

## User Guide

This is intended to be an indication of the working process that I had in mind when producing this project. It should be noted that my script was not designed with any specific aim in mind, other than to produce a tool that created interesting and innovative images that represented a Maya scene.

NOTE: before opening their Maya scene, the user should navigate in the terminal or command prompt to the /images directory of the Project that their Maya scene is part of. This is for later, when the rendered images will be rendered to this directory.

- 1.) Take any Maya scene. This can have geometry, cameras, lights, fluids, particle systems, textures, etc in it already. The script will still keep this information in the final renders, although all original cameras will be deleted. Note: *the user must delete any animation that exists in their scene before running the script, as the script is not compatible with it.*
- 2.) Save the source code as a .mel script into the maya/scripts directory as 'innovScriptUNI\_01'.
- 3.) In the user's Maya scene, open up the Script Editor and source the script.
- 4.) Enter 'innovScriptUNI\_01("red")' into the Script Editor or command line and execute it. Note: "red" can be "green" or "blue" as well. This is the dominant colour that the script will use, the colour that will have the most 'attraction' for the cameras.
- 5.) The script will run. The user will see an interface with sliders to adjust time and speed parameters for the cameras, and dynamic forces to be applied to the system.
- 6.) Experiment! The user should note that this is not a tool that will produce exciting results every time. Some settings will produce images that most people will not like. That is the nature of trying new things. There is a ratio between attempts that are boring and those that are exciting. Don't give up.
- 7.) After you have experimented with the sliders in the user interface, it is time to try a render. Set the settings in the Render Globals in the usual way. Then, batch render.
- 8.) When the batch render has completed, you need to composite your rendered sequences together in Shake. This is made a lot easier by a Shake script generated by the tool. So, in the tool's interface, enter the image file prefix of the rendered sequence that you want

to composite, in the appropriate text box. (it should be noted that this feature allows the user to preview *any* previous renders, not just the last one) Click the 'Enter file prefix' button.

- 9.) Click the 'Update Shake command' button.
- 10.) Click the 'Run Shake' button. A Shake Flipbook render appears, with the rendered sequences layered on top of each other, with alpha maps.
- 11.) If you don't like what you see, then try again. If you do like what you see, open up Shake, copy and paste the Shake command from the tool's interface into the Shake command line. Render out of Shake and convert the final renders to a video.