

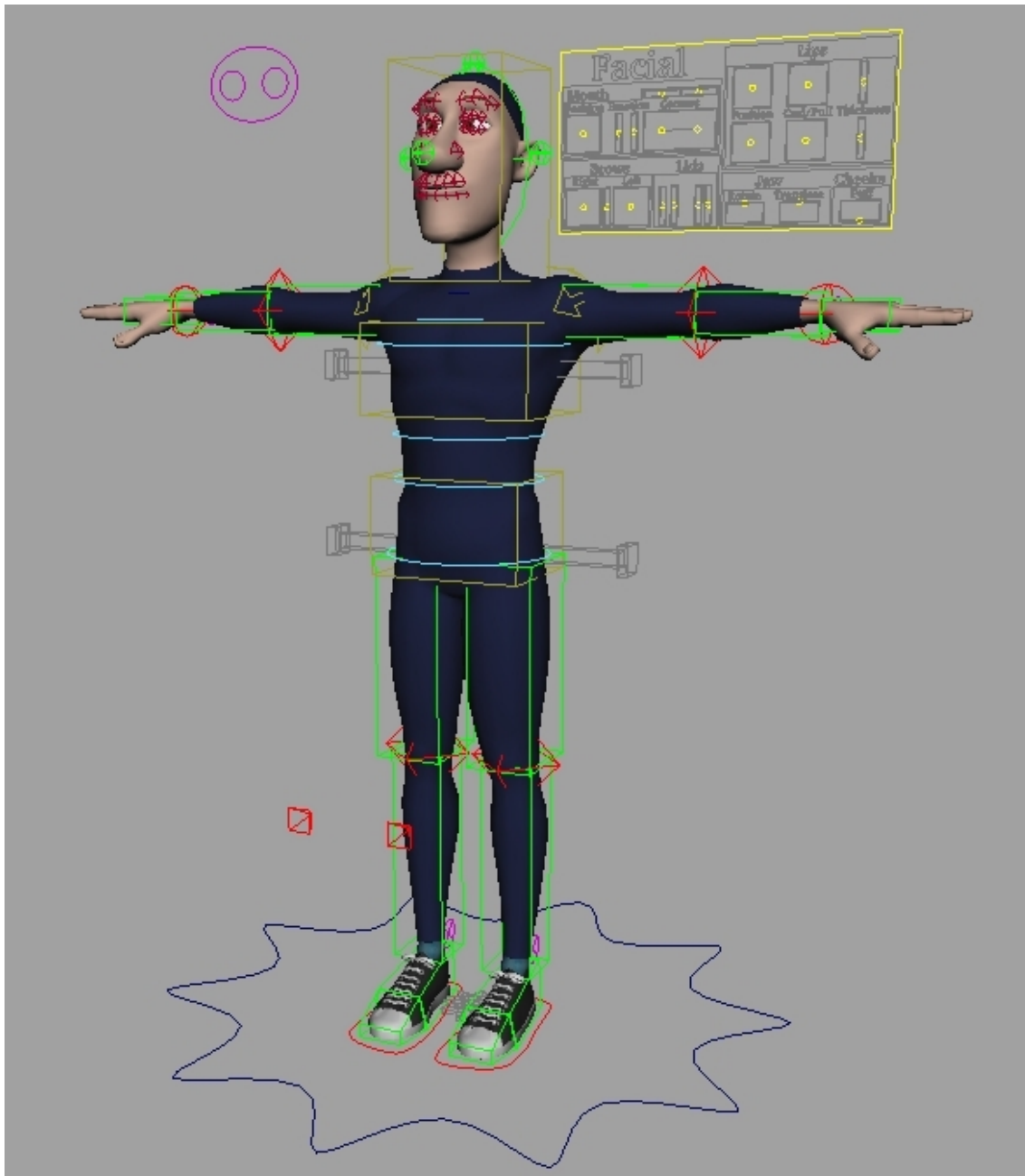
Benny Character Rig User Manual
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Installation Instructions

This character rig was created using Maya 8.0 and will only run on Maya 8.0 and newer versions. It was made on Ubuntu Linux and some alterations may have to be made for transfer to Microsoft Windows or Mac OS

To install the Rig you must place the “bennysc” directory in your user scripts directory and place the “benny” directory in the icons directory within your user prefs directory. Then each time the scene is loaded you must run ``source “bennysc/initialise.mel”;` to launch the Graphical User Interface and initialise the JobScripts.

Controls



Face

The red controls are the cluster controls.

The green controls are the volumetric controls.

The bright yellow controls are the slider controls.

The purple control is the eyes aim control.

Limbs

The bright green controls are the FK controls.

The red controls are the IK controls.

The purple pins by the ankle and wrist is a holder for the IKFK switch attribute.

Body

The yellow controls are the main hierarchy controls

The light blue controls are the curve alteration controls for the spine and neck.

The blue control at the base of the character is the global transform for the character.

Graphical User Interface

Character Field

The Character Field is used so that more than one character can be brought into the same scene and the graphical user interface can work independently for each character. If you only want one character in the scene you are not required to do anything with this field. If you want to use the interface for multiple characters you must use the “Select” button to input the desired characters reference prefix.

Benny Tab

Geometry

The radio buttons within this group(“Low”, “Low-Colour”, “Smooth” and “High”) are used to switch between the geometry display modes of the character.

The “X-Ray” check box is used to toggle the transparency of the shaders on the character between 50% and completely opaque.

Visual Guides

These check boxes are you used to toggle the display of the visual guides. You can use the “All” check box to turn all guides on or off with a single click.

Info

This frame includes helpful information about the Benny character rig.

Symmetrize

These buttons are alter the characters pose. You can match the left to right or vice versa, it is also possible to swap the entire pose. You can also isolate areas(“Arms” and “Legs”) by using the relevant buttons in their rows.

Bind

The “Bind Pose” button brings the character back to the bind pose. The “Squash and Stretch” check box toggles whether the characters advanced deformers are evaluated. When this is turned off the rig runs much quicker. The “Hide Character” check box toggles the visibility of the character and rig.

Select All

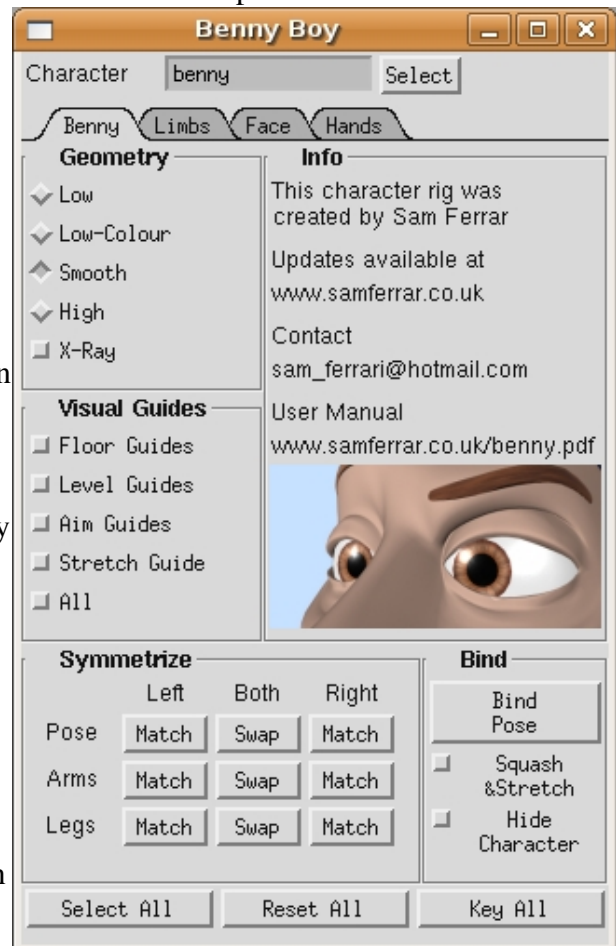
The “Select All” button selects all of the characters controls.

Reset All

The “Reset All” button resets all of the characters controls.

Key All

The “Key All” button sets a key frame for appropriate attributes on all of the characters controls.



Limbs Tab

Within this Tab you have the same frame for each limb. The left column of buttons apply procedures to the FK controls and the right column of buttons apply procedures to the IK controls.

FK and IK Checkbox

These check boxes are used to force the visibility of the respective control system when the limb is in the other control mode.

FK2IK and IK2FK

These buttons match the FK controls to the IK controls and the IK controls to the FK controls respectively.

Reset Stretch

These buttons reset the stretch on the limb. For FK this means it sets the scale attribute of the lower and upper limb controls to 1. For IK it snaps the IK hand control to the real wrist joint, returning the arm to its original length.

Select

The “Select” button selects all the controls for the relevant control mode.

Reset

The “Reset” button resets all the controls for the relevant control mode.

Key

The “Key” button sets a key frame for all the controls for the relevant control mode.

Key Arms

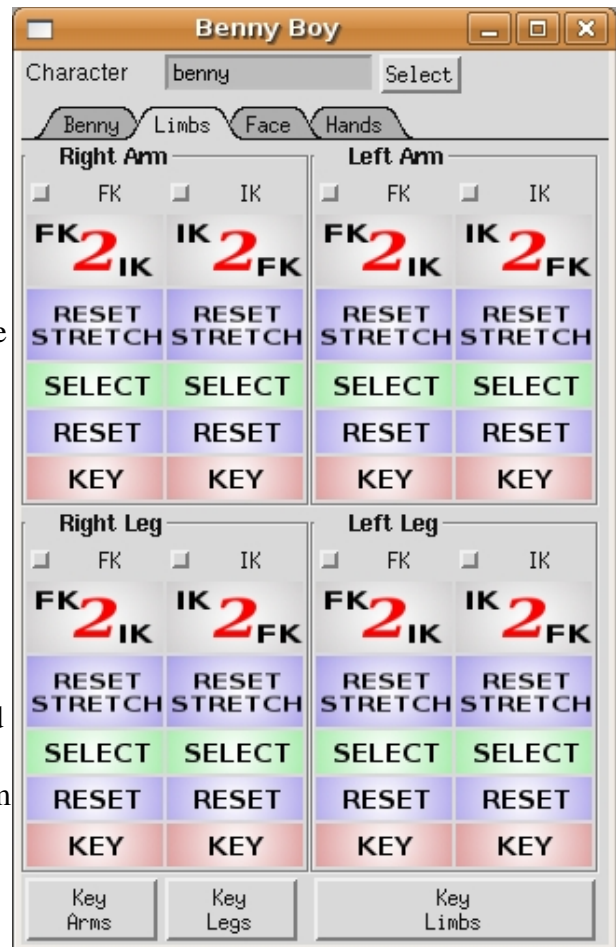
The “Key Arms” button sets a key frame for the FK and IK controls on both arms.

Key Legs

The “Key Legs” button sets a key frame for the FK and IK controls on both legs.

Key Limbs

The “Key Limbs” buttons sets a key frame for the FK and IK controls on both arms and legs.



Face Tab

Poses

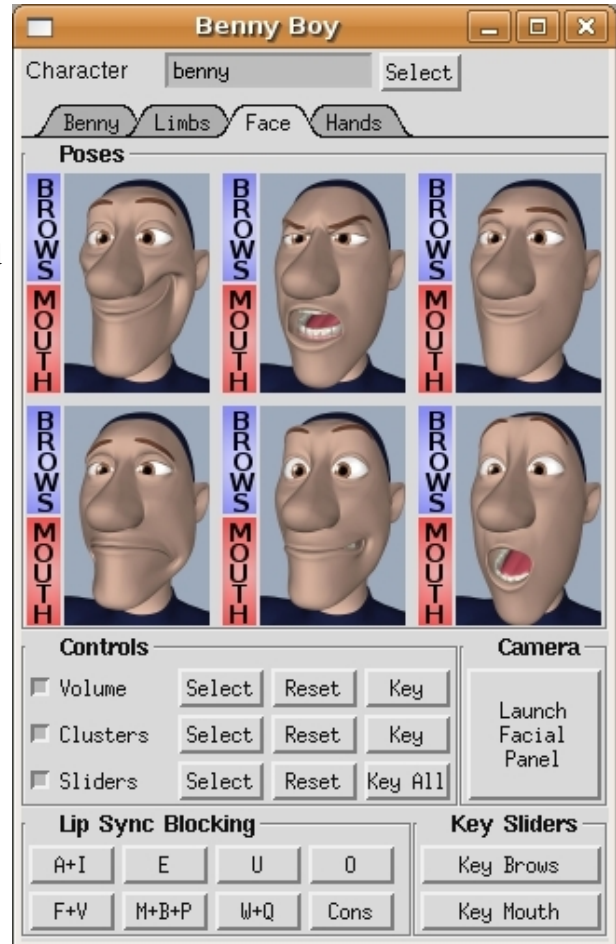
The poses frame contains six images of predefined facial poses (happy, sad, angry, scared, calm and surprised). These images are buttons and by clicking them it will set the sliders to the predefined pose. The “BROWS” and “MOUTH” buttons accompanying each pose can be used to just change either the eyebrows and eyelids or mouth of the pose.

Controls

The check boxes labelled “Volume”, “Clusters” and “Sliders” change the visibility of the each of the respective controls systems. The buttons opposite Select Reset and set Key frames for each of the control systems.

Camera

The “Launch Facial Panel” button launch the slider panel in separate window so that you can move around the character and still have a perfect view of the slider panel.



Lip sync Blocking

These button pose the characters mouth to the respective phonemes.

Key Sliders

The “Key Brows” button sets a Key frame for the slider controls relevant to the brows and lids. The “Key Mouth” button sets a Key frame for the slider controls relevant to the mouth. This is particularly helpful for the

Hands Tab

Poses

The Poses frame contain four images of predefined poses for the characters hands (spread, fist, relaxed and point). The images are buttons and by clicking on them it will set the both hands to the relevant pose. The “L” and “R” buttons, representing left and right, accompanying each pose set the respective pose to the hands individually

Picker

This picker frame is used to select the desired part of the hand. It can be used to select the single joints, rows of joints and all joint on each digit.

