

PoseBalls – Mike Malinowski

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Overview

PoseBalls is a plugin which acts in a very similar way to using the 'Alt' key with Softimage when manipulating an object. For those unfamiliar with this behaviour it allows you to move the manipulator to a different spot in order to allow easy rotating from a pivot that differs from that of the objects real pivot.

The benefit of this plugin over the use of the 'Alt' key is that it allows you to specifically place points in space relative to the object which act as the pseudo manipulation pivots. This can be extremely useful if you know you will need to manipulate the object from a different pivot point many times.

Because the plugin does not actually change the objects pivot, it simply places the manipulator in a different location, it is not destructive to you animation should you wish to add or remove pivots at any point.

The downside to this is that rotating a pivot that differs from that of the objects actual pivot means that you're fundamentally altering both rotation and translation channels. This can occasionally be awkward to edit when the curves of the translation cause the interpolation between keyed points to cause sliding.

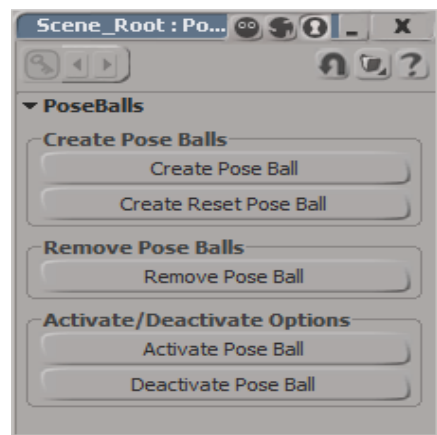
How to use it

You can access the PoseBalls UI by clicking 'Animate/Character/PoseBalls'. This will open the UI which should look like that shown in the image to the right.

Create Pose Ball

Select the object you want to create a pivot for, then click this button. It will create a sphere which is an Inactive PoseBall. Move this sphere to the location where you want to be able to pivot from (you can also rotate these).

If you wish to change the colour of the pose ball, open the PoseBallOptions property which is nested underneath it.



Create Reset Pose Ball

This type of PoseBall simply sets the manipulator pivot back to the objects original pivot point. You can place this anywhere that is convenient as its placement bears no effect on the manipulator that is activated.

Remove PoseBall

This should be used to remove an existing poseball. You can delete Inactive PoseBalls by simply selecting them and pressing delete, but if they are active then you will not be able to select them directly.

Activate PoseBall

This makes a PoseBall active. When an active PoseBall is clicked, the object whose pivot this affects will be selected, and the pivot will be matched to that of this poseball. Once active you will not be able to hold the selection on the Pivot itself, therefore if you need to modify it in any way it should be de-activated first.

Deactivate PoseBall

This will disable the PoseBalls behaviour so that it can be modified or deleted by hand.