

Animated Controls

Nassim Khaled

Maya Character Creation Chris Maraffi, 2003-09-11 A unique, in-depth approach to creating realistic characters in Maya. Maya Character Creation: Modeling and Animation Controls' author, Chris Maraffi, has expertise in the field and in the classroom that translates to the knowledge and solid teaching skills needed to make this book a must-have! The current trend in computer graphics is greater organic realism. Many of the top-grossing movies today, such as Spiderman, Lord of the Rings, Jurassic Park 3, and Star Wars Episode 2, all feature realistic 3D characters. There is a major need in the 3D community for educational material that demonstrates detailed techniques for achieving this organic reality. Maya is one of the main packages used on such cutting-edge films, and has an established toolset for creating believable 3D characters. Maya Character Creation: Modeling and Animation Controls is designed to take you through the process of designing, modeling, and setting up animation controls for complex 3D characters. The concepts, techniques, and Maya tools used for each step in the process are presented in each chapter, followed by many hands-on exercises. NURBS, polygon, and subdivision surface modeling techniques are shown for creating the character's skin, and skeleton-based animation controls are covered in detail. You will learn how a character's skin should deform when the skeletal joints and muscles move. Advanced MEL scripted animation controls are also covered extensively.

Pro .NET 2.0 Windows Forms and Custom Controls in C#

Matthew MacDonald, 2006-11-22 *The first advanced book offering important .NET 2.0 insights into C# and Windows Forms *Explains taking .NET controls to highest level for programmers, with advanced customizations *Follows the successful formula of the

previous edition (1590590457), examining all the .NET controls from old staples to the new .NET 2.0 controls

Making Them Move Norman I. Badler, Brian A. Barsky, David Zeltzer, 2017-09-08 Current computer graphics hardware and software make it possible to synthesize near photo-realistic images, but the simulation of natural-looking motion of articulated figures remains a difficult and challenging task. Skillfully rendered animation of humans, animals, and robots can delight and move us, but simulating their realistic motion holds great promise for many other applications as well, including ergonomic engineering design, clinical diagnosis of pathological movements, rehabilitation therapy, and biomechanics. **Making Them Move** presents the work of leading researchers in computer graphics, psychology, robotics and mechanical engineering who were invited to attend the Workshop on the Mechanics, Control and Animation of Articulated Figures held at the MIT Media Lab in April 1989. The book explores biological and robotic motor control, as well as state-of-the-art computer graphics techniques for simulating human and animal figures in a natural and physically realistic manner.

Getting Started with 3D Animation in Unity Patrick Felicia, 2018-12-03 **Getting Started with 3D Animation in Unity** can sometimes be tedious and difficult if you don't have an approach that is both simple and detailed.

The Beginner's Guide To Animating Models in DAZ Studio Winterbrose Arts and Graphics, Step-by-Step Intro to Creating Animated Sequences: After you learn to pose models and render your scene, the next progression is to learn how to create animations in DAZ Studio. DAZ Studio has all the functionality you need to create awesome animation sequences. Grab a copy of this tutorial to take you step-by-step from knowing the difference between frames and

keyframes to putting these and other animation tools into action! This 105-page tutorial in PDF format was designed in DS 4.6 (tested in DS47) to demonstrate how to animate multiple objects simultaneously and how to animate DAZ figures within DAZ Studio. * Learn the Animation Timeline Controls - Frames / Range - Keys / Keyframes - Playback / Looping* Learn Impact of Viewport Changes - Translate / Move - Rotate / Spin - Scale / Size - Camera View* Learn Object Animation - Independent Movement - Parented Movement - Object Collision* Learn Figure Animation - Beginning Pose - Movement of Limbs - Natural Movement

LightWave 3D 8 Cartoon Character Creation Stephen Hardin,Jonny Gorden,2004 Companion CD includes new plug-ins to enhance character setup and animation, available only in this book!Quality rigging and animation preparation is vital for creating characters that can truly act and make an audience believe they are live, emotive beings. LightWave 3D [8] Cartoon Character Creation - Volume 2: Rigging & Animation includes both general theory and comprehensive tutorials for every aspect of rigging and animating 3D characters. Learn how, why, and when to use the most efficient techniques so you can have fun animating your own fantastic 3D characters.Learn all about rigging characters, including weight mapping, bone creation, IK, and deformations; discover advanced rigging techniques, including expressions, FK/IK blending, quadruped rigging, and more; find out how to use the animation controls and animate using inverse kinematics; explore the intricacies of facial animation, including morphs, facial expressions, lip sync, and advanced morph controls; learn how to use dynamics for secondary body motion and clothing.

Adobe Animate Classroom in a Book (2022 release) Russell

Chun,2022-02-11 The 2022 release of Adobe Animate provides significant new controls for animation with puppet warping and improvements to layer parenting, and enhancements to paint brush preferences and symbol options. Learn to use the revamped Asset Warp tool for a modern rigging approach to animating shapes and bitmap images. Work with a more robust set of playback options for graphic symbols that provides total control over looping. Quickly publish to social media channels with support for SVG, WebGL, HTML5, animated GIFs, and HD video. Seamless collaboration through Adobe Creative Cloud makes Adobe Animate the ideal development environment for creative animation and multimedia. The fastest, easiest, most comprehensive way to learn Adobe Animate Classroom in a Book®, the best-selling series of hands-on software training workbooks, offers what no other book or training program does—an official training series from Adobe, developed with the support of Adobe product experts. Adobe Animate Classroom in a Book (2022 release) contains 11 lessons that cover the basics and beyond, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. Purchasing this book includes valuable online extras. Follow the instructions in the book's Getting Started section to unlock access to: Downloadable lesson files you need to work through the projects in the book Web Edition containing the complete text of the book, interactive quizzes, and videos that walk you through the lessons step by step What you need to use this book: Adobe Animate (2022 release) software, for either Windows or macOS. (Software not included.) Note: Classroom in a Book does not replace the documentation, support, updates, or any other benefits of being a registered owner of Adobe Animate software.

Virtual Reality and Animation for MATLAB® and Simulink®

Users Nassim Khaled, 2012-01-02 About this book · Gives the reader hands on example-base experience for simulating dynamical models in MATLAB®/Simulink® and animating them in VRML · More than 150 images describe each step in the model realizations helping readers to understand them visually · Diverse examples and profound problem treatment enable the reader to animate complex dynamical problems m-files, Simulink models, VRML files and jpegs available for download provide full solutions for the end-of-chapter problems

Virtual Reality and Animation for MATLAB® and Simulink® Users demonstrates the simulation and animation of physical systems using the MATLAB® Virtual Reality Toolbox (virtual models are created in V-Realm Builder). The book is divided into two parts; the first addresses MATLAB® and the second Simulink®. The presentation is problem-based with each chapter teaching the reader a group of essential principles in the context of a step-by-step solution to a particular issue. Examples of the systems covered include mass-spring-dampers, a crank-slider mechanism and a moving vehicle. The examples are given in ascending level of difficulty and contain MATLAB®/Simulink® codes deliberately simplified so that readers can focus on:

- understanding how to link a 3-d virtual scene to MATLAB®/Simulink®; and
- manipulating the 3-d virtual scene in MATLAB®/Simulink®.

When studied in sequence, the chapters of this text form a coherent whole enabling the reader to gain a thorough expertise in virtual simulation and animation of dynamical models using MATLAB®/Simulink®. Individual chapters stand on their own, however, so that readers interested in a particular system can concentrate on it easily. Problems are provided in each chapter to give practice in the techniques demonstrated and to extend the range

of the systems studied, for example, into the control sphere. Solution code for these problems can be downloaded from [insert URL](#).

Whether modeling the dynamics of a simple pendulum, a robot arm or a moving car, animation of a dynamical model can enliven and encourage understanding of mechanical systems and thus contribute to control design. Virtual Reality and Animation for MATLAB® and Simulink® Users will be instructive and interesting to anyone, researcher or student, working with the dynamics of physical systems. Readers are assumed to have some familiarity with MATLAB®.

Initiation and Control of Gait from First Principles: A Mathematically Animated Model of the Foot Craig Nevin, 2010-05-21
This thesis examines the anatomical locations of the dynamic pressures that create the first five footprints when a standing person starts to walk. It is hypothesized that the primary activity starts with the dorsiflexion or lifting of the great toe. Consequently, the metatarsophalangeal region of the forefoot was studied from three directions. Viewed side-on, the great toe free-body is found from a detailed post hoc analysis of previous kinematic data obtained from cadavers to operate as a cam. The cam model also follows closely from Aristotle's ancient description of the hinged instrument of animate motion. Viewed in coronal cross-section, the first metatarsal torsion strength was estimated in 13 humans, 1 gorilla, 3 chimpanzees, 1 orangutan and 1 baboon set of dry-bone specimens of the hands and feet. The first metatarsal bone alone contributes 43% of the total strength of all the metatarsal bones. A result unique amongst the hominids and apes studied. Viewed in horizontal plan, the dynamic components and principle axes of the footprints of 54 barefoot humans (32 male, 22 female, age 32 \pm 11 years) were studied whilst standing

on a 0.5m pressure plate, and then immediately when walking over a 2m plate (4 sensors per cm² sampled at 100hz). Two footprints were obtained during the initial stance posture, and the first three footprints of the initial walk. Three new principles of animate motion were deduced from the divergent results obtained from complete and dissected cadavers: The metatarsal cam (from the sagittal side view) the ground reaction torque (from the frontal coronal view) and the amputation artifact. The philosophy of experimenting on inanimate cadavers rather than living subjects was intensively researched. Instead of assuming that gait is a uniform or regular motion as is usual, the foot was analyzed rather as if it was a beam attached to the ground. Engineering equations were used to determine the flexural properties of the foot every 0.01 seconds, including the principle axes, radius of gyration and the local shear stresses on the sensors spaced 5-7mm apart. A sequence of these impressions creates a mathematically animated model of the footprint. The local force under the foot was normalized against both the total force and contact duration. The forces under the foot were each divided between 10 anatomical regions using individual masks for each foot strike. Producing a 54-subject database from which the normal behavior of the foot could be quantified. The group showed a surprisingly low right foot step-off dominance of only 54%. The combination of the radius of gyration and impulse in particular produces a succinct but powerful summary of the footprint during dynamic activity. The initial angle and magnitudes of the loads that are applied and removed demonstrates that the body first rocks onto the heels after the instruction to walk is given. The feet simultaneously invert and their arches rise off the ground as anticipated. The principle axes were then animated in a mathematical four-dimensional model. The horizontal radius of

gyration is on average 5 cm during heel strike, but increases to 20 cm as the forefoot comes into contact with the ground, finally rising to 25 cm at toe-off. Significantly the applied load during the fore-foot loading phase is more widely distributed than the load being removed. A new and unanticipated result that is believed to be a special characteristic of the animate foot. The standard deviation of the force under the great toe is the first mechanical parameter to converge in the 54 subjects, conclusively verifying the hypothesis that the great toe both initiates and controls gait.

Adobe Animate Classroom in a Book (2020 release) Russell Chun, 2020-02-05 Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Animate choose Adobe Animate Classroom in a Book (2020 release) from Adobe Press. The 11 project-based step-by-step lessons in this book show users the key techniques for working in Animate. Adobe Animate provides more expressive tools, powerful controls for animation, and robust support for playback across a wide variety of platforms. Create interactive virtual reality immersive environments with VR 360 and VR Panorama documents. Gain advanced control over character animations with layer parenting and AI-driven lip syncing. Learn to create dynamic strokes with the new fluid brush, and work smarter with the revamped Timeline, Tools palette and Properties inspector. Support for SVG, WebGL, HTML5, animated GIFs, and HD video, and seamless collaboration with other designers and with other Adobe applications through Creative Cloud libraries make Adobe Animate the ideal development environment for creative animation and multimedia. Classroom in a Book is the best-selling series of hands-on software training books designed to help you learn the features of Adobe software quickly and easily. Developed by the training experts

at Adobe Systems, these books offer complete, self-paced lessons designed to fit your busy schedule and help you learn the features of Adobe software quickly and easily. The online companion files include all the necessary assets for students to complete the projects featured in each chapter as well as eBook updates when Adobe releases new features for Creative Cloud customers. And all buyers of the book get full access to the Web Edition: a Web-based version of the complete eBook enhanced with video and interactive multiple-choice quizzes.

Adobe Animate CC Classroom in a Book Russell Chun, 2019-01-21
Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Animate choose Adobe Animate CC Classroom in a Book (2019 release) from Adobe Press. The 11 project-based step-by-step lessons in this book show users the key techniques for working in Animate. Adobe Animate CC provides more expressive tools, powerful controls for animation, and robust support for playback across a wide variety of platforms. Create interactive virtual reality immersive environments with new VR 360 and VR Panorama documents. Gain advanced control over character animations with layer parenting and AI-driven lip syncing. Learn to focus the action on different parts of the Stage with the Camera tool and create a realistic sense of space with the Layer Depth panel. Support for SVG, WebGL, HTML5, animated GIFs, and HD video, and seamless collaboration with other designers and with other Adobe applications through Creative Cloud libraries make Adobe Animate the ideal development environment for creative animation and multimedia. The online companion files include all the necessary assets for readers to complete the projects featured in each chapter. All buyers of the book get full access to the Web Edition: A Web-based version of the

complete ebook enhanced with video and multiple-choice quizzes.

Reimagining Characters with Unreal Engine's MetaHuman

Creator Brian Rossney, 2022-12-29 Discover the power of Unreal Engine 5 and the MetaHuman Creator in this illustrated guide to develop realistic digital characters, infusing them with full body and facial animation **Key Features** Create realistic characters using the MetaHuman Creator using a mixture of preset and custom tools Import your character into Unreal Engine 5 to access more editing options and begin animating it Combine face and body motion capturing to fully animate your digital humans **Book**

Description MetaHuman Creator (MHC) is an online, user-friendly 3D design tool for creating highly realistic digital humans that can be animated within Unreal Engine (UE) and enhanced with motion capture technology. This means that filmmakers and game developers now have access to a high quality, affordable solution that was previously only available to specialist studios. This book will focus on using UE5 and MHC from a filmmaker angle. Firstly, you'll understand how to use the online MHC to create a digital character, changing its facial structure, body type, and clothing. After that, you'll learn all the necessary steps to bring the character into UE5 and set it up for animation. Then, using an iPhone and a webcam to capture face and body movements, you'll mix these motion capture files, refine the animations using the MetaHuman Control Rig, and save these takes to be reused and edited again within the Level Sequencer. On top of that, you'll learn how to create a rendered video file for film production using both the Level Sequencer and a VR Cinematic Camera. By the end of this book, you'll have created your own MetaHuman character, as well as face and body motion capture data, and learned the necessary skills to give your future projects further

realism and creative control. What you will learn Create your own bespoke character using MHC Develop custom faces based on real people Utilize Blueprints to take control of your digital character Retarget animations using the Unreal Mannequin Use DeepMotion and Live Link for complete body and face animation Use the Control Rig to refine animations Export and render your character Who this book is for This book is for filmmakers and hobbyists who are planning to make a film using Unreal Engine for the first time, having worked in live action or purely digital media previously, either professionally or as a hobby. No experience with Unreal Engine is required, however it is useful to have some knowledge of 3D development applications and concepts like wireframes, skin weights, transform tools, and motion capture. It is recommended that you have access to an iPhone X (or a later model). Alternatively, you can use a free or paid version of Faceware, along with a basic webcam.

Finish Your Film! Tips and Tricks for Making an Animated Short in Maya Kenny Roy, 2014-04-29 *Finish Your Film! Tips and Tricks for Making an Animated Short in Maya* is a first-of-its-kind book that walks the reader step-by-step through the actual production processes of creating a 3D Short film with Maya. Other books focus solely on the creative decisions of 3D Animation and broadly cover the multiple phases of animation production with no real applicable methods for readers to employ. This book shows you how to successfully manage the entire Maya animation pipeline. This book blends together valuable technical tips on film production and real-world shortcuts in a step-by-step approach to make sure you do not get lost. Follow along with author and director Kenny Roy as he creates a short film in front of your eyes using the exact same methods he shows you in the book. Armed with this book, you'll be able to charge forth into the

challenge of creating a short film, confident that creativity will show up on screen instead of being stifled by the labyrinth that is a 3D animation pipeline.

Simulating Humans Norman I. Badler, Cary B. Phillips, Bonnie Lynn Webber, 1993-09-02 The area of simulated human figures is an active research area in computer graphics, and Norman Badler's group at the University of Pennsylvania is one of the leaders in the field. This book summarizes the state of the art in simulating human figures, discusses many of the interesting application areas, and makes some assumptions and predictions about where the field is going.

MEL Scripting a Character Rig in Maya Chris Maraffi, 2010-04-16 Whether for big budget films and game productions or lower budget TV and Internet content, creating flexible and believable character rigs is an essential skill required to bring any 3D animation to life. As the leading software used for cutting-edge animation, Maya has an established rigging toolset for creating realistic character controls. Traditionally, however, the process of manually building custom rigs in the software interface has been time-consuming and expensive for those who want to produce high-quality 3D characters. Now for the first time and from the author of the best-seller, *Maya Character Creation*, comes an in-depth guide on how the pros are using MEL (Maya Embedded Language) scripting to streamline and automate the rigging process. With *MEL Scripting a Character Rig in Maya*, you'll learn how you can build custom character rigs in a matter of seconds, as opposed to days or weeks. In this detailed guide, you'll learn:

- The techniques used to build a complex character rig in the software interface, followed by instructions for writing the equivalent MEL code for scripting the entire process.
- Fundamental concepts of creating animation controls in Maya, from the basics of creating,

editing, and binding skeletons, to more complex rigs with controls that employ spline IK and channel connections. • Important coding techniques such as using conditional statements, loops, variables, and procedures. • How to create a character animation GUI (Graphical User Interface) that makes animating the character easy and fast. • Important skills for building rigs using numerous hands-on exercises, all code examples and Maya files available on the companion Web site.

Core HTML5 Canvas David Geary, 2012-05-14 One of HTML5's most exciting features, Canvas provides a powerful 2D graphics API that lets you implement everything from word processors to video games. In *Core HTML5 Canvas*, best-selling author David Geary presents a code-fueled, no-nonsense deep dive into that API, covering everything you need to know to implement rich and consistent web applications that run on a wide variety of operating systems and devices. Succinctly and clearly written, this book examines dozens of real-world uses of the Canvas API, such as interactively drawing and manipulating shapes, saving and restoring the drawing surface to temporarily draw shapes and text, and implementing text controls. You'll see how to keep your applications responsive with web workers when you filter images, how to implement smooth animations, and how to create layered, 3D scrolling backgrounds with parallax. In addition, you'll see how to implement video games with extensive coverage of sprites, physics, collision detection, and the implementation of a game engine and an industrial-strength pinball game. The book concludes by showing you how to implement Canvas-based controls that you can use in any HTML5 application and how to use Canvas on mobile devices, including iOS5. This authoritative Canvas reference covers The canvas element—using it with other HTML elements, handling events, printing a canvas, and

using offscreen canvases Shapes—drawing, dragging, erasing, and editing lines, arcs, circles, curves, and polygons; using shadows, gradients, and patterns Text—drawing, positioning, setting font properties; building text controls Images—drawing, scaling, clipping, processing, and animating Animations—creating smooth, efficient, and portable animations Sprites—implementing animated objects that have painters and behaviors Physics—modeling physical systems (falling bodies, pendulums, and projectiles), and implementing tweening for nonlinear motion and animation Collision detection—advanced techniques, clearly explained Game development—all aspects of game development, such as time-based motion and high score support, implemented in a game engine Custom controls—infrastructure for implementing custom controls; implementing progress bars, sliders, and an image panner Mobile applications—fitting Canvas apps on a mobile screen, using media queries, handling touch events, and specifying iOS5 artifacts, such as app icons Throughout the book, Geary discusses high-quality, reusable code to help professional developers learn everything they really need to know, with no unnecessary verbiage. All of the book's code and live demonstrations of key techniques are available at corehtml5canvas.com.

Drive Daniel H. Pink, 2011-04-05 The New York Times bestseller that gives readers a paradigm-shattering new way to think about motivation from the author of *When: The Scientific Secrets of Perfect Timing* Most people believe that the best way to motivate is with rewards like money—the carrot-and-stick approach. That's a mistake, says Daniel H. Pink (author of *To Sell Is Human: The Surprising Truth About Motivating Others*). In this provocative and persuasive new book, he asserts that the secret to high performance and satisfaction—at work, at school, and at home—is the deeply human need

to direct our own lives, to learn and create new things, and to do better by ourselves and our world. Drawing on four decades of scientific research on human motivation, Pink exposes the mismatch between what science knows and what business does—and how that affects every aspect of life. He examines the three elements of true motivation—autonomy, mastery, and purpose—and offers smart and surprising techniques for putting these into action in a unique book that will change how we think and transform how we live.

Rig it Right! Maya Animation Rigging Concepts, 2nd edition Tina O'Hailey, 2018-07-27 Rig it Right! breaks down rigging so that you can achieve a fundamental understanding of the concept. The author will get you up and rigging with step-by-step tutorials covering multiple animation control types, connection methods, interactive skinning, BlendShapes, edgeloops, and joint placement, to name a few. The concept of a bi-ped is explored as a human compared to a bird character allowing you to see that a bi-ped is a bi-ped and how to problem solve for the limbs at hand. Rig it Right! will take you to a more advanced level where you will learn how to create stretchy rigs with invisible control systems and use that to create your own types of rigs. Key Features Hone your skills every step of the way with short tutorials and editable rigs that accompany each chapter. (17+ rigs!!). Read Tina's 10 Rules of Rigging and build the foundational knowledge needed to successfully rig your characters. Visit the companion website and expand your newfound knowledge with editable rigs, exercises, and videos that elaborate on techniques covered in the book. Companion data filled with example files at http://routledgetextbooks.com/textbooks/_author/ohailey/ AR(Augmented Reality) enabled images throughout the book! Coffee is not required – but encouraged.

After Effects Most Wanted Lee Reynolds, Mark Towse, Joost Korngold, Chris James Hewitt, Simon Tzysko, Christian Darkin, 2013-11-11 So you've got a copy of After Effects and an idea of what this professional motion graphics and effects tools can do...but what can you really do with After Effects? How far can you push it? What are the best effects that you can create? What are the essential skills and techniques that you need to really make your creations stand out? After Effects Most Wanted answers these questions in a refreshing and practical way. Looking at a wide variety of projects, the original artists tell you why, and exactly how they created their masterpieces. The authors, all professionals who use After Effects to make a living, share with you the secrets of their successes and extend beyond that to give you the reasons why they did things the way that they did. Moreover, the accompanying CD has their creations available at your fingertips and the simple, step-by-step instructions in the book show you how they created these pieces. The projects covered are diverse, from a thought-provoking work by renowned and controversial artist Simon Tsyko, a work featured by Adobe in their motion gallery, to a television commercial for McDonald's and Coca-Cola by Peter Reynolds. Other authors include: Joost Korngold (www.renascent.nl) and Chris James Hewitt, whose Relokation Ne is the featured work on the BD4D (By Designers For Designers) web site, Christian Darkin, a digital video journalist and author, and Mark Towse, who offers two pieces, one for TV and one for the cinema. Without long, redundant discussions of tools and application packages, After Effects Most Wanted is a book that delivers the techniques, skills, and effects that will let you bring your creations to life.

Procedural Motion Control Techniques for Interactive Animation

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