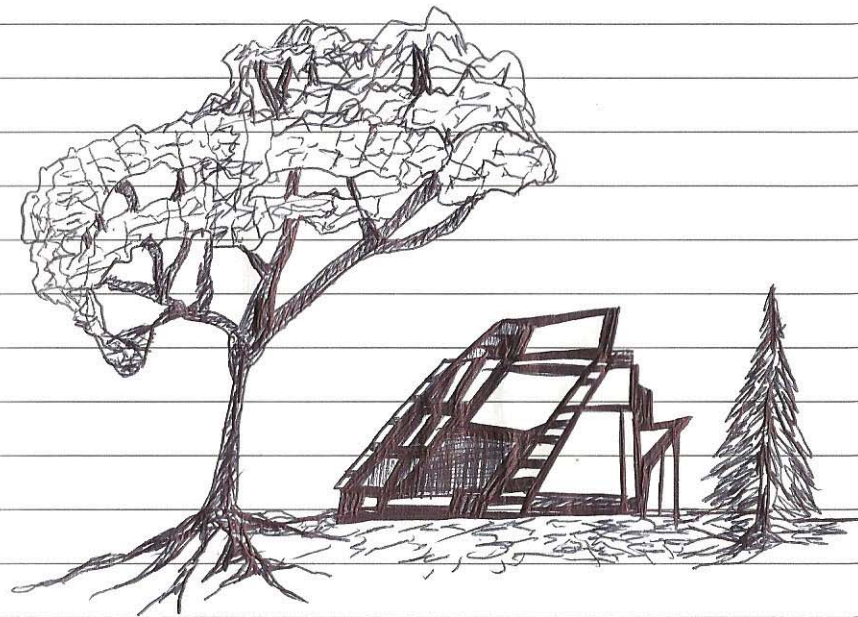
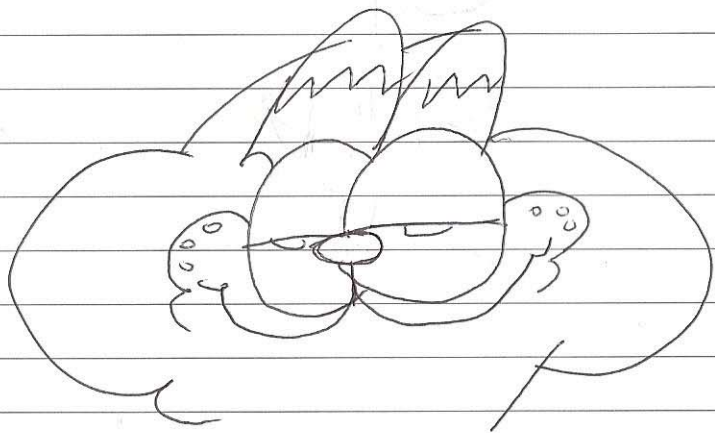
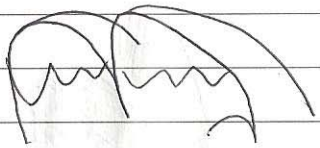
Bank - mic @ thousand to BofA
Account



Create Locust for bshape

- sweep left
- sweep right
- lwr in Out Up Right
- " " " " Left
- " " " " Down Left
- " " " " Down Right
- Up in Out Up Right
- Up in Out Up Left
- Up in Out Down Left
- Up in Out Down Right
- cheek Out
- cheek In
- jaw back
- jaw forward
- lip Side Left
- lip Side Right
- lwr lip Up Right
- lwr lip Up Left
- lwr lip Down Left
- lwr lip Down Right
- up lip Up Right
- up lip Up Left
- " " " " Down Left
- " " " " RIGHT
- nw Up Right
- " Up Left
- " lip Down Left
- " " " " RIGHT

They are
relating me to
SF



- Mouth emetia flip
- nw "
- squirt "

-
- Start the 27th
 - Fly early 24th arrive 25th or 24th there time

- need to look @ SF residence
- car transport (can be reimbursed)
 - Rebo money from Post to SF
- lease (DEPOSIT RETURN)
- Martin roommate

wrap up here the 2nd

- hotel accommodations
- payroll for 3 months and transfer
 - benefits transfer to LEC?
- for transfer of payroll, 90%
in SF

Senior Level

- Up to Jrd of list

-

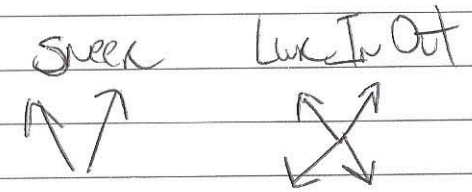
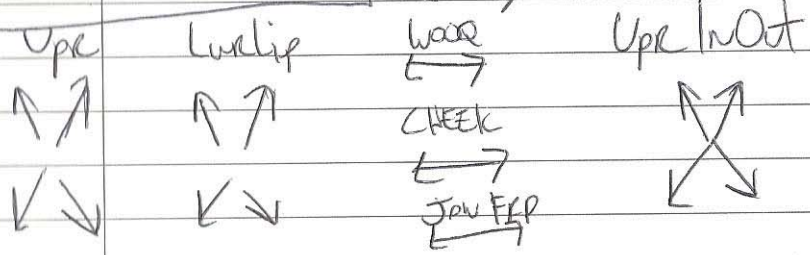
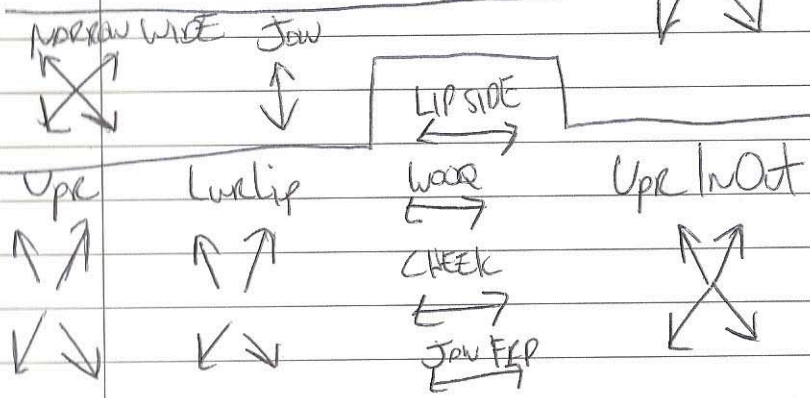
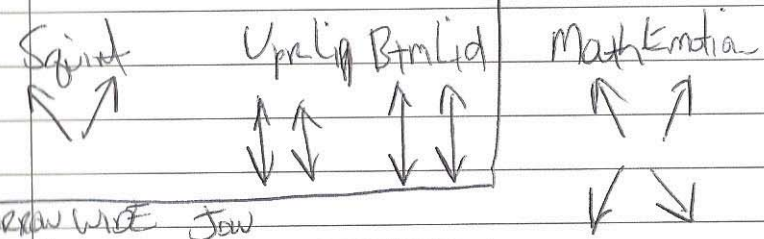
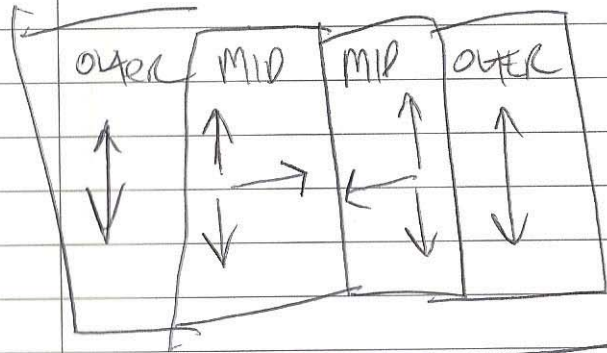


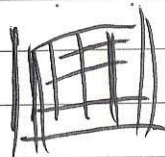
John HEEGAN MEETING

GFV 3 EOL

- TFV part @ modern square for Singapore

- John Tilden - Zoo & Rain





Executive to Dorel

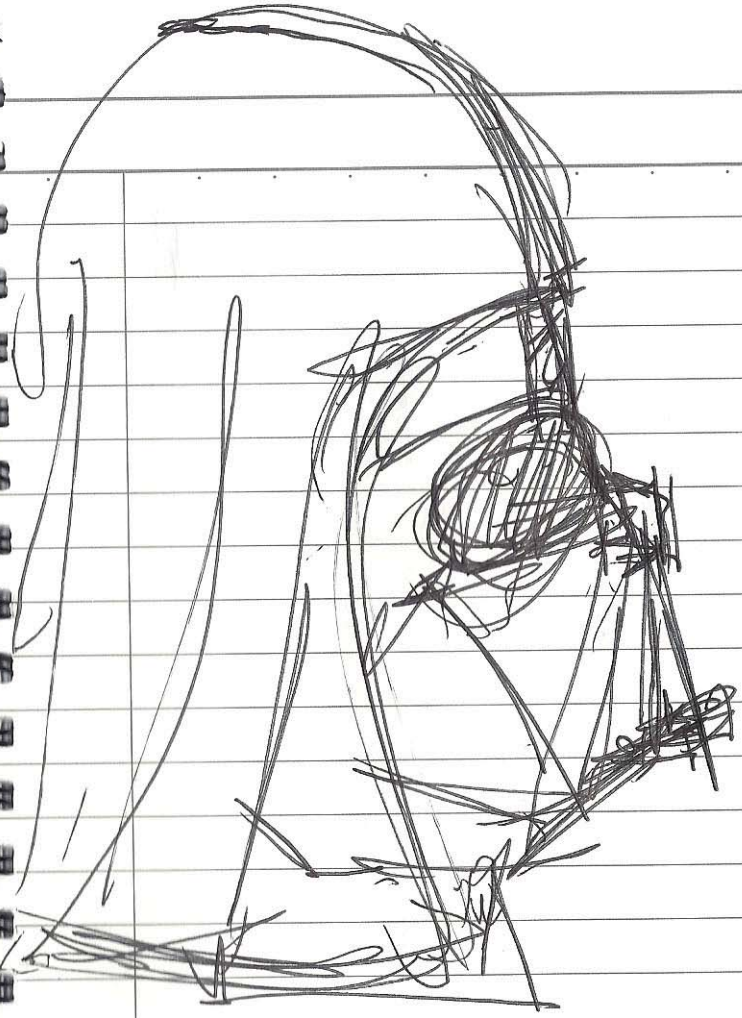
- @ Supervisor and Rigging Dept
Lead

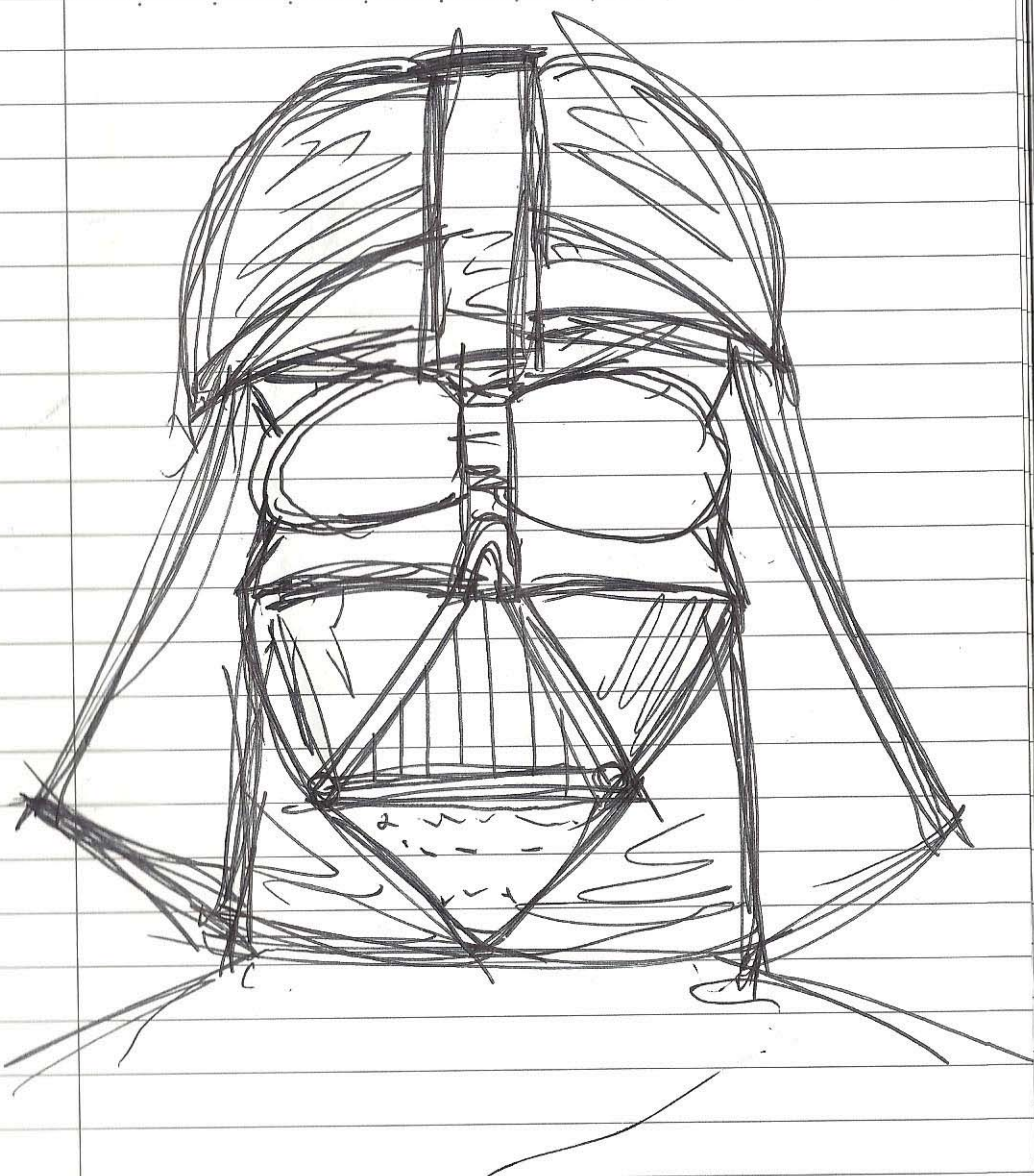
- training university as
apprentice

UC Berkeley - MBA management
technology

- Lucasfilm Pays

- Linked in w/ Everyone





Live In Out - upper lip is moving

Upper In Out - lower lip is moving

sneer - lower lip moving

lower lip - upper lip moving

upper lip - lower lip move

squint - upper & lower lip moving

top lid - upper lower lip moving

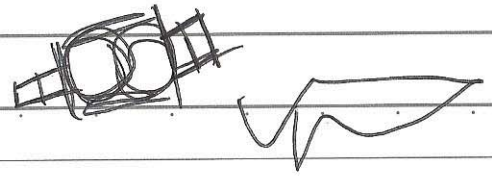
bottom lid - " " " "

mid left - upper lower lip moving

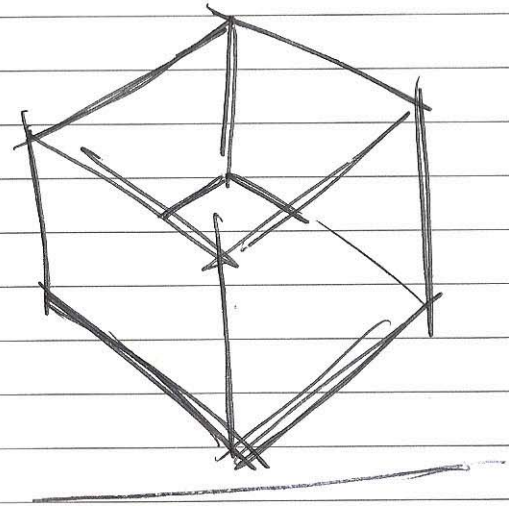
mid right -

A'ZONE





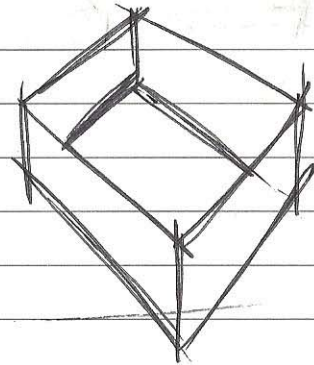
- Do not touch the topology of the mark

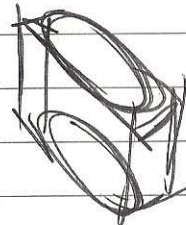
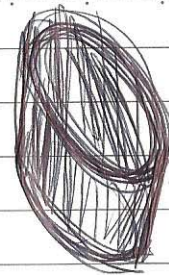
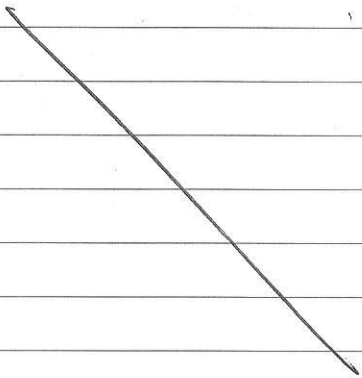
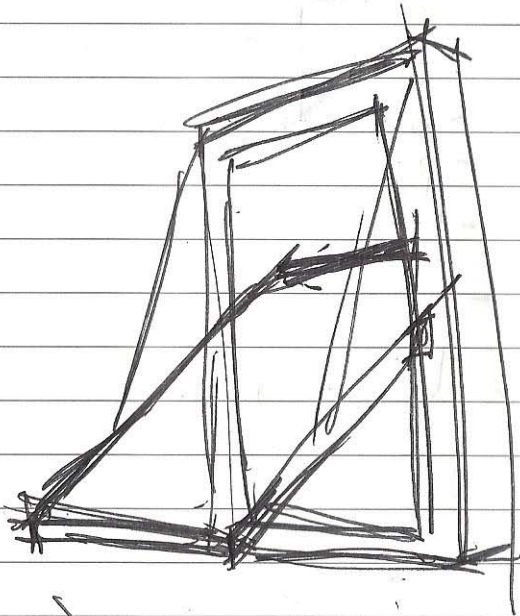


Export - PSK of T-POSE

Export - start
- AIR
- BRDCE
- LAMP

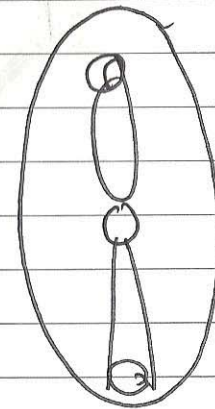
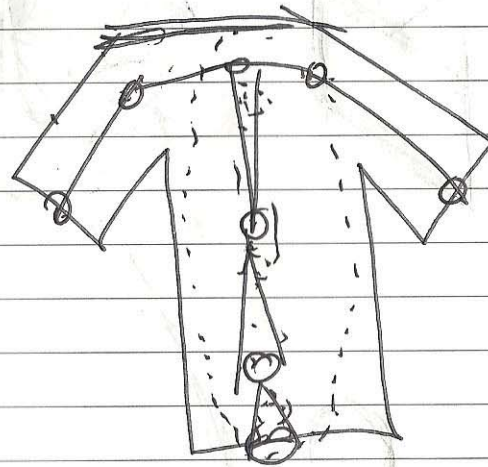
- Look @ FACE fx DATA



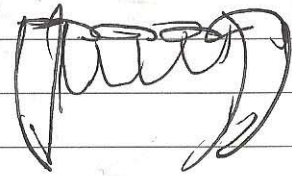
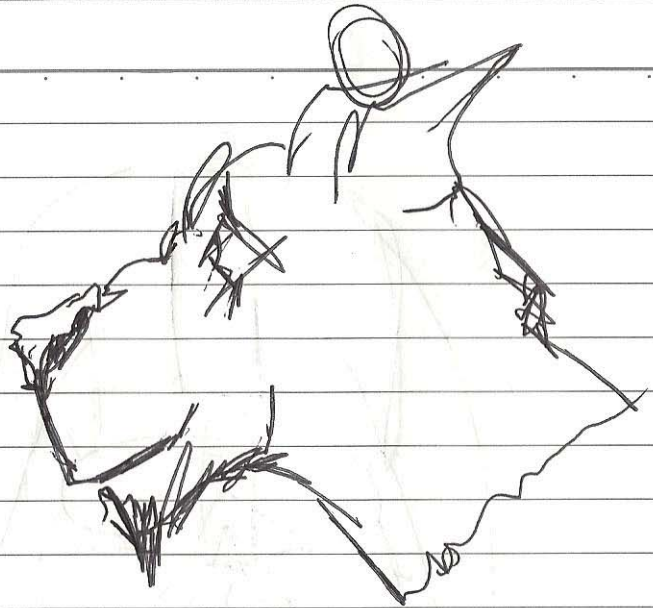
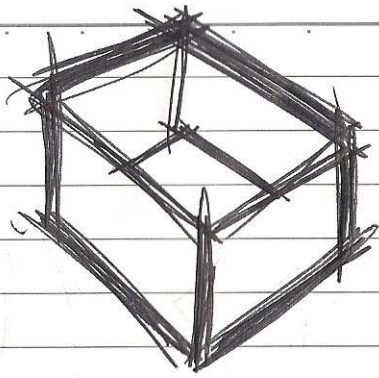


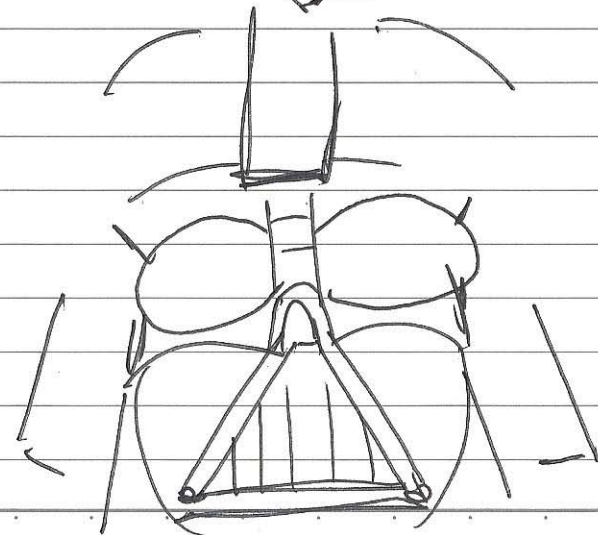
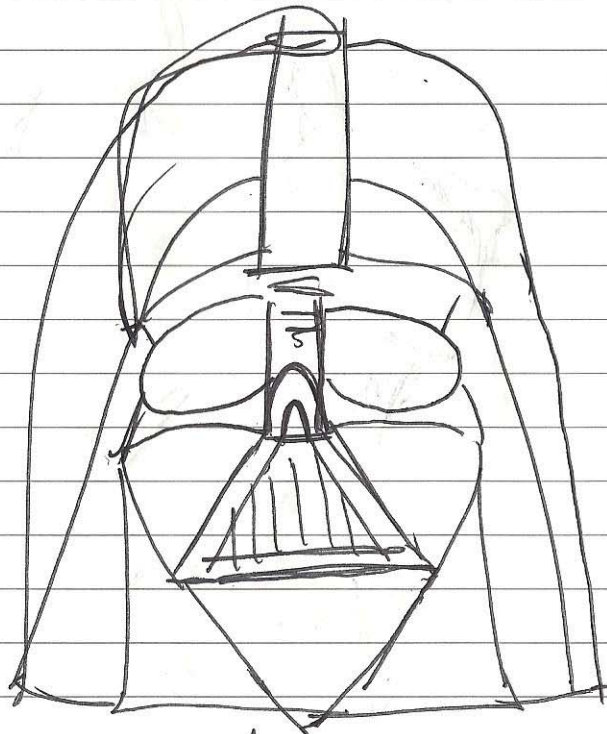
translate

.852
.733
-.83

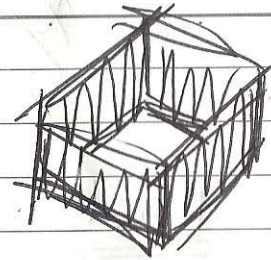


SHIRT OR VEST 9 LAPS x mL's weighting





Animata Meeting



Character -

Spine rotation/ action yx z

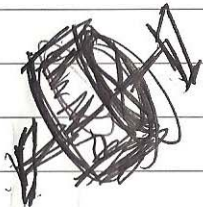


Face Ex

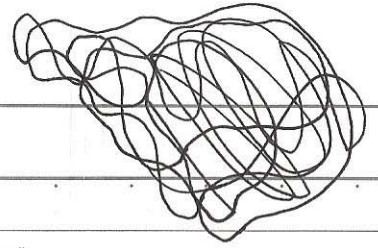
- Nodes used in Face Ex
- Case - base position, rotation, and scale
- Combiner - combine values into the node (rotation + subtraction node)
- Curvilinear - only used in game to swing the current
- DELTA - calculates value of node from current FRAME and frame before

Final Setup

- learn export shape of morph target and how they connect to kshape
 - Import morph targets and hold up through Unresol
-



Meeting w/ Karys to discuss logistics



- Shoulder rotation -

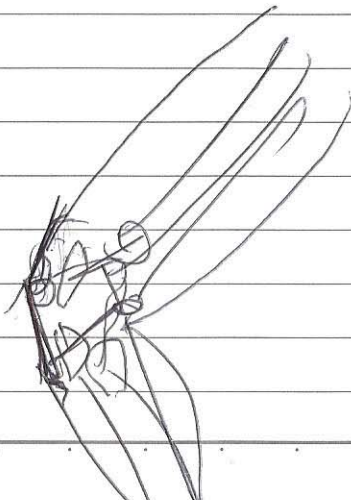
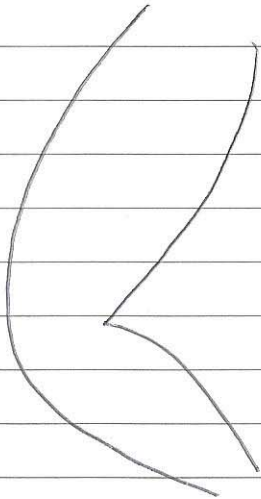
- spine setup for forward kinematics -

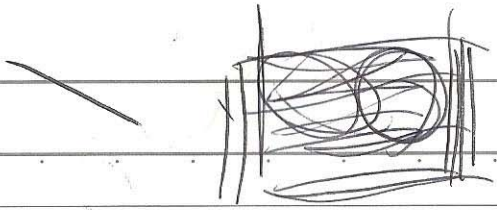
- Footroll setup -

- ~~bicep flex~~ forearm -

- altered hierarchy in maps

83008346 - Jefe.





Full setup for

- Constraints

- Utility Nodes (math nodes)

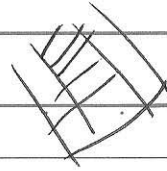
- add subtract
- multiply divide
- set range
- clamp

- SET DRIVER KEY

- constraints

- all of them

-Z



Constraints to go are

- point
- orient
- parent
- scale

- Go over scene hierarchy
- change in skeletal hierarchy
- blend shape node and connection

- optimization of mesh strategy - take into how mesh is at drawing to work for different LOD's

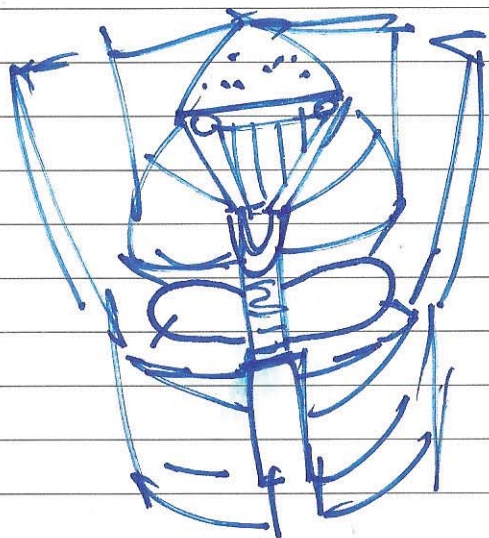
- Field system (Force 1x)

- not using laptops/joint systems
- bloody uses engineer assistance

- Export Pipeline -
Keep hierarchy

- Ctrl - can view data sym in tol
- WEIGHTED to all have
- some DIFFICULTIES w/ collision detect
(DIFFICULT to work with)

- Animate Blending tol
- important easy to use
- easy to load up new PSD file
view
- problem is they must be saved in
by 10 on UPSK to read



Keyla

Buy Checked

- SIGN forms

- SIGN Letter

- GET DIRECTIONS FROM Airport
to HOTEL

PRINT FLIGHT SCHEDULES

- Book HOTEL tomorrow

Go to Bank tomorrow -

- withdraw money to BOP

- take out ~~cash~~ cash size

200 US.

- clear out Desk and take belongings

Transfer files to Directory I can access