
Cycle

Animation Cycle for production

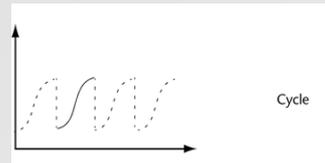
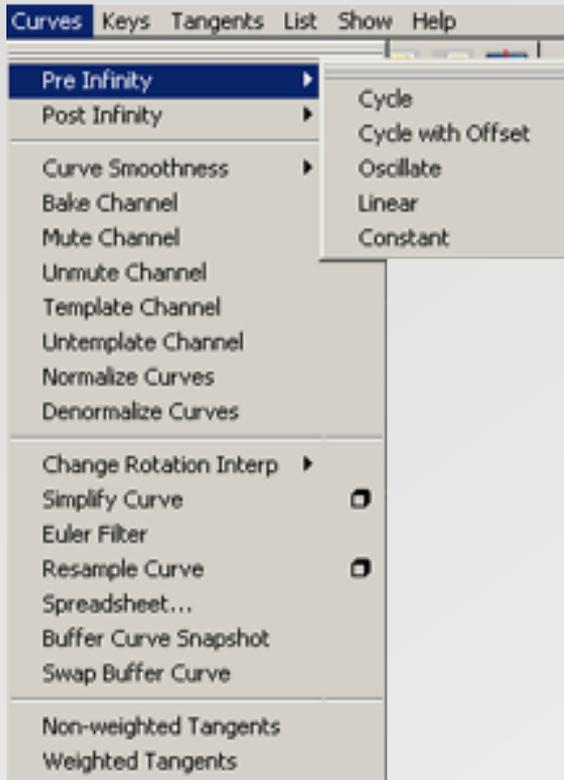


Why Cycle!

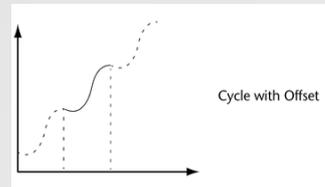
- ▶ It can be pretty intensive during production time to create a full walk cycle. Hollywood and others big production can afford to create unique personality walk, for all along the movie.
- ▶ In TV series and other small production the use of cycling and baking technique can be use to create seamless repetitive cycle.
- ▶ So it allow the animator to do a simple 2 or 4 step walk, then use cycling and baking to allow him to quickly change the rhythm and the repetitive effect of a cycle.
- ▶ The result will give you a easy way to tweak a cycle and made it seamless to the viewer.



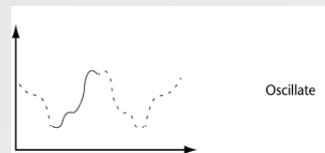
Graph editor ++



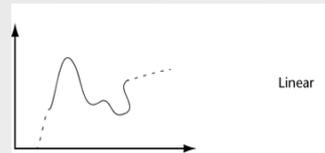
Repeats the animation curve as a copy infinitely.



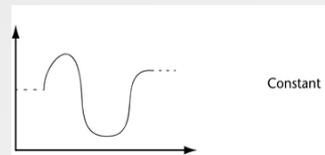
Repeats the animation curve infinitely, except it appends the cycled curve's last key's value to the value of the first key's original curve.



Repeats the animation curve by reversing its values, and shape, with each cycle alternating between backwards and forwards effect.



Extrapolates the value of the first key using its tangent information. It projects a linear curve infinitely beyond.



Maintains the value of the end keys. This is the default setting for animation curves in Maya.



Cycling for Production

Exercise

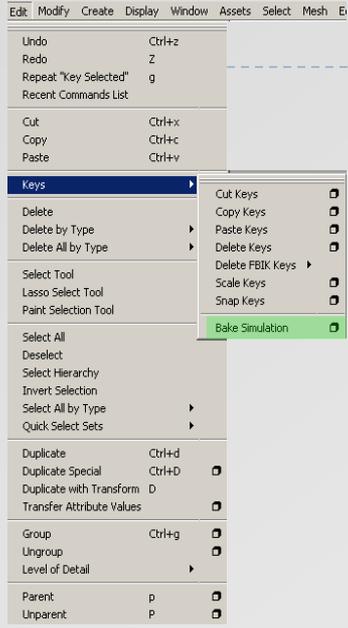
So how to cycle an animation?

1. Create your animation.
2. All element of your animation have the same key at the beginning and at the ends of the animation.
3. Be sure that your last pose match the first pose in rotation and the translation may be different.
4. Use cycle and cycle with offset to complete the cycle. “PRE and POST”
5. Using **Bake Simulation** convert the animation into real key and make the cycle **not-dependent** of the “**INFINITY**”, so the animation will be unique and easily editable.
6. Now you are free to change any animation you want and make you animation less repetitive and by the same time more unique and with more personality.

▶ cycle_sideJumb_block_Start  .MA

cycle_sideJumb_block_Done  .MA

Bake Simulation

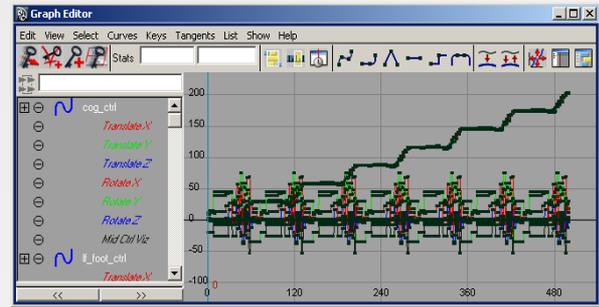


Generates keys and animation curves from other animation types

Such As:

- Inverse Kinematics
- Expressions, Dynamics
- Infinity and Cycling animation
- Texture
- Etc...

Not correct



Correct

