

REFERENCE

http://www.youtube.com/watch?v=NskxO_dUf4

NOTES

Review walk, jump, weight lift posing

At 24fps, have the poses on the ground consecutive and play with the timing while the character is in the air (if you want more/less weight). Just remember gravity helps things down (the ground doesn't come to your face no matter how drunk you are).

Stride

Unlike a walk; the back foot is in the air swinging through and this isn't the widest pose.

Squash

This is where everything 'breaks' (successive breaking of joints); hands that were dragging snap to the other direction, feet slap on the ground, neck flips up, etc. this is the lowest point of the run so feel free to really compress the lower half of the character. The upper half is still coming down at this point, but its probably easier to pose the deepest "C" curve of the spine here and move keys in the graph editor afterwards.

Mid-stride

The ankles should almost be aligned here, back foot swinging throughout to become front foot. All the weight of the character is over the foot on the ground. The spine should have no twist here; however the angle of the pelvis should be opposite to the shoulders. The arms will pass each other here (or couple frames later for overlapping action).

Push

Ground foot rolls up onto ball of foot for push-off. Back foot now the front foot should still demonstrate some drag. Almost identical to walk 'push' pose.

Stretch

This is the highest point of the run cycle and, as the name implies, should have the widest pose. The torso and hips should be in tandem with the most twist here. The upper arms should also be at their widest point (the forearm will bend as the upper arm swings backward and extend as it moves forward). This the pose u can move around in time to create more or less bounce in your run.

STEP BY STEP

- Make an awesome run cycle. This is your base. Make sure there's no foot slip.

RUN CYCLE CRITERIA to start with

- has beginning and end keys
- smooth , no pops.
- when foot is on the ground, it's linear.

- Save as that awesome run cycle as “**LASTNAME_YOURNAME_RunToJump.mb**”
- Create camera. From now on we're gonna **animate to the camera**.
- Make sure there's keys on the **beginning** and at the **end** of cycle.
- Calculate the distance of when the foot is **ON THE GROUND** (make sure it's linear). in one frame, how much it moves, you can see the value in the channel box.
- Incorporate that value difference **TO** the main transform controller. Make sure it's linear.
- Insert keys (key upon key upon key and so on :: make sure its **LINEAR**) in the **main transform** controller. The one that moves your character.
- Copy all keys animation. Make it about 10 times. You can add more in the end
- Make a gap in the middle for the jump, about 50 frames or so..
- Start scaling down cycle. make sure it's **gradual** :::

*Speeding up **TOWARDS** the 'gap'. The cycle right before the jump ('gap') is about double up the beginning speed*

(ie. if it's 25 fr cycle, scaling it down gradually, like 25 then 20 then 15, then 12, you can even hold this speed for 1-2 more cycle)

*Slowing down **AFTER** the 'gap' (you can do this after making the poses) so it's the other way around.*

- Add some distance on the TRANSFORM translate Z
- Incorporate **anticipation pose** into the last cycle



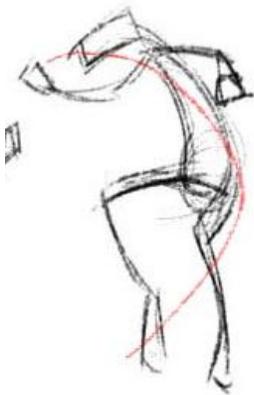
- Make a **jump pose**



Make sure u have the foot pushing.

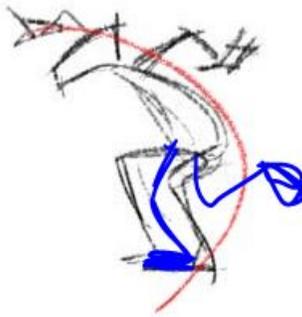


- make a **hang pose**



- **This** is when you're gonna start scaling down the cycle.
*Slowing down **AFTER** the 'gap'*

- Incorporate **landing pose** into the cycle.



- Make sure it has weight on the landing.
- Tweak your animation based on the marking guideline below.

Marking Guideline

Run	No effort, missing major components of the run cycle.	Fair effort, moderate understanding of weight and balance, decent flow.	Excellent understanding of balance and weight. Motions are smooth, and there's overlap throughout the body.
	Meh	Okey	COOLBEANS
Transition	Character slows down, freezes, jitters, and completely stops functioning in between the run and the jump.	Character moves between the run and jump, but has some issues with freezing at the start and end of the transition, doesn't anticipate the jump, and just doesn't transition smoothly.	Character maintains momentum, transitions smoothly, anticipates the jump during the run, and early arcs into the jump.
	Meh	Okey	COOLBEANS
Jump	Character moves robotically, timing is nonexistent, objects have no weight or sense of momentum	Motion works, but arcs are missing, timing is off, character feels floaty at times, ease outs missing.	Excellent use of weight and timing. Character feels believable, the jump feels realistic and believable.