

MASSIVE

Day Three : Miscellaneous Features and Conclusion

Morning Session : Scene management and Render

- go to render folder under dayThree
- Open up blank scene by calling massive
- load in terrain
- load in man agents
- place 100 of them
- set up proper key light width height zfar
- set up Velocity render
- add renderpass
- add render
- adjust value and do preview
- now going to do software render using 3Delight
- first go to shell and create folders under render : Sim Pic Rib Image
- back in Massive call up Render dialog
- add 3delight renderpass
- explain what renderpass is why it is helpful not to create multiple scene
- crate a render
- explain that a render is option setting for render
- go to parameter tab and associate a renderpass to the render
- point out that the ./Rib will work fine since we've created the folders above
- explain output pics that it is where the final images will write out, add ./Image to this
- do shader assignment for the material nodes of the agent
- selecting painted plastic and copy and paste the tif file name from diffuse texture tab
- set up key light with proper 3Delight light shader
- show shadow auto render and explain how the auto shadowpass work
- do a preview render of 3Delight
- next show how to create the simulation data
- first run a sim pass writing out APF
- sim data only require path, no filename
- turn on pics as well as beneficial pass
- run the sim frame 20 to 50
- go to shell and show simmed out file exist
- and the pics exist (try fcheck)
- second run turn off brain
- select sim input
- select ribs output
- select key shadow render and the main render rib in Renders list for output as well
- run the sim frame 20 - 50
- show the RIBs in shell window
- test render one frame of shadow RIB file then actual RIB file
- show that image write out properly in Image folder and view it
- show how to sim 2 passes of agents one replay another react to it

- show how to use shadow warp to get crisp shadow in velocity
- explain the condensed bitmap usage
- wrap up morning session

Afternoon First Session : Geometry Binding, Bone, Cloth

- Tutorial 1 : Attach Geo
- load the agent scene from AttachGeo.man.cdl
- do walk, follow
- go body page
- drag on geo node
- call it pants
- selecting pant
- Alt-M
- explain there are 3 kinds of attachment
- first is what you see now, not connect to any segment so it smooth bind to all segments
- second, connect to root segment, you'll see it is rigid bind to that particular segment
- third, connect geo node to multiple segments, it will smooth bind to those connected nodes
- now let's add a shirt
- first shirt and sweatshirt
- we don't want them at once, so we use option node
- explain what option node does when connect geo to it
- show adjustment using manual
- show connecting to shirt value
- then place a bunch of agents
- select different ones and show the shirt value for that particular one

- Tutorial 2 : Bones dynamic skinning
- load the agent scene from AttachGeo.man_bones.cdl
- the geometry is not properly skin
- go body page
- bring up bone windows
- select geo by clicking on the node in body page
- the geo show up in bones window
- shift click to select show the bone influence area
- explain that it also select the node inside body page as well
- select the bone tab in body page to adjust various bone parameters like trasformation
- as we move note that the other side move as well, because symmetry is on
- adjust area of influence and fix the problem
- explained that it fixed on both side
- we can select multiple geo nodes at once to see multiple geo effects
- we can also select multiple segment nodes to see their effects as well
- but to make thing easier, we can use selection lock to lock geo selection and free us to select what-ever segment combination we like.

- There is also special bone mode by clicking the bottom right capsule icon
 - in this mode you can adjust bone directly inside bone window
 - by holding shift and use left middle and right mouse button to drag, it adjust scale/size of x, y and z
 - holding CTRL for translate
 - holding ALT for rotate
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- Tutorial 3 : Cloth
 - open Cloth2/CDL/man.cdl
 - follow and Alt-M to show mesh
 - drag in cloth node, select file in shape tab and select robe.obj
 - reset and play, cloth fall down
 - let's go to dynamic pages, check that terrain and skeleton collision is on
 - increase selection force to 30,000
 - works better but still weird
 - we can improve cloth solving by attaching a part of cloth to skeleton like binding
 - attach to r/lshoulder, torso2, torso3
 - then use bone window to see influence of me
 - adjust stretch resis to 3000
 - the agent cloth is better now.
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- Tutorial 4 : Camera Import from Maya
 - Open Maya up animate a camera
 - save as .ma
 - load back into Massive
 - check that animation came through
 - note about the short name requiremen
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- Question and Answer session