

## **CSCI 171 : 10 : Concepts and Applications of Computer Graphics : Spring 2007**

Credits: 3.0 CRN: 24317

The George Washington University

Department of Computer Science

Room: 4- Floor Computer Lab, Room 402, Tompkins Hall

Class Hours: Thursday 6:30 – 9:00 PM

### **Create a Movie to Place in Maya**

1. Go to Quicktime > New Movie Recording
2. Record a Movie that is the same length as your audio
3. Save it
4. In Quicktime, go to File > Export and choose Export: Movie to Image Sequence
5. Save the Images in a new folder, use BMP or .TIF @ 30fps format if asked

Now you have a sequence of images, ready to be imported, but Maya only seems to accept Image Sequences if they are in Maya's native .IFF format. Since this is not a widely supported image format, you'll need to open up the Maya help application Fcheck, import the images and then export as .IFF

6. Open up Fcheck - find Applications > Alias > Fcheck
7. In Fcheck choose File > Open Sequence and choose the first image file in your exported sequence from above.
8. Wait for it to import, once it loads it may run fast, that doesn't matter
9. Choose File > Save As Sequence and make sure you choose the Image format as .IFF
10. Save the .IFF sequence in your Projects "sourceimages" folder

### **Place the image sequence in Maya**

1. Open up your project file, choose Panel > Saved Layouts > Perspective/Outliner to see the cameras in the Outliner
2. Double click on the "persp" camera, you should see it's Attributes in the Attribute Manager on the right
3. In the "perspShape" tab (should already be on top) scroll down past Camera Attributes until you see "Environment"
4. Open the Environment tab and click the "Create" Image Plane, this makes an image plane that you can then add the texture to
5. In the ImagePlane, choose Type "Image File" and check the box "Use Image Sequence"
6. Click the Folder next to Image Name and select the first image of your .IFF sequence

Now when you scroll through the timeline, you should see the movie play.

### **Potential problems**

- If it stays on one frame, make sure you checked "Use Image Sequence" and that you are importing .IFF files.
- If it's got an odd perspective, check that the Image Plane is "Attached to Camera" and not "Fixed" (this is right above where you selected the .IFF files)
- If you need to select new images, DON'T recreate the image plane, just select a new image for the existing ImagePlane
  - Open the Outliner, double click "persp" camera
  - Look in the Environment node, to the right next to where it says Image Plane "Create" is a little box with an arrow facing to the right, this is a Node or Connection,
  - Click on the box with the little arrow and you will be taken to the File Node where you can pick new images or change the ImagePlane preferences

### **Notes**

Although setting up is a little involved, placing image sequence is really handy. It's the quickest possible way to create a figurative animation, like lip synching or movements. Always use a tripod or fixed camera when recording to make it easier to animate. Your 3D scene can have a moving camera, but for rotoscoping you don't want to deal with a moving camera and subject

Additionally, you can composite real scenes with 3D elements, looking through refracted glass at a movie place on a plane in 3D is very convincing. Also, use a movie as an environment or reflection map to make a 3D object blend more seamlessly into a scene.