

CHILL GIRL WORKFLOW:

My plan is to work on accessories with this character. She will have a blend shaped face. Her shoe laces, bookbag, hat ,and hair will be the props/accessories. During this process i will also do a seperate bookbag rig and working on my interface script...

[Video plan](#) week 1

[Video Plan](#) week 2

WEEK 1 FOLLOW UP:

- Place joints
 - Spine, neck, clav, head, eyes, jaw, hip, legs, feet, arms, hands, phalanges,
 - For body reference i am using range of motion videos just t get a closer look at how the body will deform, she is very cartoony so her movements should look gummy but accurate
 - Hierarchy check/test parent
 - cleanup*
- Test bind/ bind
 - Block out in ng skin tools
 - Blend in ng skin
 - I had an oops and had to redraw her clav needed to copy old ski weights so i imported/exported skin layers with ng skin tools (AWESOME) works better than copy skin^^
 - cleanup*
- Create controls
 - Pad them orient constraint where needed
 - Create my base controls for the character (what i need so far)
 - Depending on the weight paint i may do a spline setup for the spine so the controls will be on the back of the character for each anticipated cluster- or a normal ik spine setup **didd this**
 - For the neck it will be the regular ik neck **dne**
 - Clavicles are pv controls
 - Head will be a half dome, dont want it in the way
 - Eyes will have goggle with indiv eye controls inside and pupil controls usine expression editor
 - Jaw croissant
 - Hip something obvious
 - Knee pvs
 - Feet boxes with the rfl controls
 - Ik fk switch and twist will be in arm so 3 different controls (switch, ik controls, and fk)
 - All phalanges i want controlled in the attributes, switch to turn on knuckle controls for extra control.
 - Hierarchy check

- cleanup*
- Constrain the controls(1st week only bod- 2nd week accesories)
 - Orient
 - hands,ears(lock t), neck(lock t), tongue, fingers
 - Parent
 - head, jaw(lock t-xz),eye and mouth geo under head, back, hips(lock t),cog, feet,
 - Wire deformation
 - ...
 - Orient controls
 - hat
 - Bookbag
 - ...
 - Ik fk legs /arms
 - World icon
 - hierarchy
 - Scale constrain icons and joints
- Real bind
 - Just re visit the test bind
 - Need any pose deformer??
 - shirt(bottom)
 - shorts(top)
 - cleanup*
- Blendshapes
 - First building the brow poly
 - So I have some monster face expressions that i want to base the blends off of. Will be a left and right for each [blinks,ooh,smile,frown, wide, furrow, puffs, nose flare, raises]
 - Going to create a blend shape control panel as well
 - Will be driven with sdk
 - Will have a switch on off for this as well in the head control
 - cleanup*
- Accessories
 - Hat
 - Bangs
 - Bookbag
 - Ik spline for straps- the clusters -any one selected will be the “main” influence
 - Laces
 - Cleanup and tests
 - Checking poses

- Checking translation
- Making sure clean attributes
- Double check hierarchy
- Check scale
- Check world icon
- Video
 - I want a small animation of her picking up and putting on bookbag
 - Or even running to catch bus maybe
 - Will do a short show off on the bookbag rig- how it works and can be shared between other models easily

WEEK 2 FOLLOW UP:

so far have base controls

left off at applying ik to legs

*want both legs and arms to be ikfk

Done arms

i dont have either switches connected

Done arms

i dont have legs ikfk

Done legs

feet icons are only connected to ik in legs(will have to redo this connection bc i have to go back and do the ikfk switch on legs so delete-foot ik)

Done legs

*need rfl system in feet

need rfl icons

Done rfl

*need finger sdxs (icons?)

Left off

Done

***i want my hand control to follow both the ik hand & fk hand..how? Would i constrain it to the bind joint orrrrrr??? - for now it is parent cons under the ik icon to the hand pad

*Dont forget my splay joints icons

*need pvs

Done leg pvs

*Arm pvs are making hands turn... come back

*need world icon

Done world

*update w scale---check it nowee.

*Update shoet/leg weights

* update thumb spread weights

* update hip cog weights at squat

**this week is accessories.

consists of:

hair

bangs

eyes

mouth(if imp)

lashes

laces(tied&untied) (if imp)-shoot video reference for range of motion(1min)

hat

book bag(do last) -shoot video reference for range of motion(3min)

*laces may be imported as separate rig to so make sure when working i am in a separate window applying as well!!!!

*boobag rig will also be applied t the separate bb rig(so do these at same time

*separate bb rig is going to be made to be passable between any character (all shapes and sizes) ~adjustable~

rereading through rig it right for alternate ideas on accessories...

bangs -fk bangs(DO FK FIRST)

DONE

hair-ends fk dyn switch bangs

Fk and cluster done need icons

Ttired

Done need icons

Eyes

done

mouth(if imp)

Lashes

done

laces(tied&untied) -point on poly/cluster controls (tied just 2) (united 4 or5)

hat-pivot control

Done

Left off making laces

bookbag straps- cluster controls

bookbag seam- (need to cut open first) sticky lip & pivot for the open part

bookbag scales(only on separate bag)

-bag scales & straps

-3 diff "world" icons straps, bag, &all

-straps world faces spine

-bag world faces away spine

-full rig world on bottom of bag

scripting:

mel2py 6 of my shelves

*revist critique notes***

update interface layout

add new section for the 6

add the 6 into interface

*want a scroll for the interface too

*means i may need script for a smaller & more secure sized

Need to do the skinning.