



AUTODESK
Official Press

Todd Palamar



Mastering Autodesk®
Maya® 2016



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Todd Palamar

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About the Author

Todd Palamar is a 23-year veteran of the computer animation industry. After transitioning early in his career from traditional special effects to computer-generated imagery, Todd did effects work for several direct-to-video movies. He later went on to work on numerous video games, including Sega of Japan's coin-operated title *Behind Enemy Lines*, as well as *Dukes of Hazzard* and *Trophy Buck 2* for the Sony PlayStation console.

For six years, Todd taught at Full Sail University in Winter Park, Florida. During this time, he received numerous accolades as an outstanding educator. Todd currently runs his own company, Surrealistic Producing Effects, making and distributing movies. Todd has written several books, among them *Maya Cloth for Characters* (Surrealistic Producing Effects, 2008), *Maya Studio Projects: Dynamics* (Sybex, 2009), and *Maya Studio Projects: Photorealistic Characters* (Sybex, 2011). The breadth of his experience has allowed him to work on location-based entertainment, military simulations, television commercials, and corporate spots. You can see more of Todd's work on his company's website, www.speffects.com.

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Figure 5.21 Add an attribute called IkBlend to L_FrontLeg_CTRL.

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Figure 5.23 The Connection Editor shows attributes of the two nodes to be connected.

Figure 5.24 Change the values of the Condition node.

Figure 5.25 The connections are displayed in the Hypergraph.

Figure 5.26 Create an IK Spline Handle with these options.

Figure 5.27 The CVs of the spline are used to manipulate the spine's joints.

Figure 5.28 Each CV of the spline is now attached to a cluster handle.

Figure 5.29 Position three NURBS circles along the giraffe's spine.

Figure 5.30 Add a Parent constraint to the first four cluster handles.

Figure 5.31 The joints pull away from the curve, causing undesirable effects.

Figure 5.32 Shoulder and torso controls follow along with the hip control.