

Creative Character Systems

Pete Addington – Character TD



Welcome!

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Creative Character Systems

➔ Approach -

- ➔ Small studios benefit just as much as larger ones from a good character pipeline
- ➔ Do not worry if you do not have a specific tools developer - you can still implement tools to speed your work flow

➔ Considerations -

- ➔ Simplicity over complexity
- ➔ Animator-friendly tools
- ➔ Identifying bottlenecks
- ➔ Learning from each production and changing when necessary



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Example Project 1

Large Scale Production 50+ Staff

Gaspard and Lisa Character Systems

- History of systems used
Facial, Selection, Lipsync
- Modular design approach
 - Example Pipeline
- Practical Maxscript Example
Preview Smooth for animation rushes



Rig Selector Studio

File Save Test Render Align Controls

Pick Node Hide On Pick Get Colour

Main Dialog Background
BackColor 235, 125, 229

Main Dialog Size
Size 388, 385
Width 388
Height 385

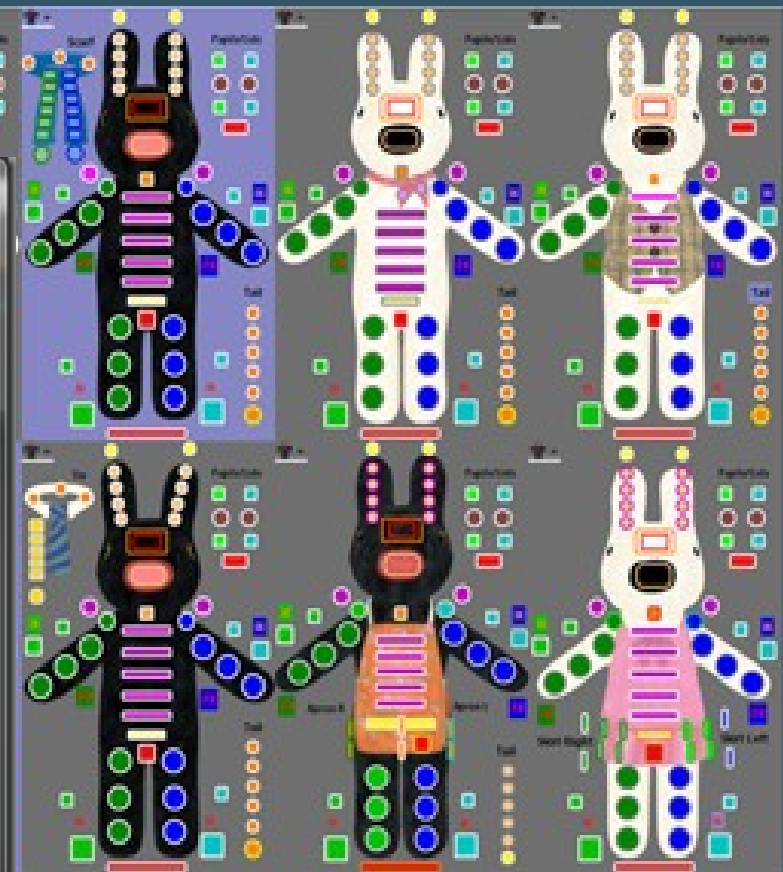
Selected Control Appearance
Name RigSelector1
BorderStyle FixedSingle
Curvature 10
BorderWidth 2
BorderColor 255, 255, 255
BackColor 0, 192, 0

Selected Control Data
Child Control
Stored Node

Selected Control Layout
Size 24, 24
Width 24
Height 24
Location 105, 177
X 105
Y 177

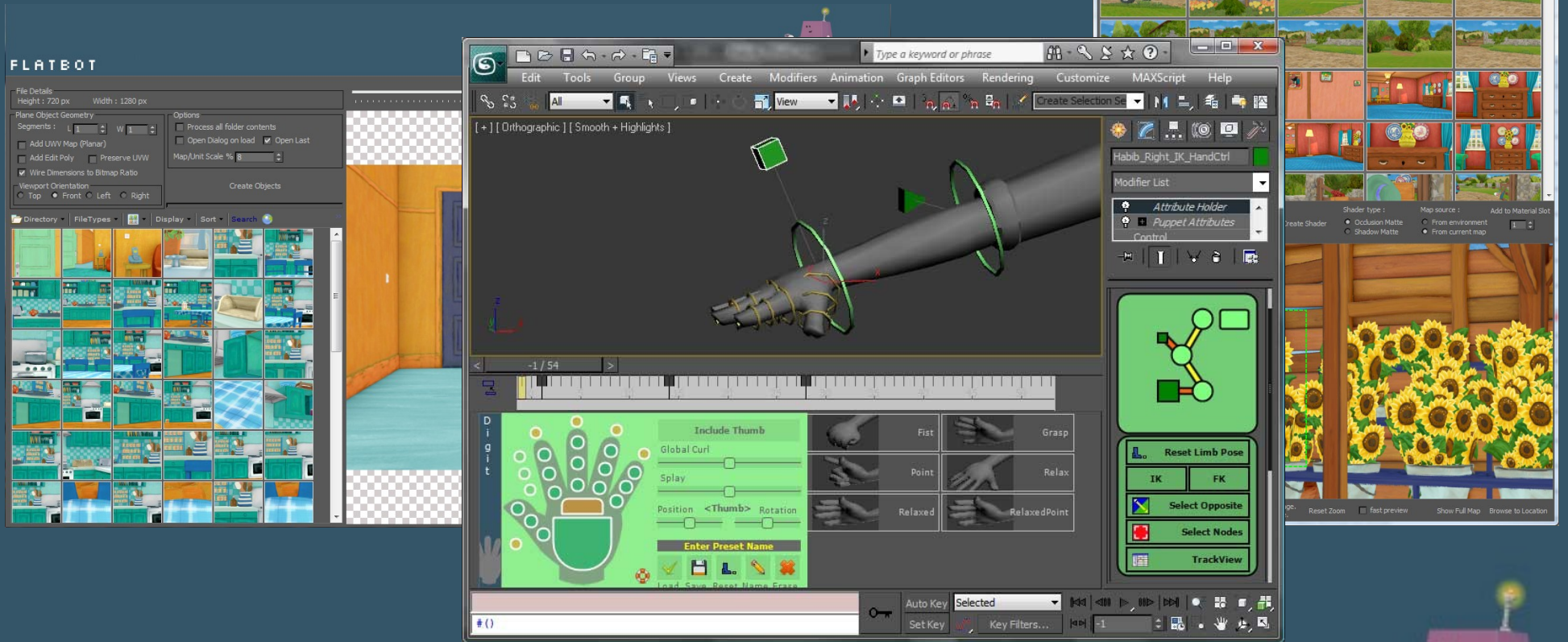
Name
The name of the control.

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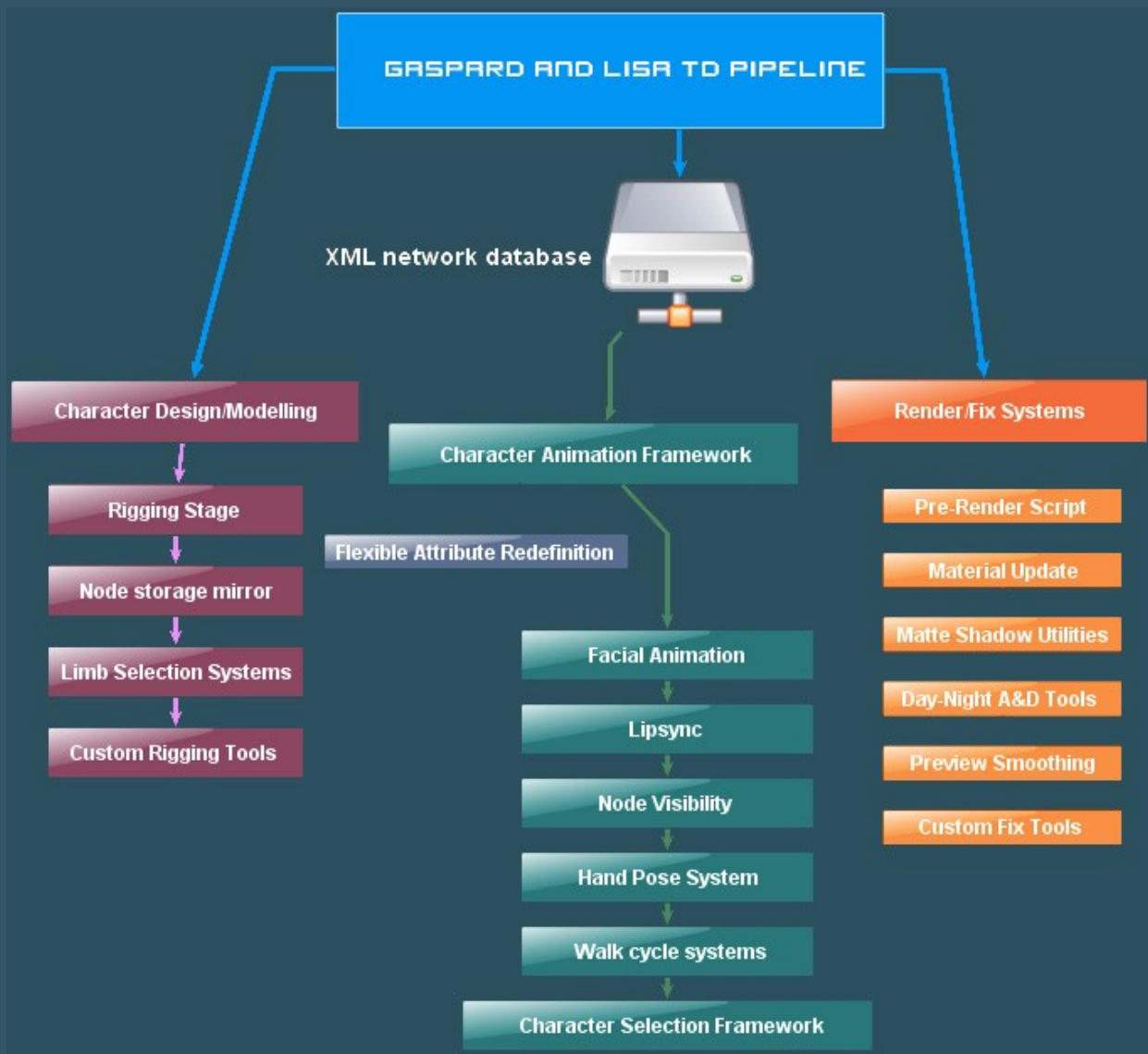
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Building multiple uses into custom controls to speed up pipeline integration

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Example Pipeline



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Example Project 2
Small Scale Production (7 Staff)

Castle Farm Character Systems

- ➔ Consistency in TD systems between productions

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Real World Maxscript

Layer Control System

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Further Reading

www.lonerobot.net for articles and script downloads

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