

Week Two Rigging

Create New Project

- Save Project on Desktop/USB/Hard drive
- Copy/Move PSD/Al Puppet into Project Folder

Import Puppet:

- File/Import

Create Scene:

- In Project Panel:
 - Select Puppet
 - Click on Clap board at bottom of Project panel

To Open Puppet PSD file

- Right Click on Puppet in Project Panel
- Choose 'Reveal in Explorer'
- Double click on PSD file to open

Open Rig Workspace

- Double Click on Puppet in Project Panel
 - OR
 - Click on 'Rig' on top of Workspace

Return to Scene Workspace:

- Double Click Scene Name in Project Panel
 - OR
 - Click on 'Record' on top of Workspace

Click on the Puppet Folder in the Puppet List.

- In the Properties Panel adjust the size and Position of Puppet
 - X (axis), Y (axis), X Scale, Y Scale
 - Return to Scene to see changes
- Move Origin to lower Breast Bone/Center of Puppet
- Click on Body Group.
 - The Origin should be at the Waist, move if not

Starting with the Group Head:

- Click through the Puppet List and make sure each Tag is active in the Tag Panel on the right.
 - You can view Tags either by Text or Graphic
- Hand Rig any missing Tag by click on Group/Folder and clicking on correct Tag in Tag Panel

Anchor the Body:

- Select the Body Group in Puppet List
- Add Fixed Handles (Pins) to the Feet/Knees/Waist to anchor the Body in place

Arms:

- Click on one of the Arm Groups in Puppet List
 - Move the Origin of the Arm Group so it Over-laps both the Arm and Body at the shoulder (Pivot Point)
 - The Body Should Turn Green
 - Place 'Sticks' on the upper arm and lower arm, leaving space for the wrist and elbow
 - You may have to add a 'Stick' for the hand
 - Place a 'Dragger on the Hand
- Do the same to the other arm

Dangle:

- Select the Layer you want to make Dangle
 - Move Origin to the Pivot point
 - Add 'Dangle' to the end/bottom

Scene Properties:

- Click Timeline to have Scene Properties show
 - Frame Rate
 - Duration
 - Width (1920)
 - Height (1080)

Create Lip Sync Visemes:

- Import Sound File
 - Drag Sound File from Project Panel to Timeline
 - Select Puppet in Time Line
 - Timeline/Compute Lip Sync from Scene Audio
- To Record Live Audio
 - Select Puppet in Timeline
 - In Properties Panel Make sure 'Lip Sync' has the red dot selected
 - Click The 'Record' Button Below Scene Panel
 - Record Audio
 - Click 'Stop' Button Below Scene panel to stop recording

To Edit Visemes:

- Twirl Open Puppet in Timeline to access Lip Sync layer
- Zoom in by using the Slider at the Bottom of TimeLine
 - Toggle the TimeLine/Return to Start Position on Stop to help edit Visemes
- Right Click on Viseme to choose another mouth shape
- Click and Drag Viseme ends to change duration
- To Delete, Right Click on Viseme and Choose 'Silence'
- To Add a New Viseme Right Click in Blank Area and choose mouth shape
- To Spilt a Viseme:
 - Select Viseme
 - Place Playback Head where you want the spilt
 - Edit/Spilt

Record Performance:

- Click on Puppet in Time Line to see Recording Parameters in Properties Panel
- Turn Recording Options On/Off by Selecting/Deselecting the Red Dot(s)
- It is best to record each Parameter one at a time by turning off all others
 - Lip Sync
 - Face
 - Eye Gaze
 - Dragers (One at a time)
- You will have to Click and Drag the Ends of the Recordings in Timeline back to the End of Duration

To Render QT

- File/Export/Via Video Adobe Media Encoder
- Render full resolution
- Render reduced 600 X 360