**Shot Setup Pipeline**  
  
To set up your motion shots, you need to do three things: reference the set, reference the characters,  
and import the camera.  
  
**Real World**  
  
**Referencing the set:**  
   
    Navigate to the folder of the shot you are going to work on.  There should be a blank Maya file:  
         stitches\_production\shots\seq\_2\_age\seq\_2\_age\_0600\seq\_2\_age\_0600.ma

    Set the frame rate to 30 FPS*.*  Next, reference the set necessary for your shot.  For example, if your shot takes  
    place inside the yurt, in Maya go to File > Create Reference... (or hit ctrl+r) and open:  
         stitches\_production\layouts\rw\_inside\_yurt.ma  
      
    The props and shaders updated in the set file "rw\_inside\_yurt.ma" will automatically update in your shot.  
  
**Referencing the Characters:**  
   
    Now you must reference the rigs you will need for animation.  If Mei is in the shot you are working on, go to  
    File > Create Reference... and open:  
        stitches\_production\rigging\rw\_older\_mei\rw\_older\_mei.ma  
  
    If Oyon is also in your shot, do the same with:  
        stitches\_production\rigging\rw\_old\_oyon\rw\_old\_oyon.ma  
  
    The most recent version of the character rigs will appear in your scene.  As those rigs get updated and new   
    controls are added, the characters in your shot will automatically update and your motion should be unaffected  
    unless drastic changes are made to the rigs.  
  
**Importing the RW camera:**  
  
    Every shot will have an animatic camera.  Open the animatic shot:  
        stitches\_production\animatic\scn2\_age\age\_600\age\_0600.ma  
  
    Select the camera, which will have a name such as age\_0600\_camera\_35mm.  Go to File > Export Selection...  
    and navigate to your shot's iterations folder:  
         stitches\_production\shots\seq\_2\_age\seq\_2\_age\_0600\iterations\  
  
    Export the camera as seq\_2\_age\_0600\_camera.ma.  Close the animatic file without saving and reopen your  
    shot file.  Go to File > Import... and import seq\_2\_age\_0600\_camera.ma.  Make sure the camera lines up with  
    the animatic shot's framing, and if it does not then try to match it.  Additionally, move the characters to at  
    least their correct starting positions.  The last step before animation is to clear the camera with Erik.  
  
    **Saving versions:**  
  
    Always save the most recent version of your shot into the root shot folder.  *Do not use a version number.*  
    (e.g. seq\_2\_age\_0600\seq\_2\_age\_0600.ma)  
  
    All older versions go into the iterations folder as v001, v002, etc. (e.g. iterations\seq\_2\_age\_0600\_v001.ma...)  
    

**Cloth World**  
  
**Referencing the set:**  
    
    Navigate to the folder of the shot you are going to work on.  There should be a blank Maya file:  
         stitches\_production\shots\seq\_1\_intro\seq\_1\_intro\_1100\seq\_1\_intro\_1100.ma

    Set the frame rate to 30 FPS*.*  Next, reference the set necessary for your shot.  For example, if your shot  
    uses the quilt world layout (non-magic combo), in Maya go to File > Create Reference... (or hit ctrl+r) and open:  
         stitches\_production\layouts\qw\_layout.ma  
      
    The most recent version of the set will appear in your scene.  The props and shaders updated in the set file  
    "qw\_layout.ma" will automatically update in your shot.

**Referencing the Character:**  
    
    Now you must reference the rigs you will need for animation.  For example, if CW Oyon and baby Mei are in  
    the shot you are working on, go to File > Create Reference... and open:  
        stitches\_production\rigging\qw\_baby\qw\_baby.ma  
  
    Do the same for:  
        stitches\_production\rigging\qw\_middle\_age\_oyon\qw\_middle\_age\_oyon.ma  
  
    The most recent version of the character rigs will appear in your scene.  As those rigs get updated and  
    new controls are added, the characters in your shot will automatically update and your motion should be  
    unaffected - unless drastic changes are made to the rigs.  
  
**CW Camera:**  
  
    Don't touch cameras unless Daren is helping you.  Approximate what you need with render\_cam (which will  
    be in the set), block in some motion, and ask Daren how to set up the camera. Then make sure it's placed  
    correctly with Erik.  
  
    **Saving versions:**  
  
    Always save the most recent version of your shot into the root shot folder.  *Do not use a version number.*  
    (e.g. seq\_1\_intro\_1100\seq\_1\_intro\_1100.ma)  
  
    All older versions go into the iterations folder as v001, v002, etc.  (e.g. iterations\seq\_1\_intro\_1100\_v001.ma...)  
  
**Motion Etiquette**

* Before you start animating set a neutral pose at frame -20 where it won't be in the way.  This way, if things  
  get severely screwed up, you can always copy over the neutral pose instead of starting from scratch.
* NEVER animate with negative frames.  They will screw up renders.  If you need to add padding to your  
  shot,  shift all the keys over, or simply start your animation at a later frame.
* DO NOT key the Top Con.
* Do not version the playblast.  It should ALWAYs just be saved over the top level avi.  Otherwise the   
  editors  will come after you. If you need to compare playblasts, do so in the iterations folder.
* Pad the scene by 30 frames on each side.
* Key whole frames.
* If you run into problems with rigs and or sets, tell someone nicely. and be patient while it gets fixed.
* In the CW there will be a reference line which determines how tall the CW characters will be in the shot.

**Effects Reminder:** Make sure your playback is set to 'play every frame'.