

Motion Builder Story Mode - Blending Takes (updated to MB2014/2015)

by Jennifer McSpadden and Deborah R. Fowler

Add a Control Rig to your Captured Take:

TIP: Before using Story Mode, your character and data must have a control rig.

1. Bring in an fbx of your captured data. Characterize/Biped.
2. **Be sure to select your Character in the Character source highlighted below.**
3. From the “DaVinci Man” icon in the top right corner left click and select **Create/Control Rig**

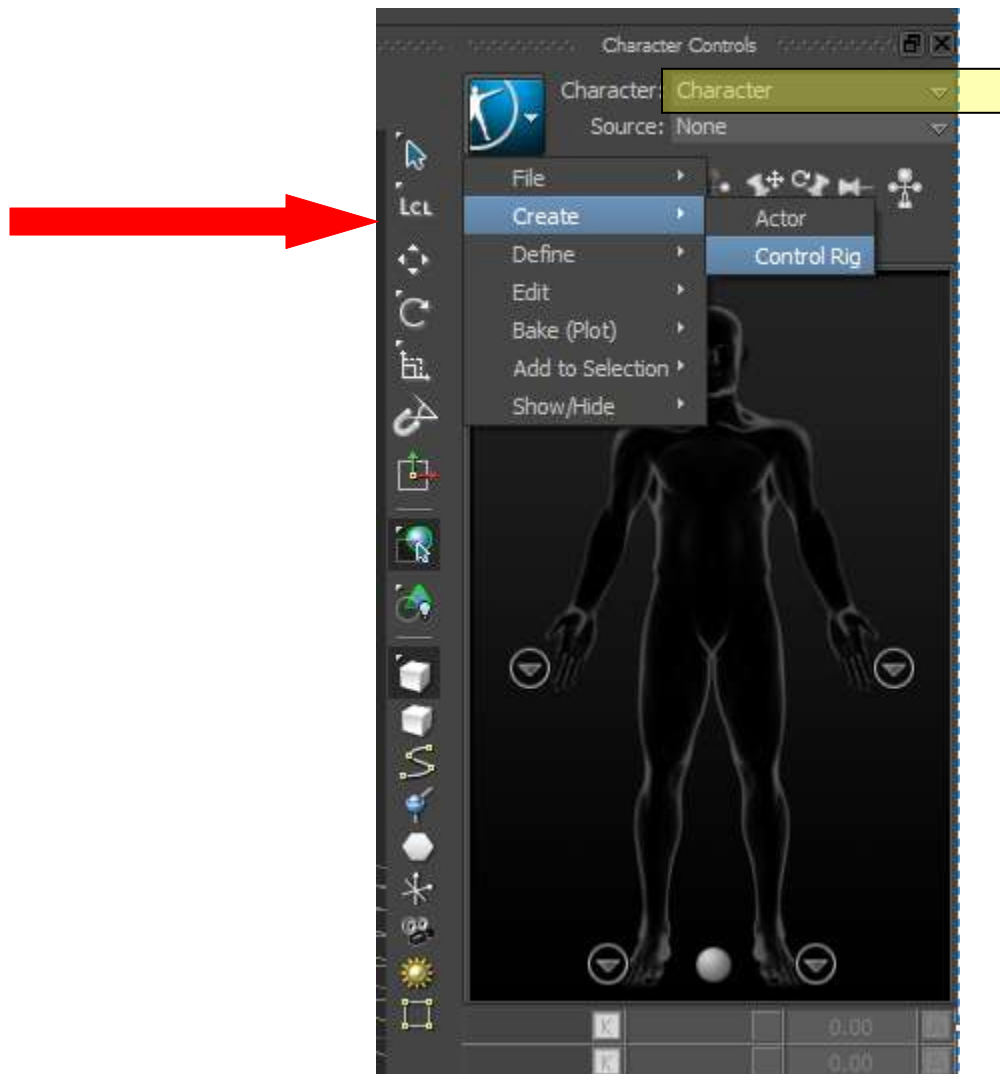


Figure 1 Control Rig Creation

You will be prompted to select FK/IK



Figure 2 FK/IK Selection

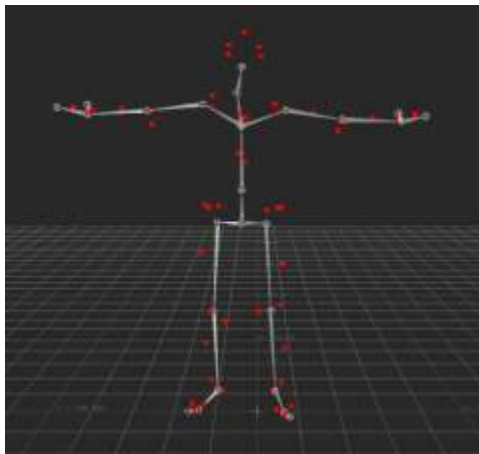


This will create a control rig and the icon will look like it has bones as pictured to the left in Figure 3.

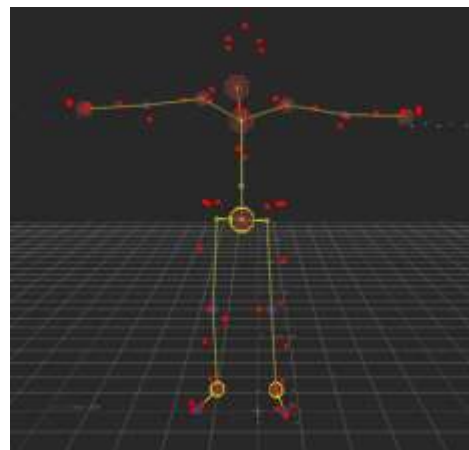
Save this data as an fbx (perhaps with CR added to the name). This will be the file you use in the story mode.

Figure 3 Control Rig

Figure 4 shows what your fbx looks like before and after the control rig addition:



Before Control Rig Added



After Control Rig Added

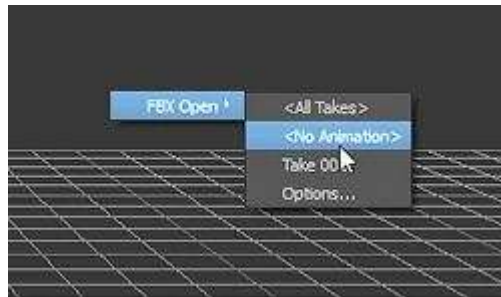
Figure 4

TIP: If your character does not have a control rig, go through the same process with your character.

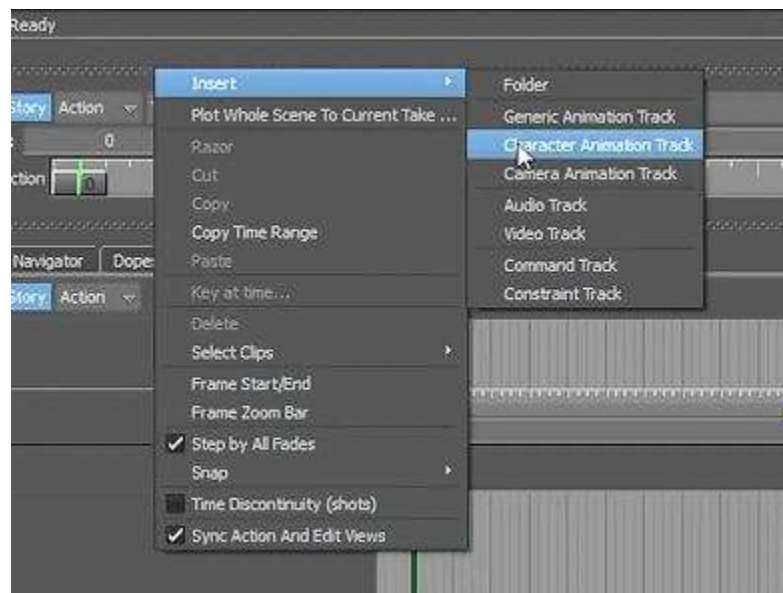
Blend Takes Using Story:

TIP: In your **Asset Browser** tab, right click in the folder space and you can set **Add favorite path** to add your folder to more easily move around your files.

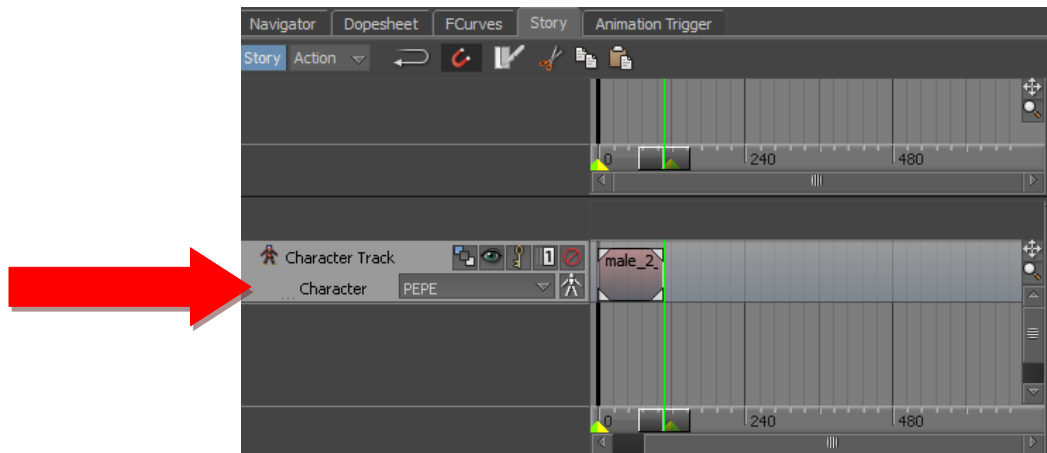
1. Bring in a character using Merge/FBX Open/No Animation.



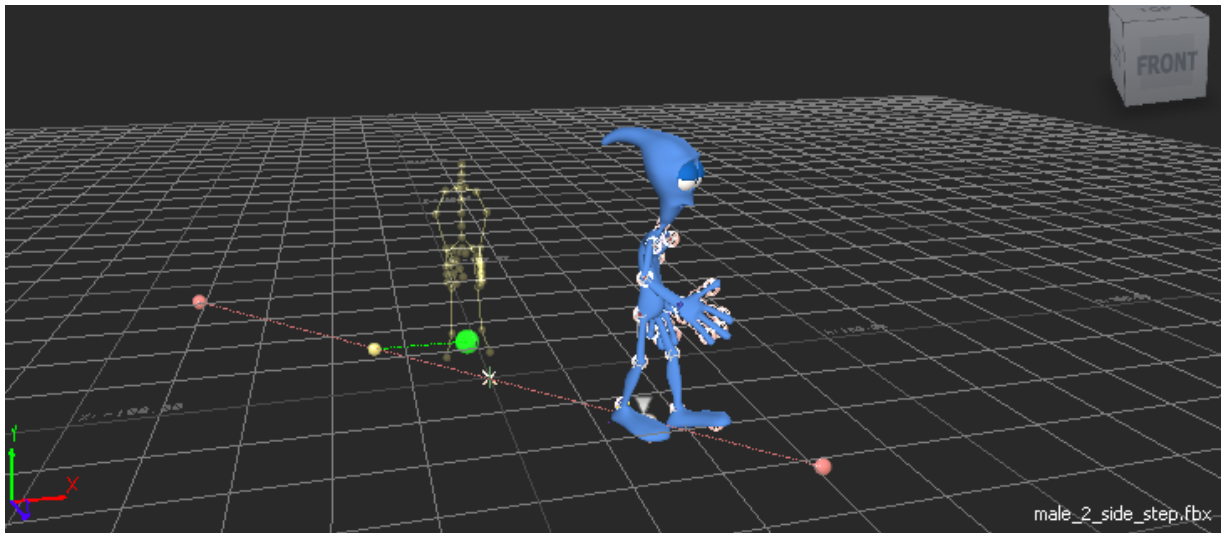
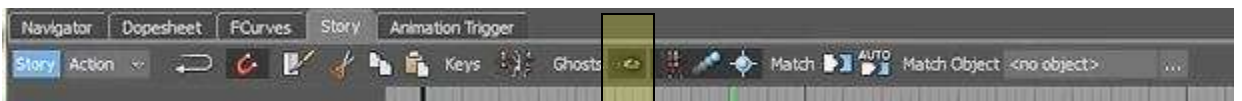
4. Go to the **Story** tab. Create a **Character Animation Track** by dragging a ***control rigged capture*** file to the character track **OR** creating one manually by right clicking on the gray area. A dialog box will pop up as show below.



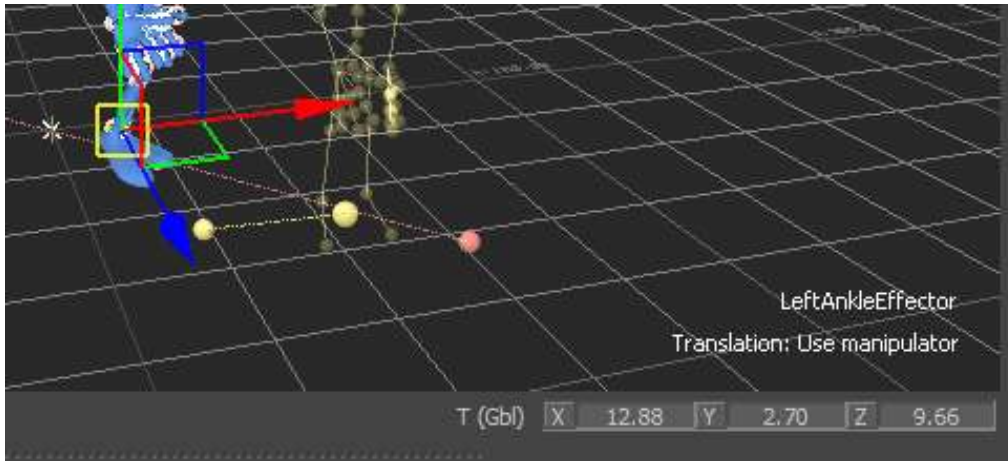
Drag the first capture that you want to blend onto the **Character Track**. The most important thing to remember is that your character is selected (it defaults to none).



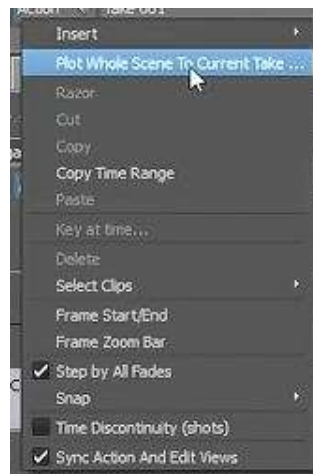
- Bring in your second animation into the track to be blended. You can scrub through the animation and you will see that the second track pops back to the origin. Move this track to approximately where you want it to start. To make this process easier, you may turn on **ghosting**. To do this select the **eye** icon on the tool bar (or on the character track).



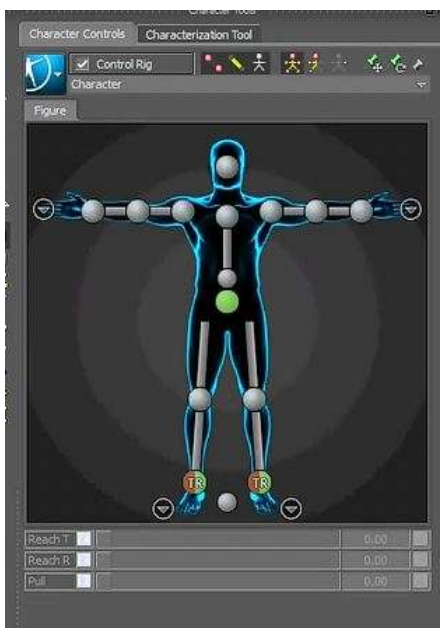
You can translate your second animation to the place where it should start. Select it and use the translate/rotate handles. (The numbers are also displayed above the scrub bar).



6. Once you are satisfied with your edit, you may now plot the animation onto your character.



Further finesse your animation by selecting specific body parts in the control rig



and edit the **FCurves** for finer control. For example, to eliminate translation values on a foot that is supposed to be stationary.

NOTE: Make sure you are in the proper “mode” or the controls and key will be “locked”. The button highlighted in blue should be clicked to turn story mode off. They you will be able to layer animation and manipulate the fcurves. (ie. it will turn from blue to grey)

