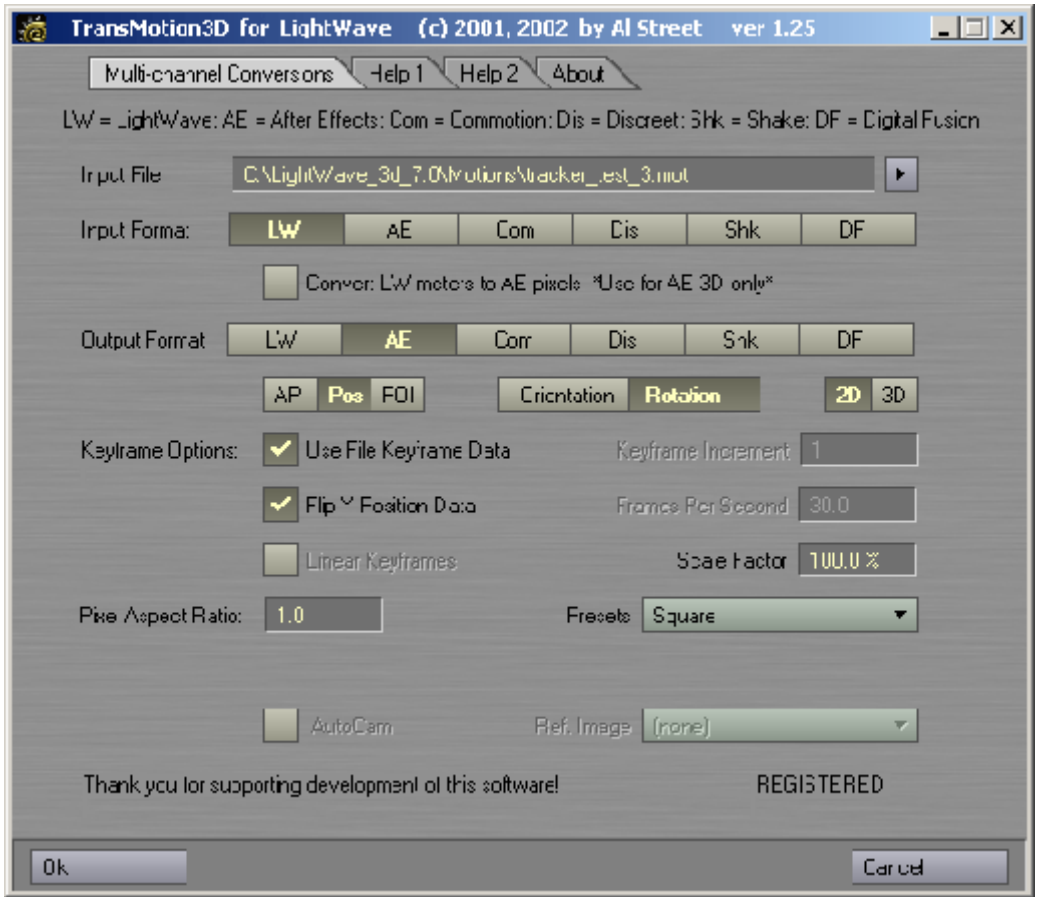
TransMotion

Utilities for LightWave 3D

Preliminary Manual

TransMotion3D Layout



TransMotion3D main interface

Use this plugin to exchange multi-channel keyframed data (such as motion files) between Lightwave, After Effects, Commotion, Discreet applications, Shake, or Digital Fusion.

Input File - Use this control to browse to and select the file to be converted. Please note that all files to be converted must be ascii (text) files. Mac users please note that files should be ″^DOS″ text files or they will probably not be read properly.

TransMotion3D Layout

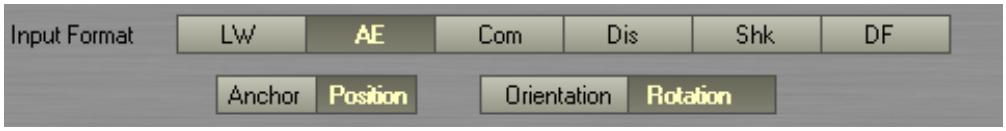
Input Format -You must tell transMotion what format to expect for the input file. Select between the following:

LightWave motion file	version 3 (LW 6.x - 7.x); 3D
After Effects keyframe file	4.0 - 5.0 (autodetected); 2D or 3D
Commotion tracker file	2D position only
Discreet tracker file	2D position only
Shake tracker file	2D position only
Digital Fusion tracker file	2D position only

Input Options

LightWave - You can convert LW meters to After Effects pixels by checking the box. (See main user interface on previous page)

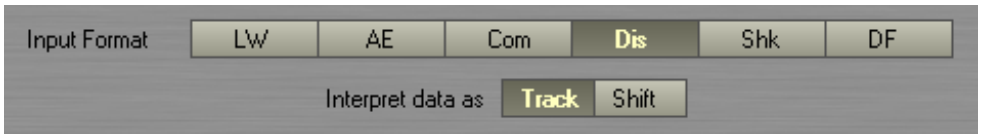
After Effects - After Effects keyframe files may contain both **ANCHOR POINT** and **POSITION** data. Select which data you want to be included in the output file. Likewise, After Effects 5 can express rotation in both **ORIENTATION** or X,Y,and Z **ROTATION**. Select the rotation channel that you want to read.



After Effects input options

You may also convert from After Effects pixels to LightWave meters by checking the box that appears at the bottom of the interface when After Effects input format is selected.

Discreet - Discreet format files contain position data which is either **TRACK** or **SHIFT**. **SHIFT** data consists of values that represent the *difference in position* between the current frame and the previous frame. **TRACK** data represents the actual position for each frame.

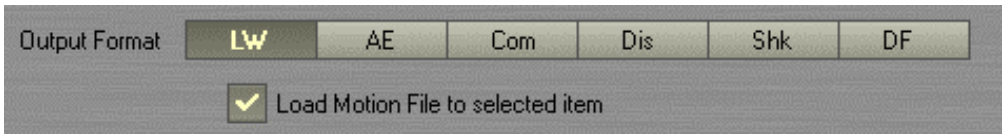


Discreet input options

Output Format - The available output format choices are the same as for file input. Select the format for the destination file.

Output Options

LightWave - If you are converting data to a LightWave motion file, you may elect to automatically load the motion to an item previously selected in Layout. Please note that you must have the item selected *prior to* running **TransMotion3D**.



After Effects -These options are similar to those for inputs from After Effects. Location data can be written as either **ANCHOR POINT (AP), POSITION (POS) ,** OR **POINT OF INTEREST (POI)** data. Select the desired output channel. As mentioned previously, After Effects 5 can accept rotation data into either the **ORIENTATION** channel or X,Y,and Z **ROTATION**. Additionally, you may choose to write only **2D** data (compatible with AE 4) or **3D** data (compatible with AE 4 or 5). If POI is chosen, the 2D / 3D switch is ignored and a file is created that is compatible with AE 5 only.

After Effects Output Options

TransMotion3D Layout

Keyframe Options

USE FILE KEYFRAME DATA - This option is available for all formats. Check this box if you want to create keys at the same frames or times specified in the input file.

KEYFRAME INCREMENT - This option becomes available when **USE FILE KEYFRAME DATA** is *not* checked. Enter a value and keyframes will be created at frame zero and then multiples of the increment; for example, 0, 5, 10, ...

FLIP Y POSITION DATA - Available for all formats. This control inverts the values of the "Y" position data. Useful when reading / writing After Effects files, where the sign of this data is reversed compared to other formats.

FRAMES PER SECOND - This option is available for LightWave output. Set this value to match that of Layout so **TransMotion3D** can convert frame information to time, which is required for the LightWave motion file format.

LINEAR KEYFRAMES - This option is available for LightWave output. Check this box to have the motion file flag the keyframes as Linear.

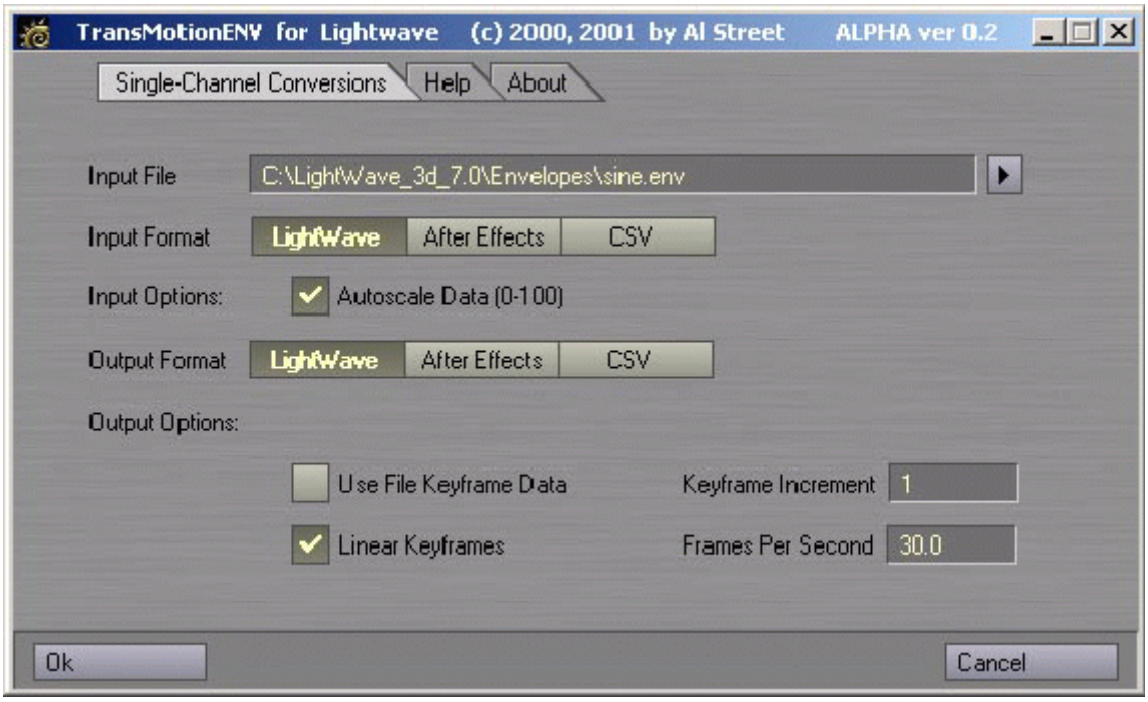
Keyframe Options

SCALE FACTOR - Available for all formats. The option scales the x,y, and z position data by the indicated factor. Rotation and Scale are unaffected.

PIXEL ASPECT RATIO (PAR) - Available for all formats. Multiplies the x position data by the PAR. Presets for popular settings are available via the popup menu. Note: Changing the PAR modifies the keyframe data being output to the destination file. It does not write the PAR value into the header of After Effects keyframe files. After Effects reads the PAR value in the header and uses it as a multiplier on the data being pasted. To remove the possibility of accidentally modifying the data twice, the After Effects header written out will always contain PAR values of 1.0; this way the user will always know the exact multiplier on the data.

TransMotionENV

Layout



TransMotionENV main interface

Use this plugin to exchange single-channel keyframed data (envelopes) between Lightwave, After Effects, or spreadsheets.

Input File - Use this control to browse to and select the file to be converted. Please note that all files to be converted must be ascii (text) files. Mac users please note that files should be "DOS" text files or they will probably not be read properly.

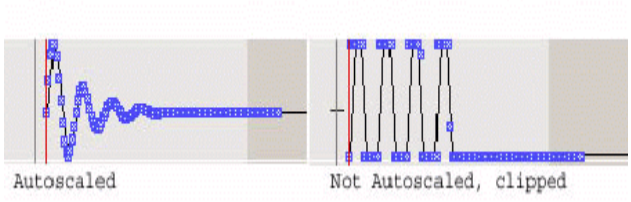
Input Format -You must tell TransMotion what format to expect for the input file. Select between the following:

LightWave envelope file	(LW 6.x - 7.x)
After Effects keyframe file	4.0 - 5.0 (autodetected)
CSV (comma separated values) file	

TransMotionENV

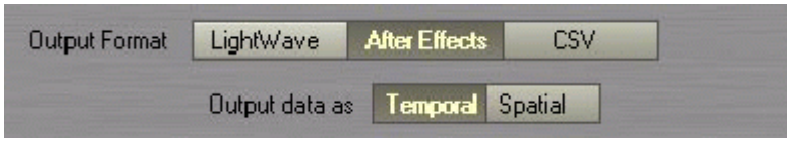
Input Options - All input formats share a single option. By checking the box, you may Autoscale the input data so that it falls in the range of 0-100 percent. This is very useful for data destined for After Effects, where many keyframable options must fall

between these limits. For example, values greater than 100 or less than 0 in the Opacity channel are clipped at those maximum and minimum levels.



Output Format - The available output format choices are the same as for file input. Select the format for the destination file.

Output Options - The only available output options are for the After Effects keyframe format. You may specify that the data be identified as **TEMPORAL** or **SPATIAL.** An example of **TEMPORAL** data would be Opacity; X Rotation would be an example of **SPATIAL** data. In many cases, you can interchange this type of data as long as the dimensions are equal. However, you can't paste data where the channels have incompatible dimensions. For example, if you copy Opacity (1-Dimensional data) you can't paste it into Scale (3-Dimensional data).



TransMotionENV output options for After Effects

Keyframe Options

USE FILE KEYFRAME DATA - This option is available for all formats. Check this box if you want to create keys at the same frames or times specified in the input file.

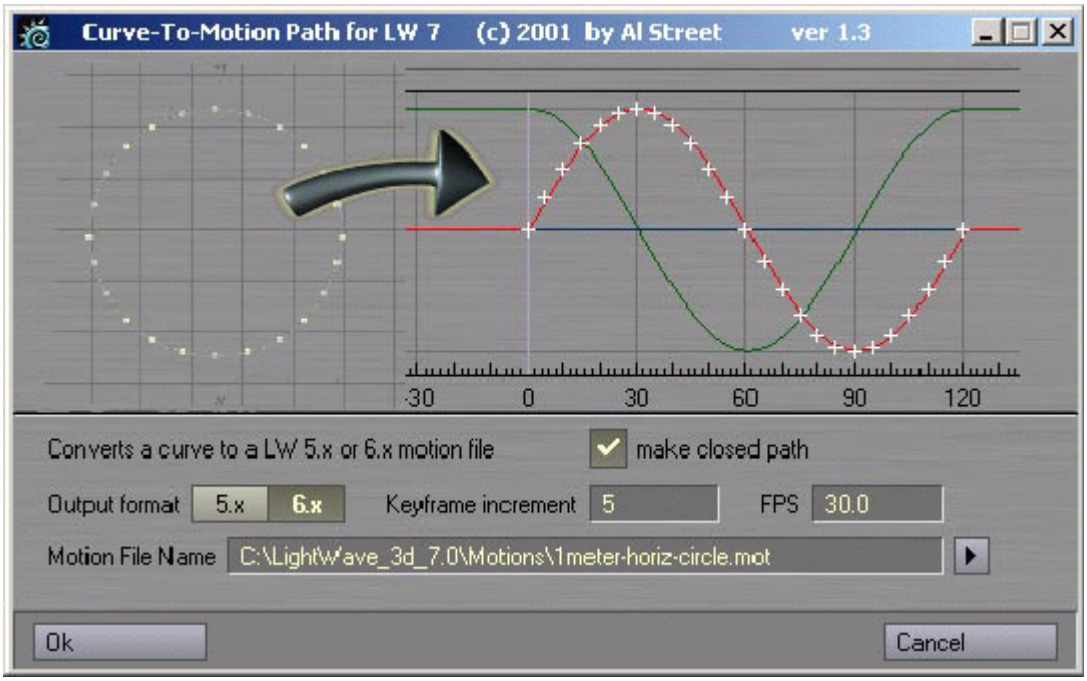
KEYFRAME INCREMENT - This option becomes available when **USE FILE KEYFRAME DATA** is *not* checked. Enter a value and keyframes will be created at frame zero and then multiples of the increment; for example, 0, 5, 10, ...

LINEAR KEYFRAMES - This option is available for LightWave output. Check this box to have the motion file flag the keyframes as Linear.

FRAMES PER SECOND - This option is available for LightWave output. Set this value to match that of Layout so **TransMotionENV** can convert frame information to time, which is required for the LightWave 6.x / 7.x envelope file format.

Curve-to-Motion

Modeler



Curve -to-Motion Interface

Use this plugin to convert curves (or just points) in Modeler to a motion path which can be used in Layout.

MAKE CLOSED PATH - check this box and a keyframe will be added at the end of the path at the same location as the first key, effectively closing the path.

OUTPUT FORMAT - Choose whether you want motion files created in 5.x or 6.x format.

KEYFRAME INCREMENT - Set spacing of keyframes created

FPS (FRAMES PER SECOND) - The L[6] motion format specifies the *time* at which the key exists. Set this field to match your target scene's Frames Per Second setting. (Lightwave 6.x only)

Motion File Name -- Use this control to navigate to the desired folder and enter your Motion File name.

Motion-to-Curve

Modeler

Motion-to-Curve Interface

Use this plugin to convert a motion path to a curve in Modeler.

No real options for this one. Navigate to and select the motion file of your choice. When you click 'Ok' points will be created in the current Modeler layer. The points will correspond to the position keyframes of the motion file.