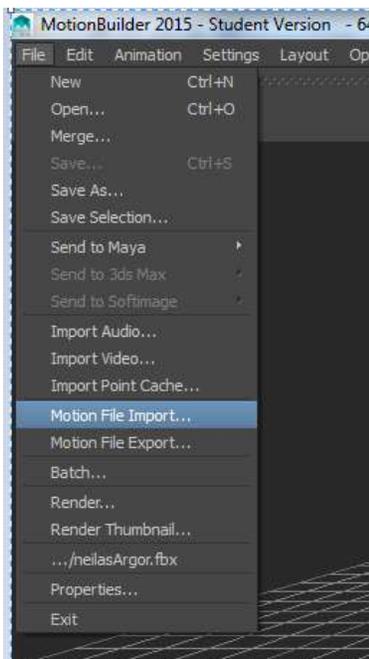MotionBuilder: Basic Workflow for 2015 – V1

by Deborah R. Fowler and Jennifer McSpadden
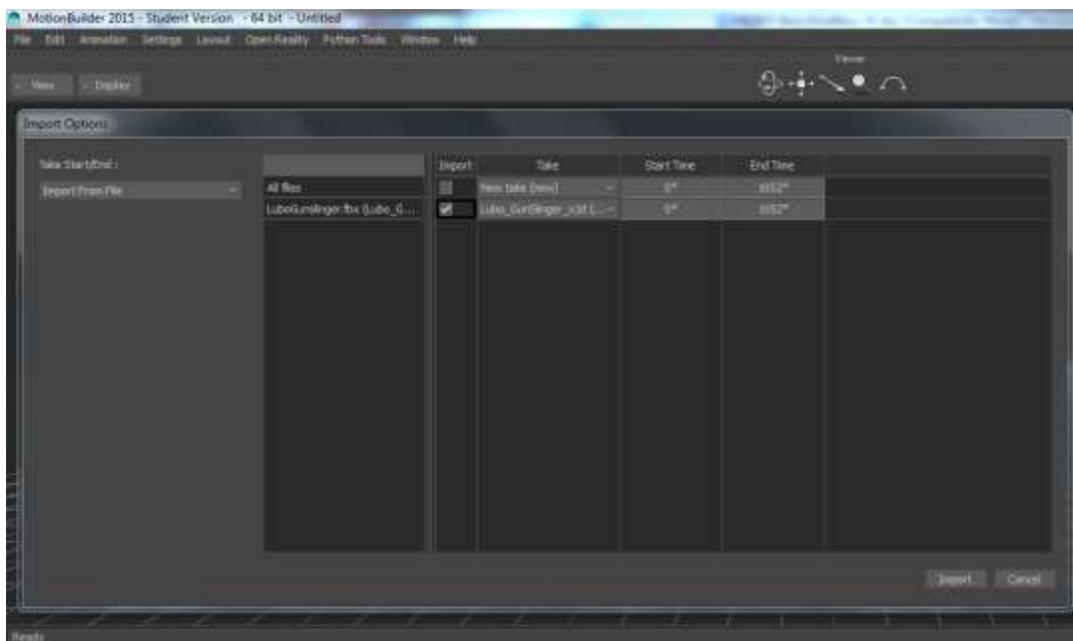

In Motion Builder:

TIP: select Maya controls when launching the software, so that you will be in a familiar context of camera controls. **Setting/Interaction Mode**
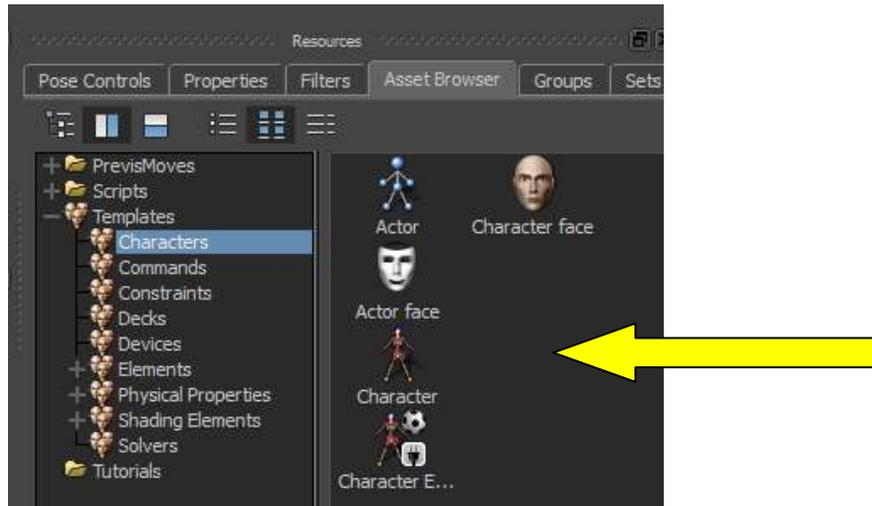
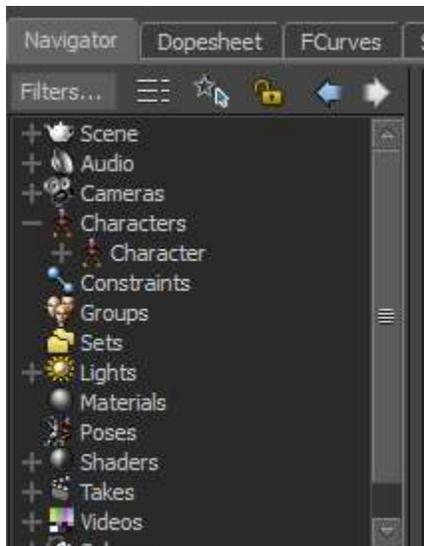**File/Motion File Import** your exported .fbx file from Vicon Blade v2.6

Deselect "New take (new)" from the option box and select **Import**.

Next, characterize your actor by dragging the **Character icon** onto the hips from the **Asset Browser / Templates / Characters**
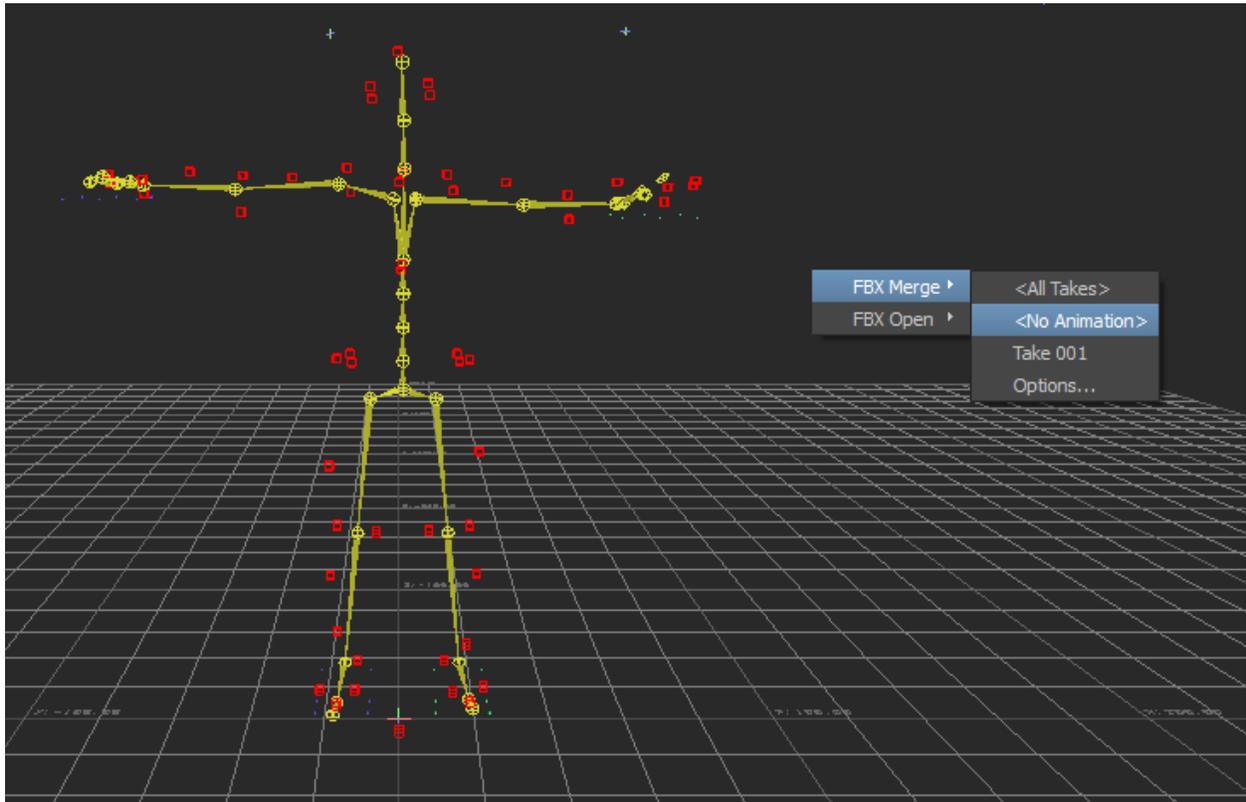

Your actor will now appear in the Character menu under the Navigator Tab

TIP: It is a good habit to rename your characters to something more meaningful. This is particularly important when you have multiple characters in the session.

To do this, right click on "Character" and select rename.

Now add your 3-D motion builder naming convention rigged character by merging it into the scene. You can do this by **dragging from the asset browser** or by selecting **File/Merge** in the shelf menu.
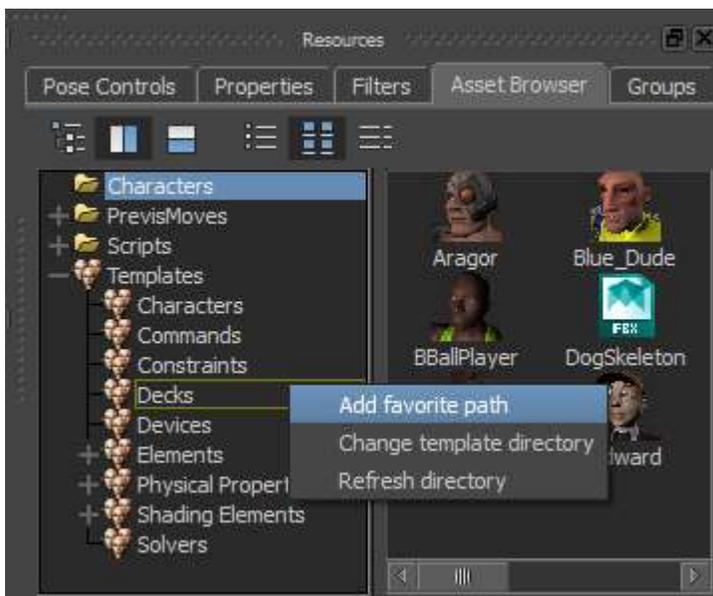
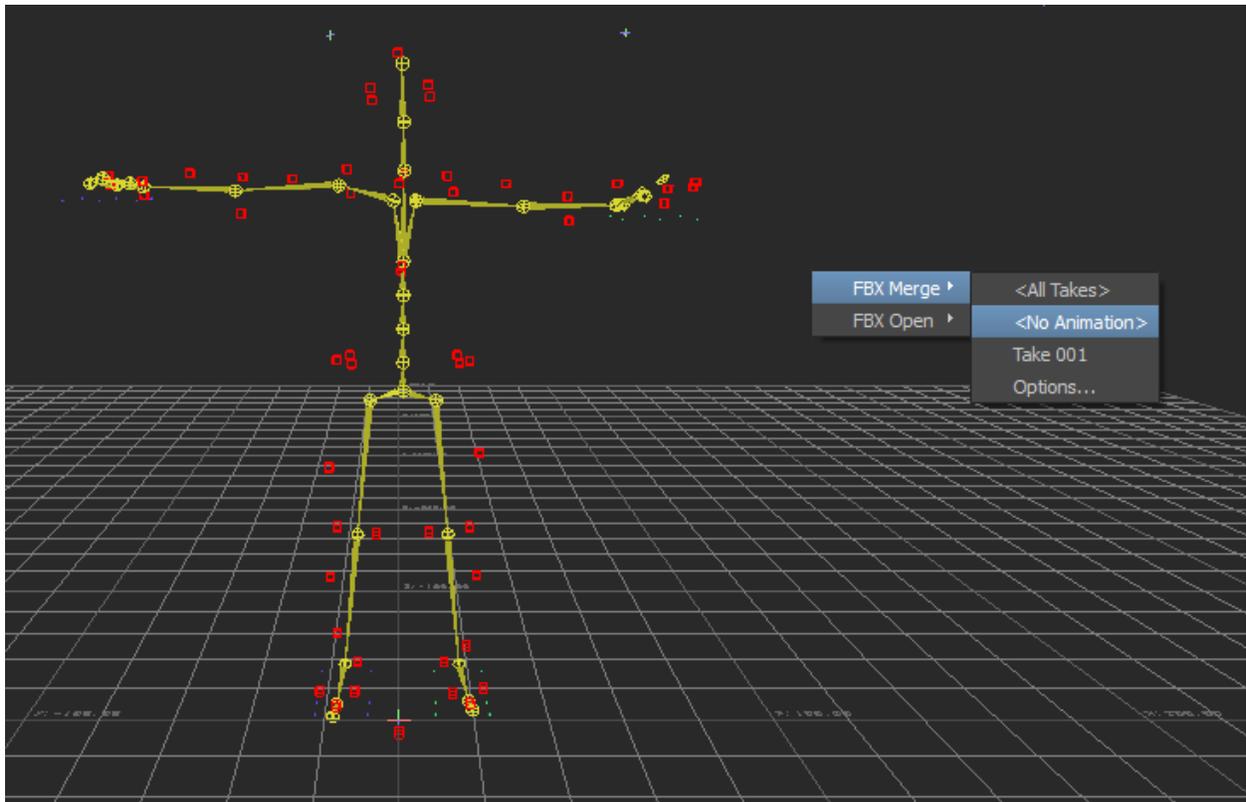**TIP:** You can add favorite path to make the characters more readily accessible. Right click on the gray area.

The files will be in

At Home: C:\Autodesk\WI\Autodesk Motion Builder 2015\Content\ClipArt\Characters

At Monty: \\sfdm-appdeploy\AppGet\Clipart

Select a character and drag it into the viewport. FBXMerge / No Animation (All Takes works too, just remember to select the correct take on the timeline.)
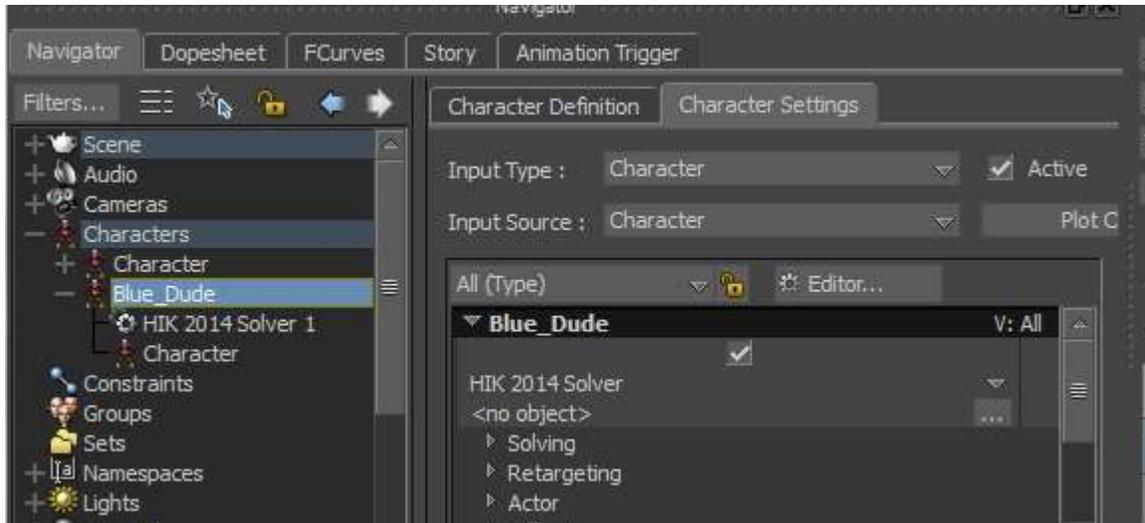

Some characters will change the selection to be models only. Under the **Display** setting you can change this:
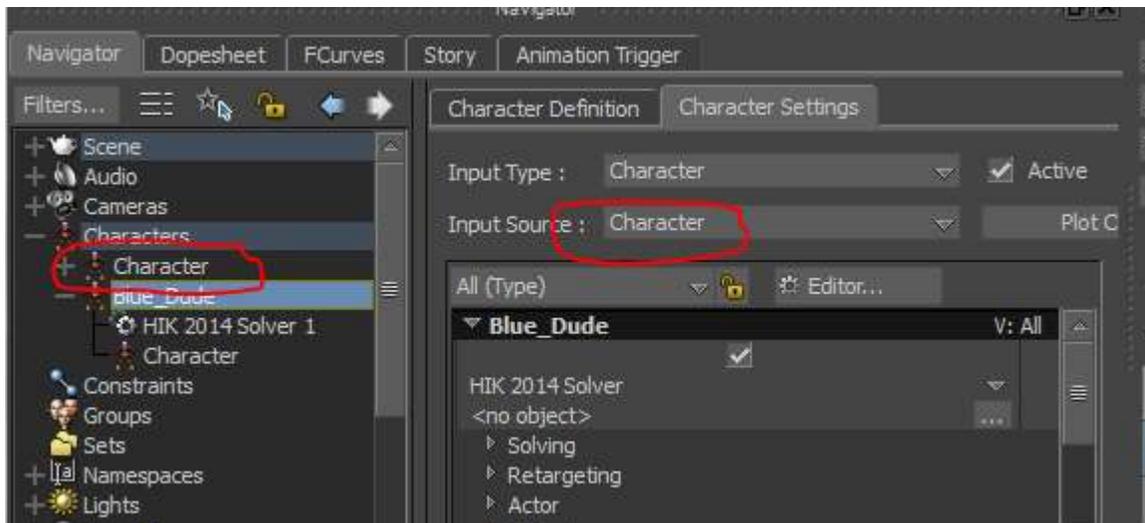
In order to drive your character with your capture, expand **Characters in your Navigator tab**

In this case you will see Blue_Dude and the "Character". **Double click on BlueDude** and under Character Settings, **set Input Type to Character** and set the **Input Source** to the specific character you want. Make sure Active is checked.
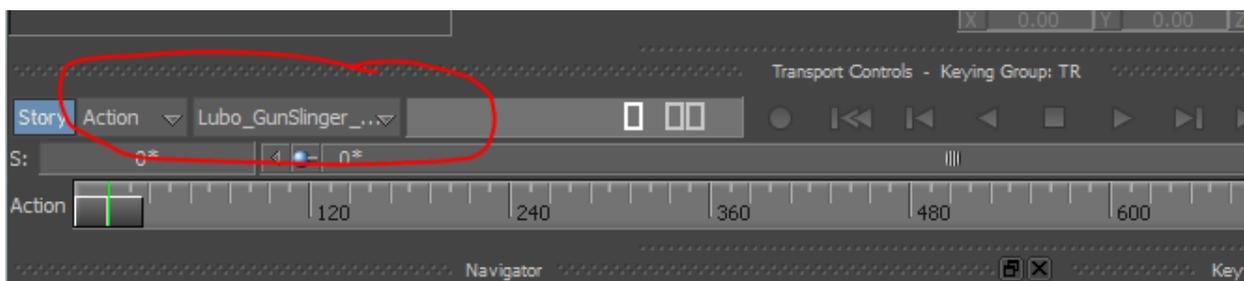
The action is now on your character.

Two of the most common errors is to 1. not select your Input Source(circled in red below)

2. not have your take on the correct take if you merged "all takes"

Finally, to prepare your file for input into a 3-D package you will do the following:

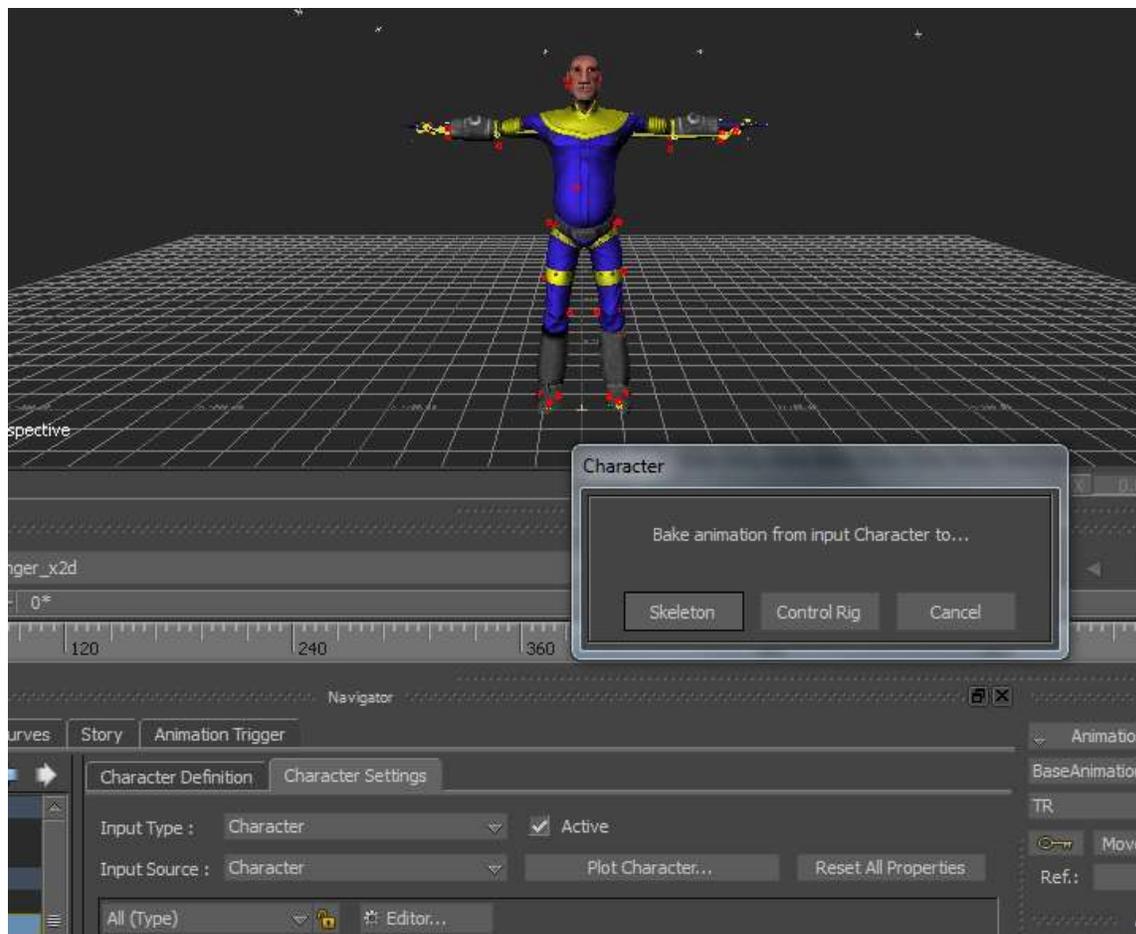Select **Plot Character**... twice in the Character Settings tab.

First, select Skeleton / Plot. Then select Control Rig / FK/IK / Plot.
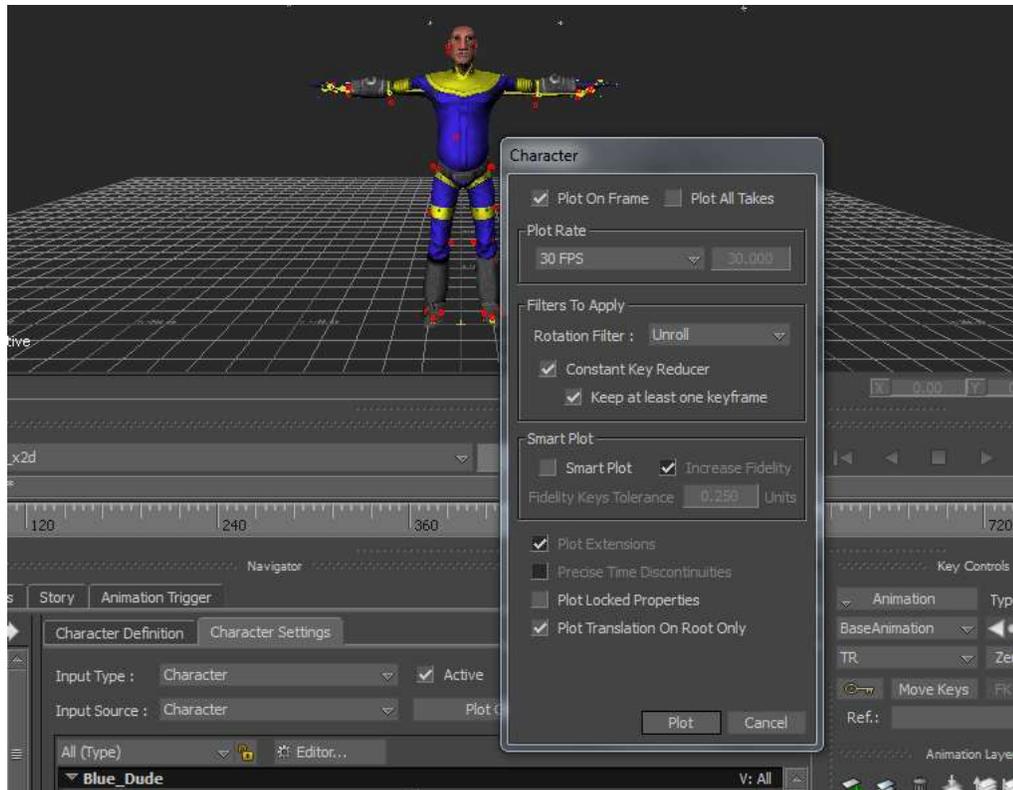

Lastly, **Save** as an .fbx, and then import into the 3D package of your choosing.

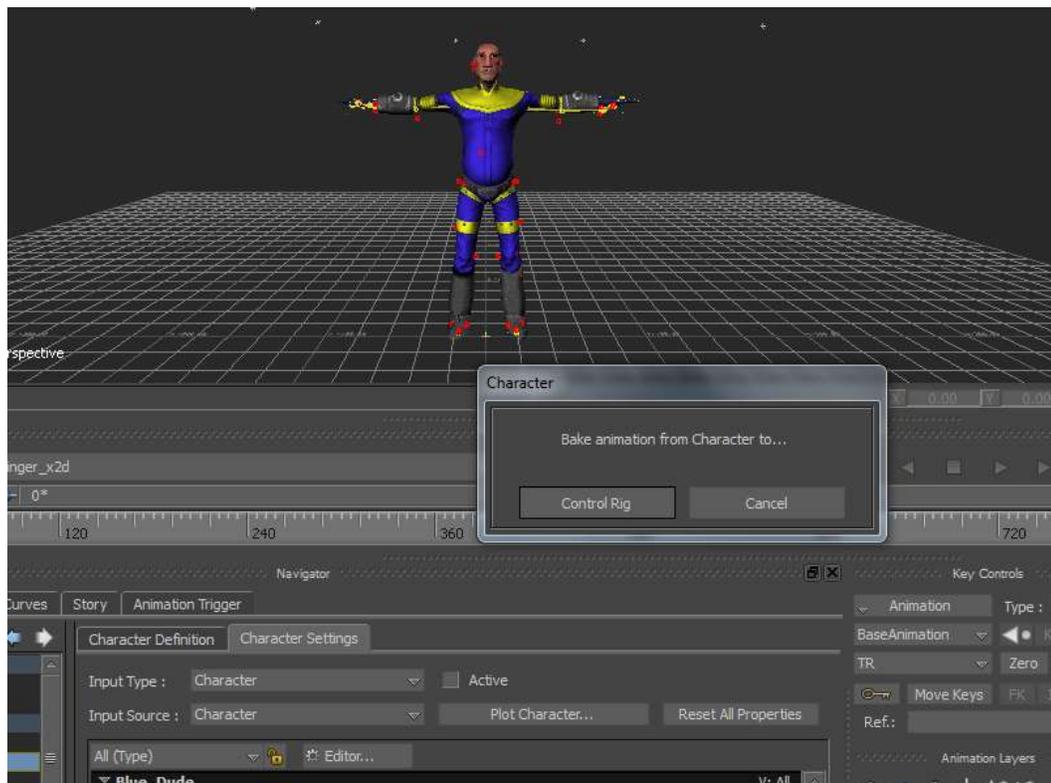Sequentially diagrams show below:
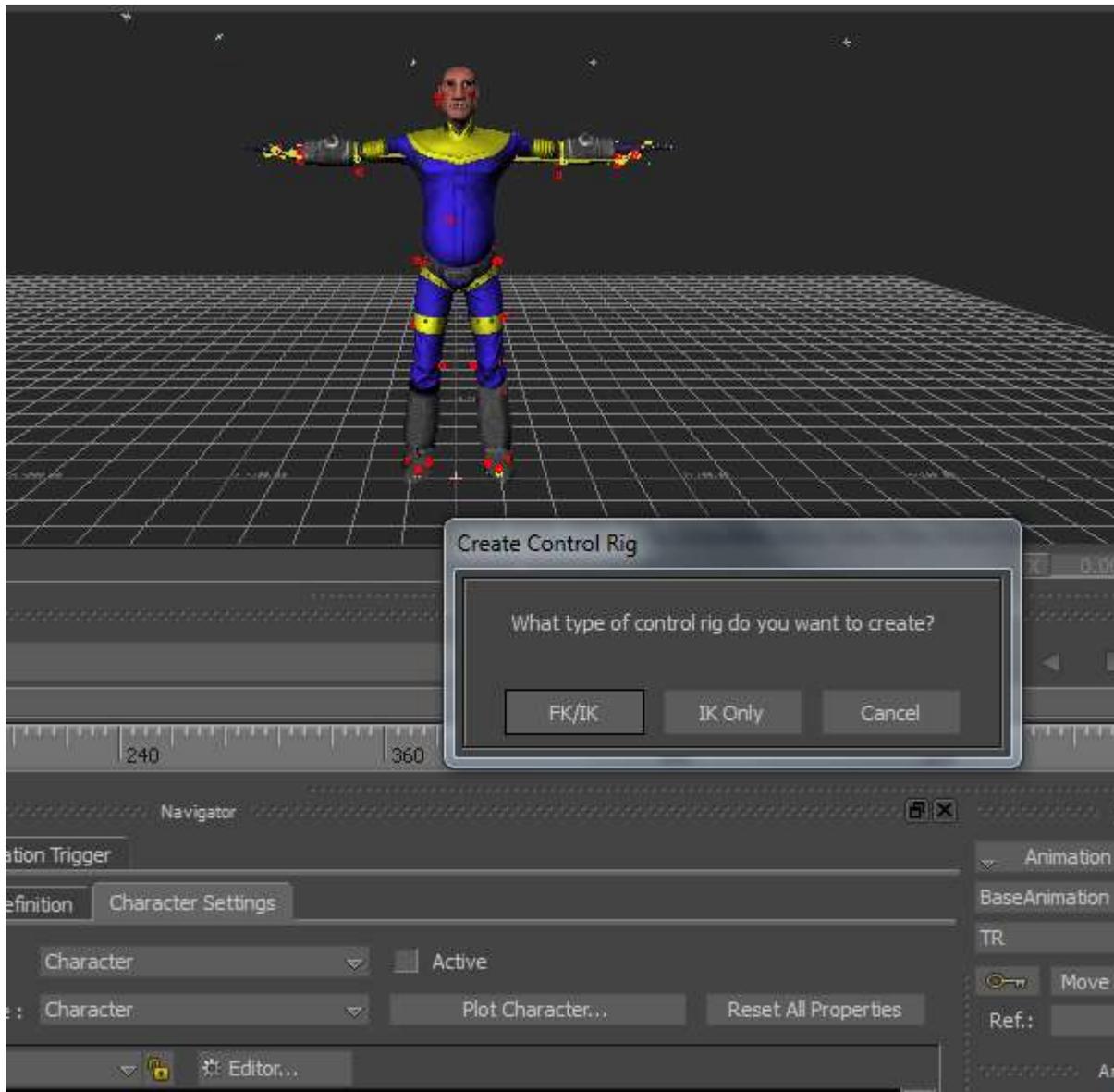
1. Plot Character Skeleton

This brings up a menu – select FPS as appropriate.

Then Plot character the second time, Control Rig

This bring up the dialogue box – select FK/IK

Save into the appropriate 3-D package.

NOTE: This step does not appear to be necessary with new Maya 2014/2015 synergy or fbx files, however other packages do require it and it is safer to bake the animation on.