

# Posing Vue's Animated Characters

(converting Vue's animated characters to just posable characters)

In this Tutorial, we want to take a look at Vue's provided set of animated characters. Further, instead of using the animated version of the character, we want to be able to simply pose the character and save the posed version of the character for later recall and possibly readjustment of the pose.

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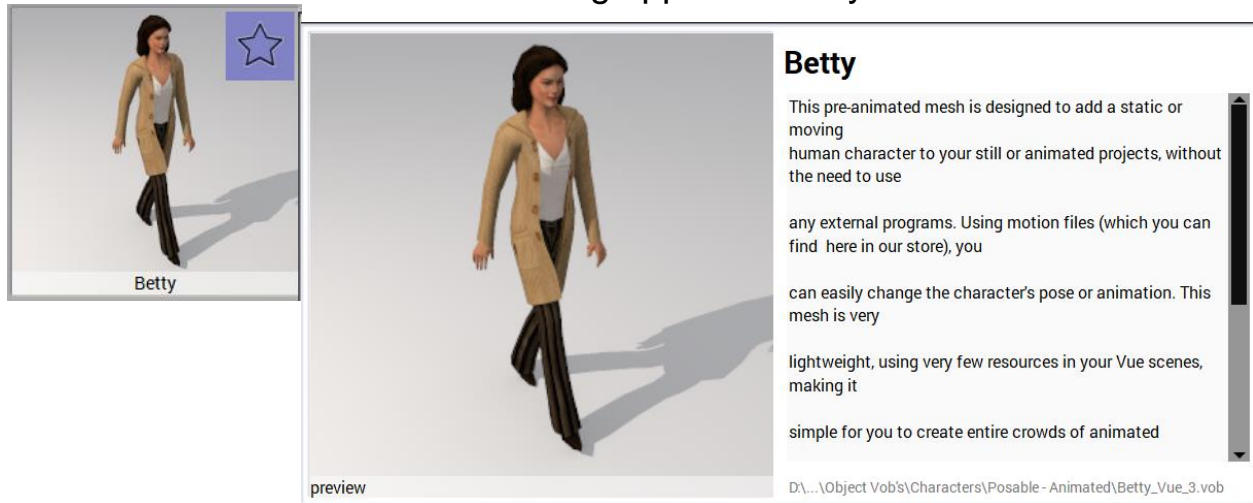
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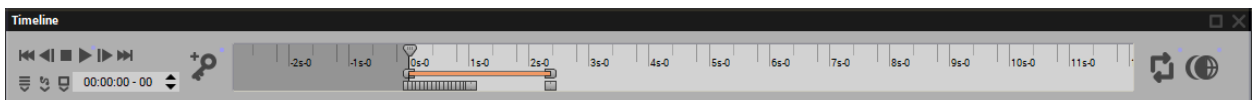
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## Vue's provided set of animated Characters

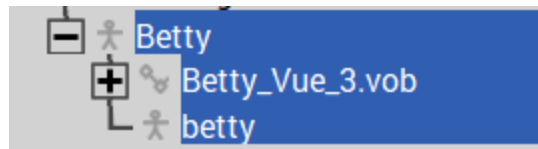
Posable characters will have this tag appear when you mouse over them.



- When you load a posable character, it will appear in the scene and an animation bar will also appear in the workspace:



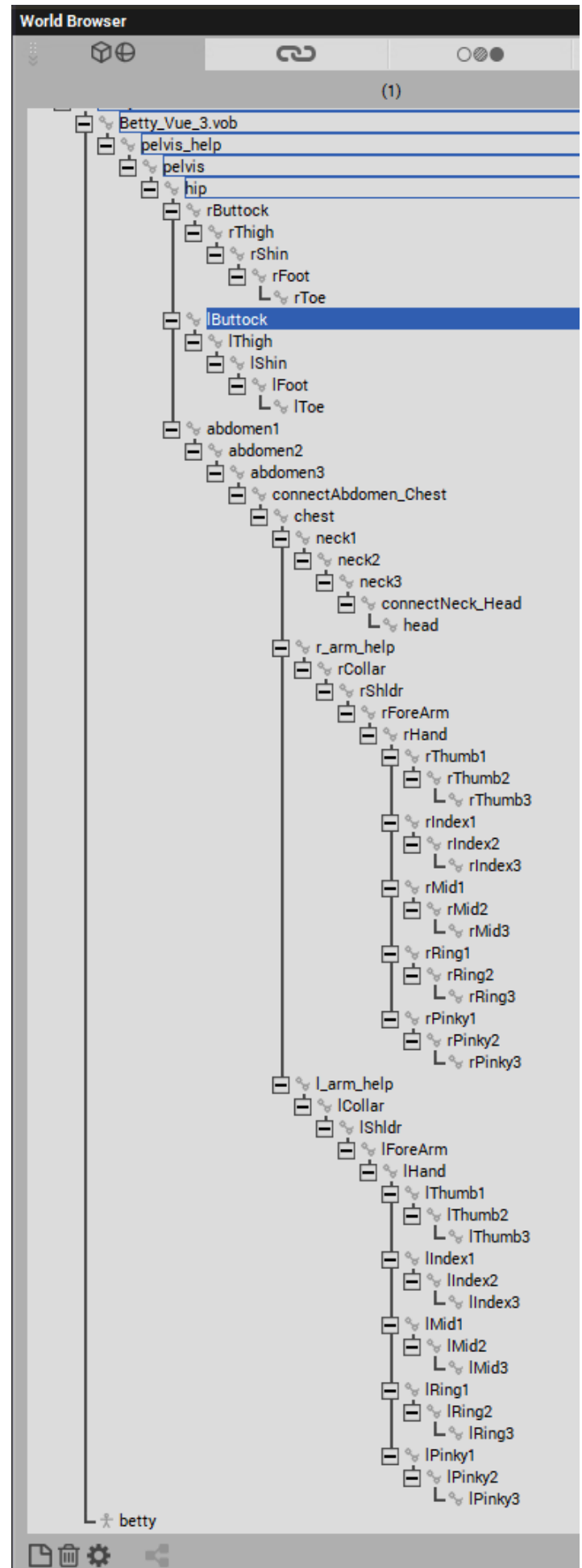
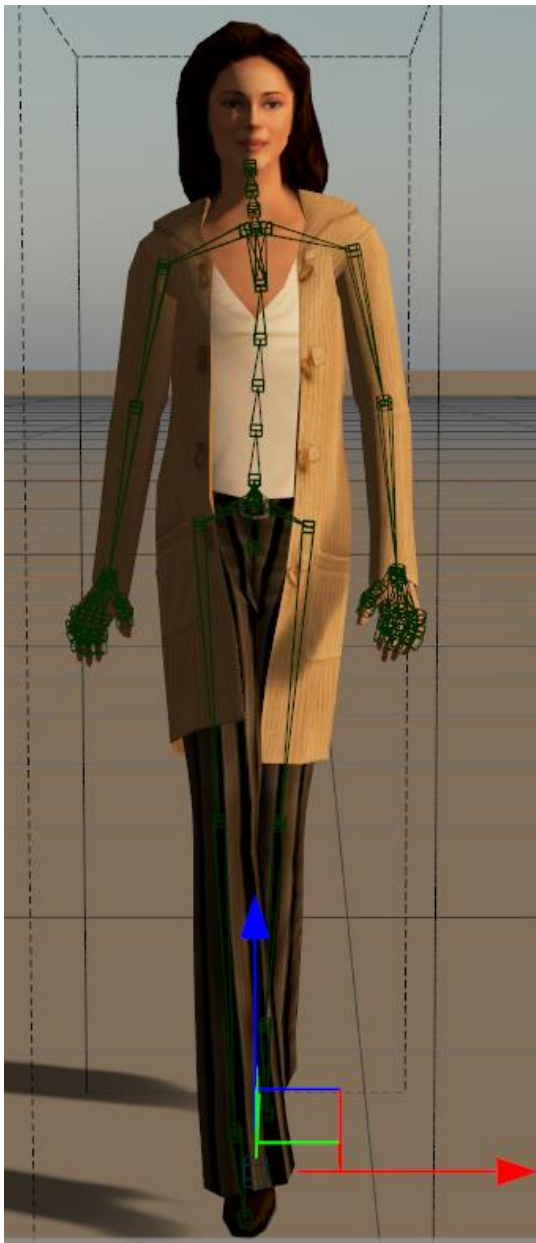
- In the World Browser the character name will appear and the name will be expandable: 
- Click on the plus at the left of the name to show three levels of the character:



- The top level covers the whole character
- The second level refers to the internal bone structure of the character and will be ended in “Vue\_3\_.vob” and is the posable armature of the figure.
- The third - bottom level is the resulting “posed” version of the character which can be saved in the applied pose but contains no bone structure.

## Bone Structure of an Animated Character

- The center level of the character's name, in this case, **Betty\_Vue\_3.vob** is further expandable to show all of her posable bones:
- When highlighted, the figure in the four camera Views, Top, Side, Front and Main will show the **bone** outlines internal in the character.

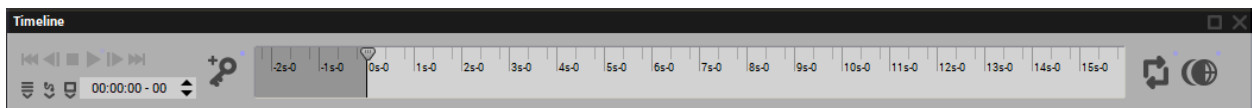


# Posing the Animated Character

## Setting the Animation off

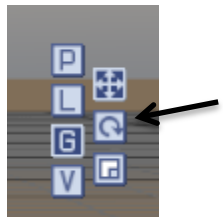
Since this will be a posed static character, there will be no animation used on this figure though the animation **Timeline** is automatically loaded with the character and some animation information is pre-loaded. We will get rid of this.

- With the three levels of the figure highlighted, open the Animation menu at the top of the Vue display and select **Destroy Object Animation** from the list. The animation is erased and the keyframe set to zero
- Click the upper-right X to close the Timeline window.

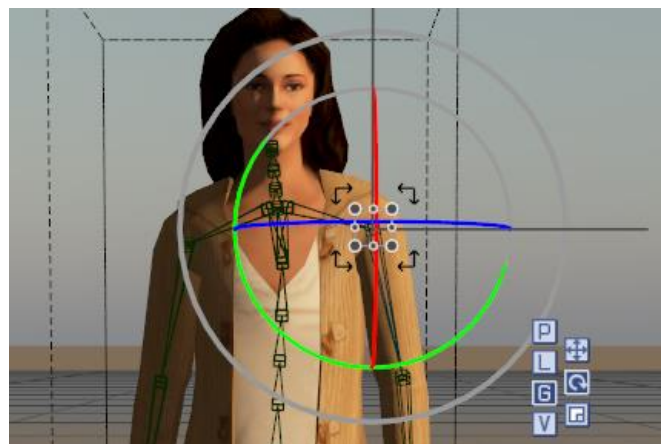


While it is possible to try to use the mouse to select a particular bone in the above, highlighted figure and move it with the mouse, it is far more precise to select the appropriate bone-joint in the world browser and then rotate or move the bone.

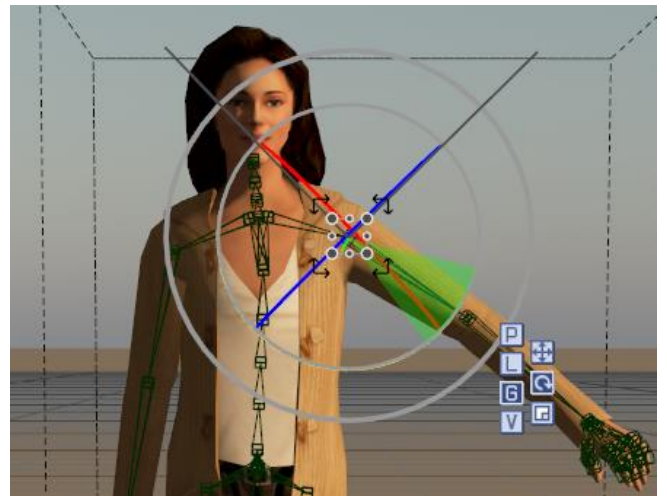
- Let's move her left arm outward. Make sure the **Betty\_Vue\_3.vob** bone structure tree has been sufficiently expanded in the **World Browser**.
- Select the **IShldr** bone in the World Browser, a Vue gizmo (move or rotation or size) will appear in all views on the figure.
- Change the gizmo in the Front View or Main Camera view to the **rotation** gizmo (if required).



- The appropriate movement requires adjusting the green or **Y** circle to raise the arm.



- Note that the clothes of the figure are bound to the bones so they properly follow the bone structure when it is adjusted.



## Saving a Posed Character (Static)

- To save the posed character, select the third – bottom level of the character's name and rename it to something indicative of the applied pose. I.e: Betty\_posed\_001.
- 
- This name change cannot be applied to the .vob file, only to the top level or bottom level of the character name. By changing the bottom name, we will create that name for the posed static character in the preview of the character.
- Once the bottom level of the character is renamed, keep it highlighted and right-click the Object Load/Save icon:



- A preview of the posed character will be shown allowing you to adjust the final size, rotation and position of the preview before saving.



## Loading the Posed Character

Once the posed character is saved, it can be loaded in the same way as any object, with a left-click of the Load Object icon:



It will not be a posable or dynamic character but a pre-posed static model of the original animated character.

## Creating a Posable but not Animated Character

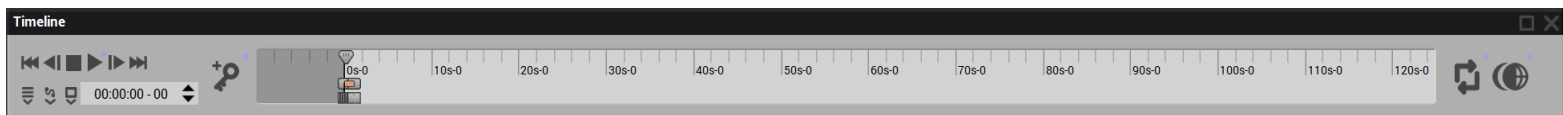
While the above process is use in placing a dynamic figure into a specific pose before saving it in that pose, it would be even better if we could place it into as particular pose and retain all the adjustable bones for tweaking the pose after we have saved it. We want to make the character posable instead of animated.

We want access to all the animated characters but would like a set of characters that are rigged (have a structure of bones) but are not animated. That way we could open a rigged character, adjust its pose, and then save the character (probably using a different name) in that posed position for later use.

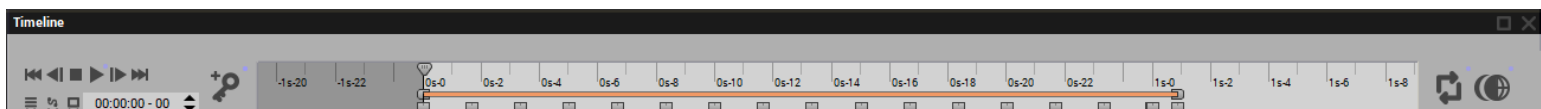
In essence we want to retain the character's rig, or bones while erasing the animation. We'll use the Clown animated character as an example.

### Stripping out the Animation of a Character

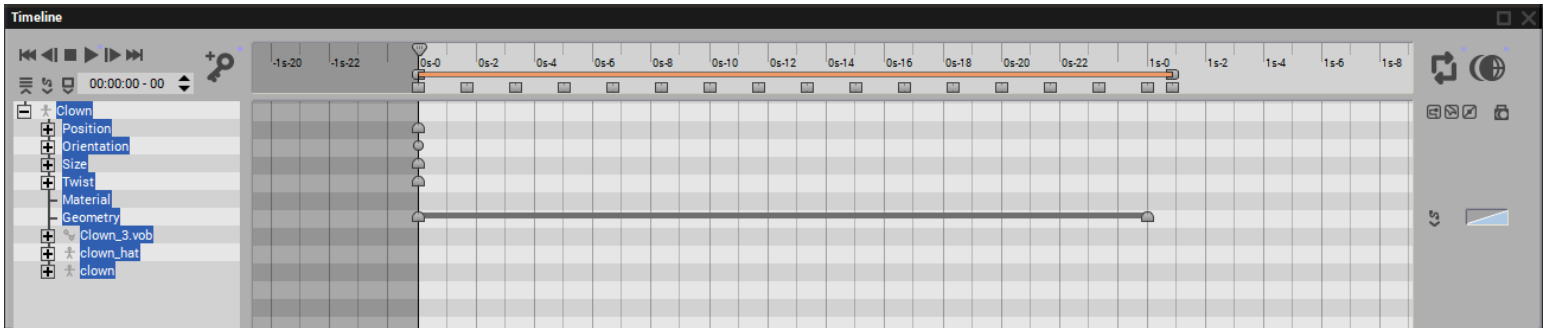
- Load the Clown animated character in the usual way
- The Animation Timeline will also appear usually below the main Vue display: it can be moved into the lower display if desired and available.



- Now most of the animation is limited to the left-hand side of the timeline. Use the mouse wheel to expand or compress the timeline and use the right mouse button and drag the timeline to the left or right.
- Adjust the timeline so that all the keyframe markers are visible from the beginning to the end of the animation (orange line at the top)

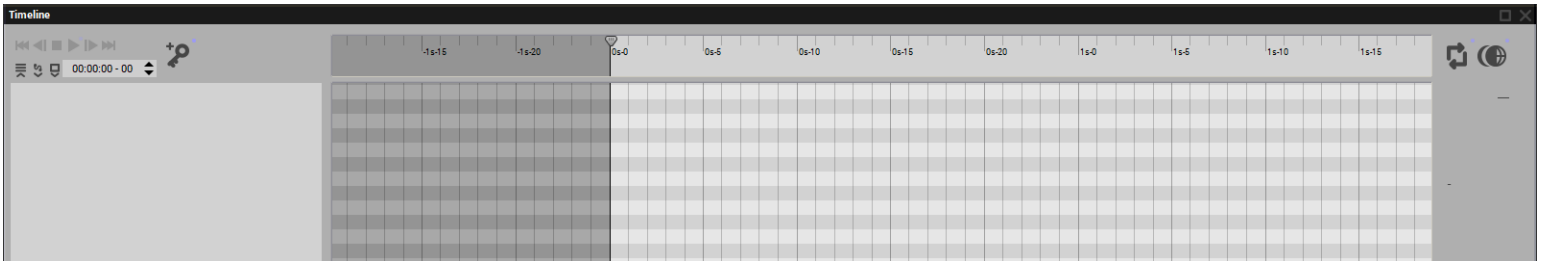


- Click on the **Show/Hide Properties** icon to the left of the timeline:  to reveal the listing of properties that are animated.



(if only the character's name is listed, click on the + box (on the Timeline or in the World Browser) to expand it to view the list of properties)

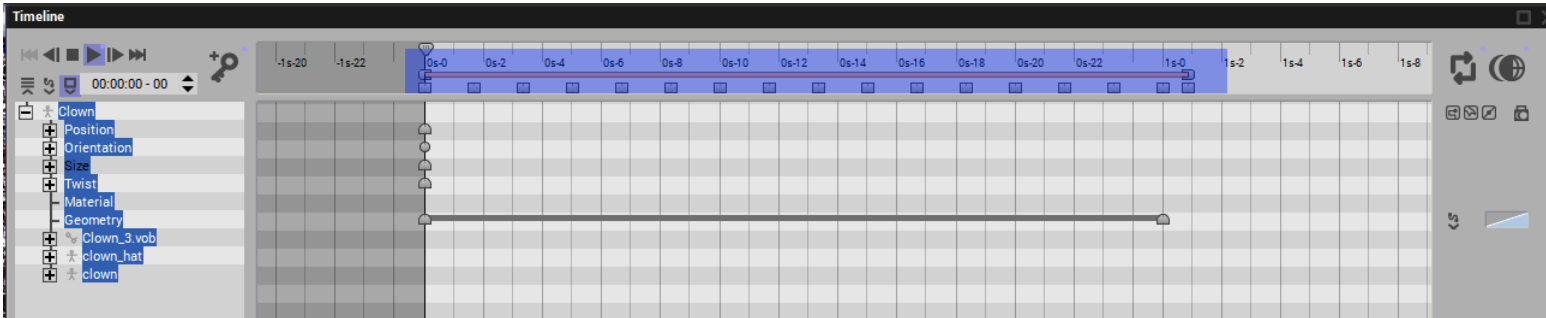
- The first action that should be taken is to click the **Animation** item in the upper Vue menu and then click **Destroy Object Animation**.
- In many cases this is all that is required to strip away the animation that is connected to the character. The resulting **Timeline** will become empty:



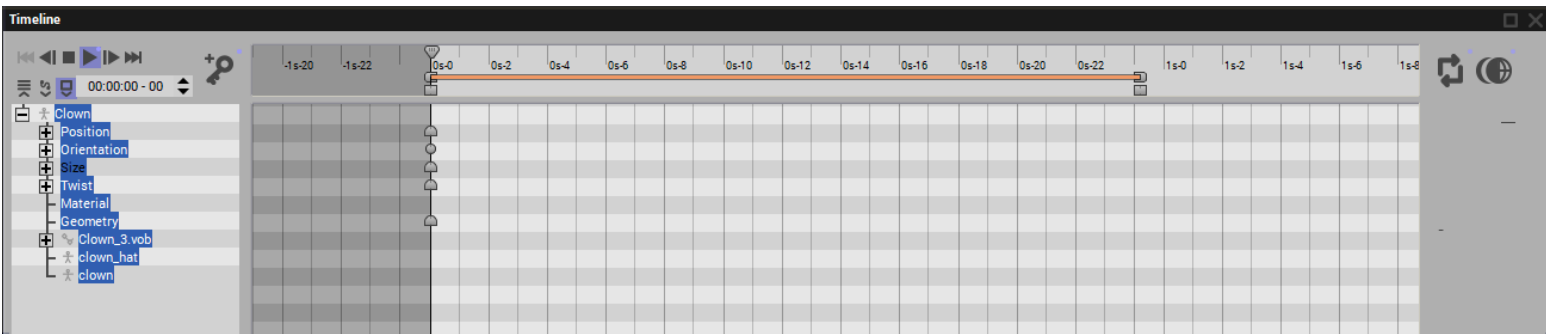
- If this is the case, go directly to the: **“Saving a posable (nonanimated) Character”** section below.

**Otherwise.....**

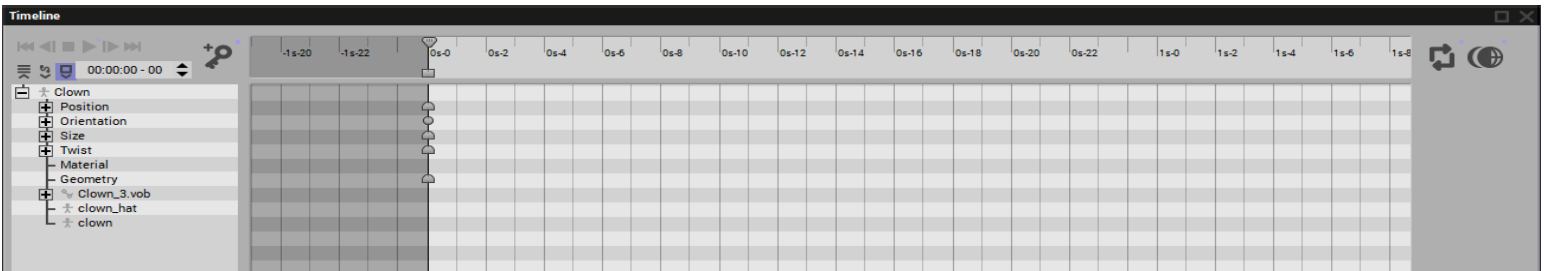
- Press the left mouse button and drag the mouse from the 0 seconds left side of the timeline to beyond the right end of the time. (1.0 seconds in this case). This will highlight each keyframe in the timeline.



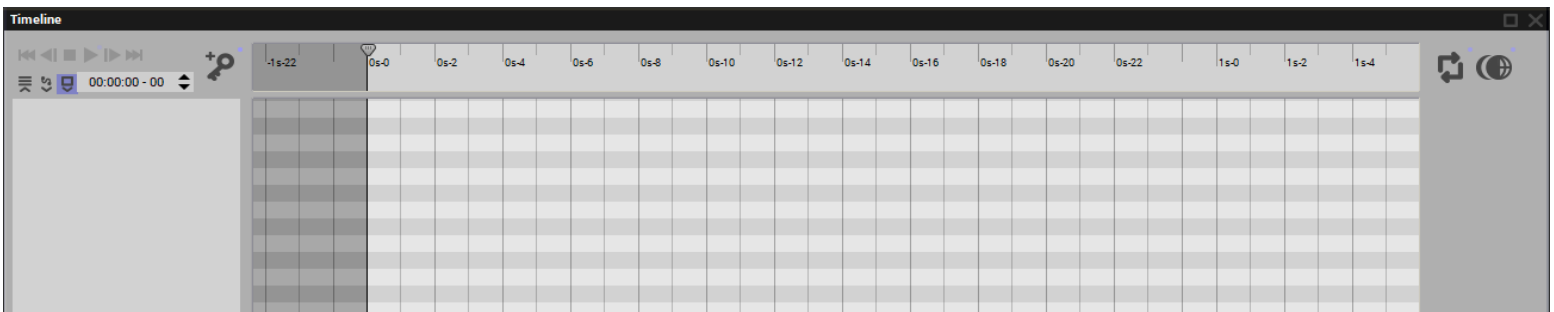
- Then press **Delete** to delete the selected keyframes.



- Now click on the keyframe below the end of the orange timeline and click **Delete**. The timeline itself will disappear.



- Press the left mouse key again and drag the mouse over all the Object's property markers at the left – zero-second end of the timeline in the lower; Properties area to select them.
- Press **Delete** again to make the properties themselves disappear.






- At this point the animation should be erased. This can be verified by clicking on the **Animation** menu item at the top of the Vue display: The **Destroy Object Animation** item in the listing should be grayed out, meaning that this object is no longer an animated object..
- For some characters this process may need to be repeated a number of times and for various character properties ie pelvis, lShldr, rShldr, etc. until the bone tree at the left of the Timeline is no longer visible.
- Now the animation **Timeline** can be closed by clicking the upper-right **X**

## Saving the posable (nonanimated) Character

So that the original; animated version of the character is kept distinct from the “posable” version of the character, save it under a different name; say, **Clown posable**. Also save it to a different folder, say **Characters – Posable**.

- When the posable version of the character is saved, you may not see the character initially in the preview:
- If this is the case, click the **Reset point of View** icon:  at the top of the **Save Object Preview** window. The character will then be shown in the center of the preview window where it can be resized, rotated and panned as desired.

