

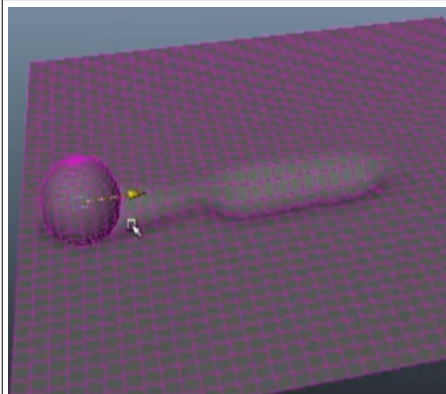
MARCO D'AMBROS – TD

BREAKDOWN

mail: dambros.marco@gmail.com

web: marcodambros.com

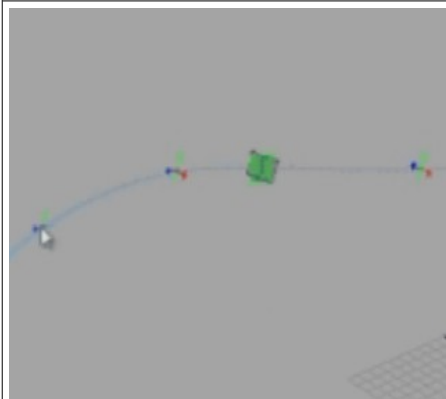
phone : (+61) 0431 830085



COLLIDER

Maya Deformer – Python

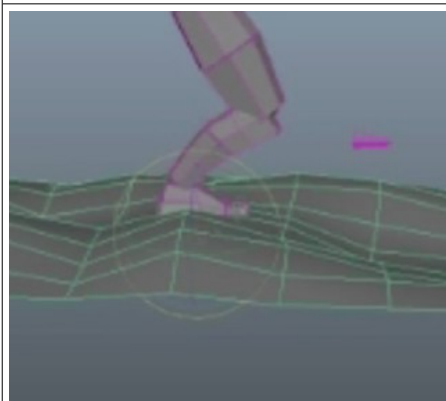
- detect meshes collisions and deformation
- keep deformation
- shape memory alloy
- restore position speed, paintable attribute



TRAJECTORY

Maya Context and Maya Node (Locator) - C++

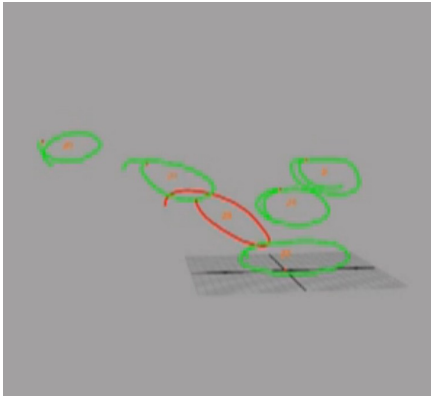
- Representation of the animation curve on view
- Dynamic range if you don't want to see all curve length
- Representation of the key
- Edit of the curve on view with constraint axis (if you want to modify only the keyed axis and not all the axis)
- Add and delete keys
- Draw curve



GROUND CONTACT

Maya Node - C++

- Detection and reaction to assigned mesh



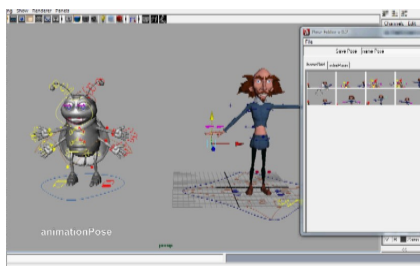
DRAW Maya Context - Python

- Draw in maya 3d view, in 3 different ways: on the origin, on object transform, on mesh.
- Ctrl + mid mouse, to move on timeline
- Linear interpolation between drawings



COPY ANIMATION Maya Command (API) - Python

- Copy animation from one character to an other one
- From source to ik/fk
- Copy from various sources, and skeleton



POSESTOK MEL

- Save pose
- Load pose
- Mirror pose
- Save archive
- Load archive
- Save and load last pose configuration

Mel script allows to work in team on saved pose.

Save poses in a shared folder, everyone can load a pose from this folder in his own customized GUI.

The system allows to load a single pose or multiple poses, save your personal archive with all the poses that you need.

PoseStok saves last configuration so if you close maya or maya crashes when you re-open a poseStok you don't lose your configurations.