

Animania!

About Animania!

Animania! is a catalogue of ready-to-use **Animal models and motions**. If you have built your own models and boned it or set up a segmented model for animation, you know it takes a long time and can be quite challenging. Animania provides models that are already set-up for animation. The mesh models have been boned, and the segmented models have been linked and set up for you. Moreover, each animal model comes with **matching motions** that you can use right away. Currently, Animania is available for:

For	Model setup
Life Forms	Segmented model in .lfa file format
3D Studio Max	Mesh model boned in Bones Pro2
3D Studio Max	Segmented model in .Max file format
LightWave 3D & Inspire 3D	Mesh model boned in LightWave
LightWave 3D & Inspire 3D	Segmented model in .Lws file format.

The Models

Animania models are created by balancing form with the need to create models that are efficient and easy to animate. The polygon count of the animal models range from 3000-5000 polygons. Models are provided in two animation-ready forms — segmented models and single-skin models.

Animania Segmented Models

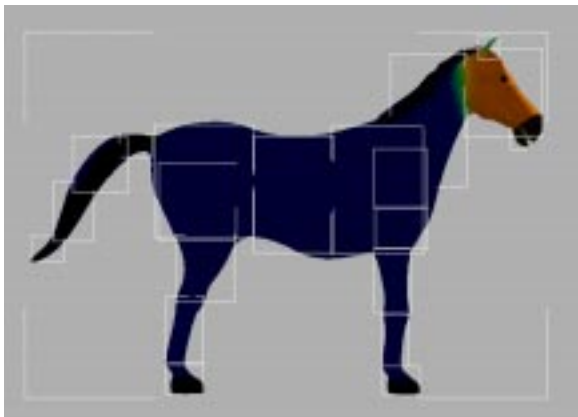
Segmented models are much easier to work with than single-skin meshes. They are widely used in many applications. They are great for roughing out animations, pre-visualization, avatars and for final animations. Segmented models are provided for use in Life Forms, 3D Studio Max, LightWave 3D, and Inspire 3D.

Animania Single-skin meshes

Single-skin models that have been boned or setup for deformation. The single-skin models in Animania have been set up with Bones Pro 3 and LightWave 3D/ Inspire 3D bones. More systems may be supported in the future.

3DS Max with BonesPro2

For 3D Studio Max, each Animal is provided with a .Max file that contains a single-skin model. The model has been setup for deformation using Bones Pro2 modifiers.

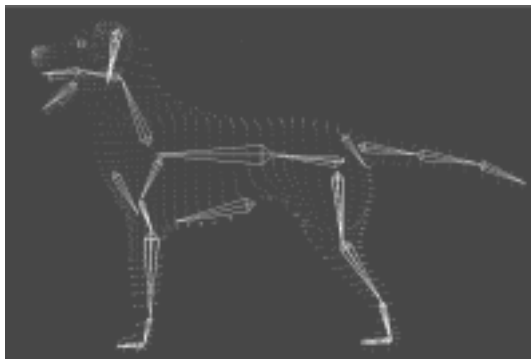


Horse mesh with attached segments. Colored area in the head shows vertex weighting with Bones Pro 2.

Motions are provided in Max files - one for each motion. With the Insert Tracks command you can apply the motion to the pre-boned model in the setup file in one simple step (refer to the **Technical Notes** for details).

LightWave Bones

For LightWave 3D and Inspire 3D, each Animal is provided with a .LWS file that contains a pre-boned single-skin mesh and motion data.



Dog mesh displayed in point cloud mode with bones. Additional stabilizing bones were added for better control of the mesh.

Before opening the LightWave scene files, set the content directory to the folder that contains the single-skin mesh object. A setup file that contains just the pre-boned mesh without motion is provided should you want to animate the model yourself.

The Motions

Organization and Naming

Each animal comes with several motions. These motions include locomotions as well as other character motions. For example, the Horse comes with trot, gallop, slow gallop, walk, graze and buck motions. You can view these motions on Credo's website.

Locomotions

The locomotion files are provided **with and without location keyframes**. The files that do not have location keys have **inplace** in their file names. While those that do translate across the floor do not have “inplace” in their file names.

Locomotion animations, are provided as two-step actions that can be repeated. In Life Forms, you can paste the two-step walk cycle that contains location keyframes one after the other to move a desired distance. Life Forms, automatically adjusts the location keys of pasted frames to advance the model. In other applications, you may have to adjust the location of the pasted frames by hand.

Alternatively you can repeat the two-step actions in the **inplace** motion files, then attach a null to the model which you use to translate the keys.

Life Forms & Animania

While all PowerMoves 3D Content product such as Animania can be used without Life Forms, there are significant advantages to using Life Forms. Life Forms gives you more flexibility to edit and apply motion. You can take advantage of features in Life Forms that make it easy to:

- Extend motions
- Modify motions
- Recombine motions
- Apply motions to similar characters.

Documentation for using Life Forms with many popular 3D software programs are found on Credo's website at <http://www.credo-interactive.com/support>

Contact Information

You can contact Credo Interactive Inc. at:

info@charactermotion.com tel: 1-604-291-6717 fax:1-604-648-8827

1171 West Broadway, Suite 720, Vancouver, B.C. V5Z 1K5, Canada.

Copyright (c) by Credo Interactive Inc. 2006

Life Forms, and PowerMoves, GamePak, PowerModels, Animania! And MeGa MoCap are registered trademarks of Credo Interactive Inc.
All other trademarks are property of their respective owners.