

SUPPORT

Tips & Techniques - MOCCA

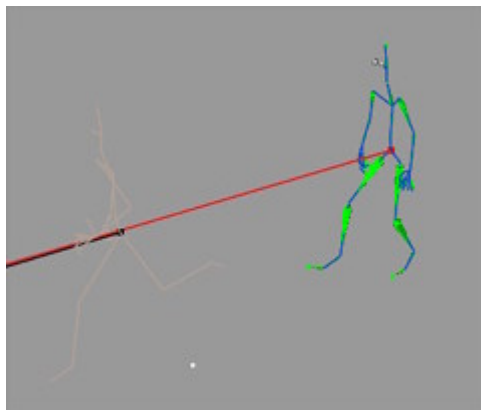
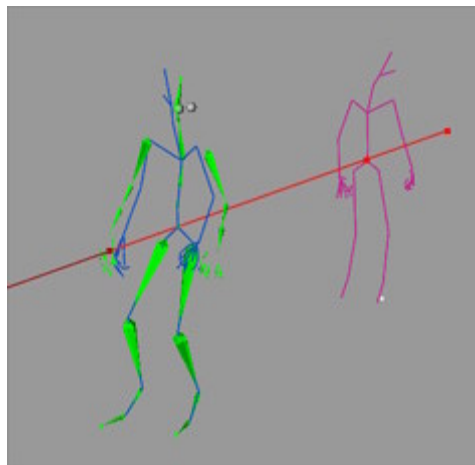
MOCCA:
Motion Blending Specific
Hierarchies

Download:
[Project](#)

Works with:
 MOCCA, XL,
 Studio

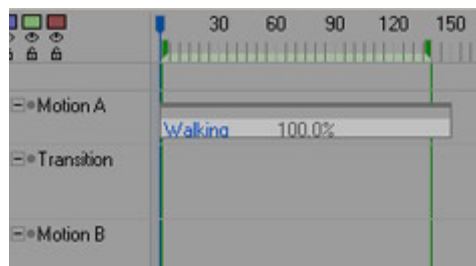
Requires:
 Version 9.012

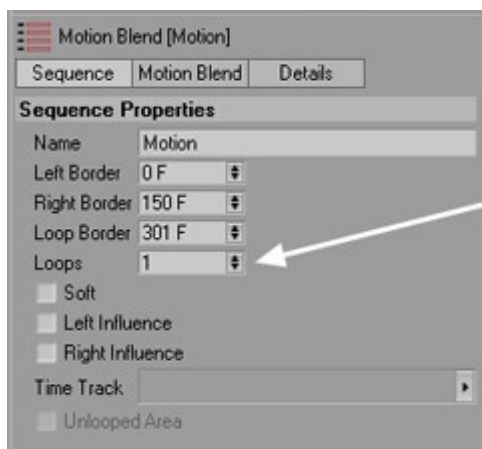
A lot of times when blending motions together, the entire motion of the hierarchy isn't always desired. For example: adding a looking motion to an already existing walking motion could be quite cumbersome. With the Motion Blending in MOCCA, you can specify what parts of the hierarchy, for any motion, that will be blended



Step 1: This tutorial will be based off of the first [Motion Blending](#) tutorial. Either open your saved scene file or download the project file for this tutorial and open the 'MotionBlendingv2_Start' scene file.

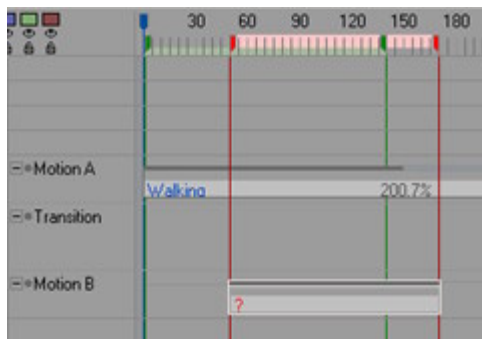
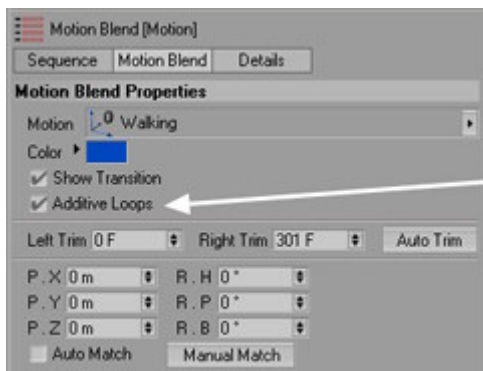
Step 2: For this tutorial the transition into the Running motion isn't really necessary. So open the **Timeline** and delete the **Transition** and **Running** sequences. All that should remain is the Walking sequence





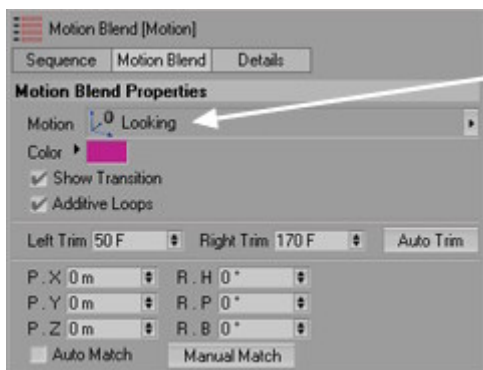
Step 3: The Walking motion is a little too short. To fix this, select the actual Walking sequence and enable the **Sequence** tab in the **Attributes Manager**. Increase the **Loops** to 1.

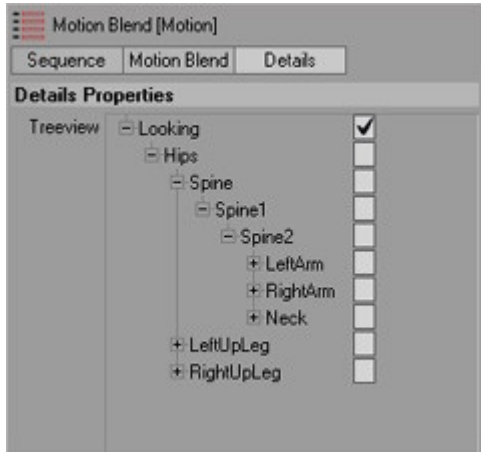
Note: When looking at the Walking sequence now, the length has been doubled being that it is now looped. This loop is additive, meaning that it will begin looping at the end position of the original motion. If this is not wanted, disable the **Additive Loops** option in the **Motion Blend** tab.



Step 4: Now its time to have the character look around as it walks along. Create a new sequence for the **Motion B** track by holding Ctrl and dragging out the sequence in the Timeline.

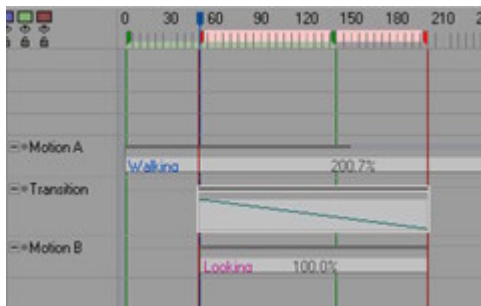
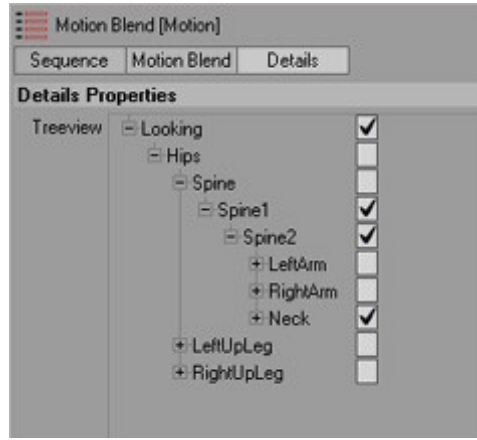
Make sure the newly created sequence is selected. Then drag and drop the Looking object, found within the Motions hierarchy, into the **Motion** link field. Also use the **Resize to Orig. Length** button to adjust the sequence.





In the **Details** tab the Treeview will show all of the objects that will be blended. The checkbox next to the object determines if that specific object will be blended or not. Being that only the motion of the spline and head bones need to be blended, disable the Hips checkbox. This will also disable all children of the object.

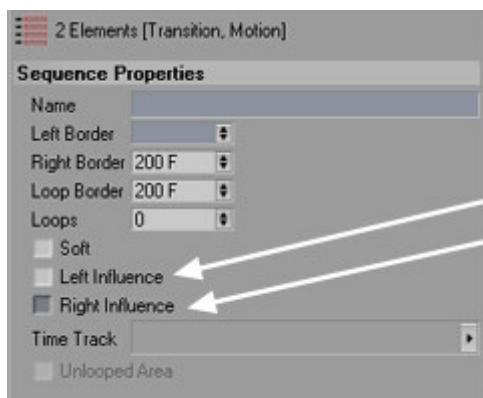
Enable the checkbox next to the Spine1 object, which will enable all children of the Spine1 object as well. The left and right arms do not need to be blended, so disable both the LeftArm and RightArm checkboxes.



Step 5: The last thing left to do is transition from the Walking sequence to the Looking sequence. Ctrl drag out the **Transition** sequence the entire length of the Looking sequence.

With the Transition sequence selected, disable the **Automatic** option in the Attributes Manager. Disabling this option allows for the in and out of the transition to be manipulated manually. Play with these fields to adjust the transition into the Looking motion.





Note: Make sure to disable the **Left Influence** and **Right Influence** options for both the **Transition** and **Looking** sequences.

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