

## PeelAnim

- an animation exporter by Alastair Macleod
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- <http://www.mocap.ca/>
- [al@mocap.ca](mailto:al@mocap.ca)

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PeelAnim is an animation importer and exporter, currently for maya but soon to be available for motion builder, xsi and other packages later. It stores the animation in a simple xml file format and supports static values, keyframes, handles, locked and keyable tatus.

### **Usage**

The plugin creates a file translator which can be accessed by the file->Import/Export menus. The mel command is "peelanim". Both functions provide the same facilities and have the same options.

### **Pose Mode**

The plugin has a "pose mode" which will only export static values. If a curve has keyframes, it will export the value that the channel has at the current frame. This is useful for exporting poses.

### **Attribute File**

An attribute file can be used during export. This file should list all the channels that need to be exported, one per line in the form:

```
node.channel
```

For example "leftarm.af" may contain the following lines:

```
left_upperarm.rx  
left_upperarm.ry  
left_upperarm.rz  
left_lowerarm.rz
```

## Options

There are a number of options for importing and exporting data. These settings are persistent between Maya sessions.

### Export Options

Save Tangents	Write tangent handle information
Save Locked	Write the locked status of a channel
Save Keyable	Write the keyable status of a channel
Save Static Values	Write the numeric or string value of non-animated channels
Pose Mode	Write static values only for current frame
Constraints	Write simple constraints: point, orient, parent, scale.
Bake	Not currently implemented
Attribute File	Use a file with channels listed

**Export Options:**

- Save Tangents:
- Save Locked:
- Save Keyable:
- Save Static Values:
- Pose Mode:
- Constraints:
- Bake: None
- Start: 1.0000
- End: 0.0000
- Inc: 1.0000
- Attribute File:  browse

### Import Options

Set Tangents	Recreate handles for tangents
Set Locked	Lock or unlock the channel if specified
Set Keyable	Make the channel keyable/non-keyable, if specified
Set Static Values	Set the value of channels that are not animated
Merge Data	Do not delete existing animation before adding new animation
Verify	Compare what was created vs what was read from the animation file

**Import Options:**

- Set Tangents:
- Set Locked:
- Set Keyable:
- Set Static Values:
- Merge Data:
- Verify:
- Constraints:

### Global Options

Global Options affect both importing and exporting. The prefix option is very useful when dealing with multiple characters.

Debug	Show debugging data. This significantly slows down importing and exporting.
Prefix	Remove an existing prefix when exporting, or add a prefix to imported data.
Offset	Offset keys in time by a fixed number
Scale	Scale keys by a fixed time
Bias	Bias point for scaling.

**Global Options:**

- Debug:
- Prefix:
- Offset: 0.0000
- Scale: 1.0000
- Bias: 0.0000

## ***Mel Command***

### **Exporting**

```
peelanim -e [-nt|-notangents] [-l|-locked] [-k|-keyable]
           [-s|-static] [-af|-attrfile file] [-po|-pose]
           [-d|-debug] [-p|-prefix string] -f|-file filename
```

<b>notangents</b>	Don't write tangent data
<b>locked</b>	Write lock status
<b>keyable</b>	Write keyable status
<b>static</b>	Write static values
<b>attrfile</b>	Use an attribute file for node names
<b>pose</b>	Save static values at current frame
<b>debug</b>	Provide debugging information
<b>prefix</b>	Remove prefix from every node, e.g. "char001_"
<b>file</b>	Animation file to import

### **Importing**

```
peelanim -i [-nt|-notangents] [-l|-locked] [-k|-keyable]
           [-s|-static] [-m|-merge] [-v|-verify] [-d|-debug]
           [-p|-prefix string] -f|-file filename
```

<b>notangents</b>	Don't set tangents
<b>locked</b>	Don't set locked status
<b>keyable</b>	Don't set keyable status
<b>static</b>	Set static values
<b>merge</b>	Merge with existing fcurves
<b>pose</b>	Save static values at current frame
<b>verify</b>	After curves have been created, verify they read back the same as the file
<b>debug</b>	Provide debugging information
<b>prefix</b>	Prefix every incoming node name with characters, e.g. "char001_"
<b>file</b>	Animation file to import