

Animation from Messiah to Modo

Transfer animation from Messiah to Modo via MDDs. Copyright Niko Mäkelä 2010.
<http://www.cgmascot.com>

Modo is great for modeling, uvw-mapping and rendering and more, but for character animation I prefer something with a strong animation focus. Messiah fits the bill and the budget for many people, for it is a fantastic and affordable animation software.

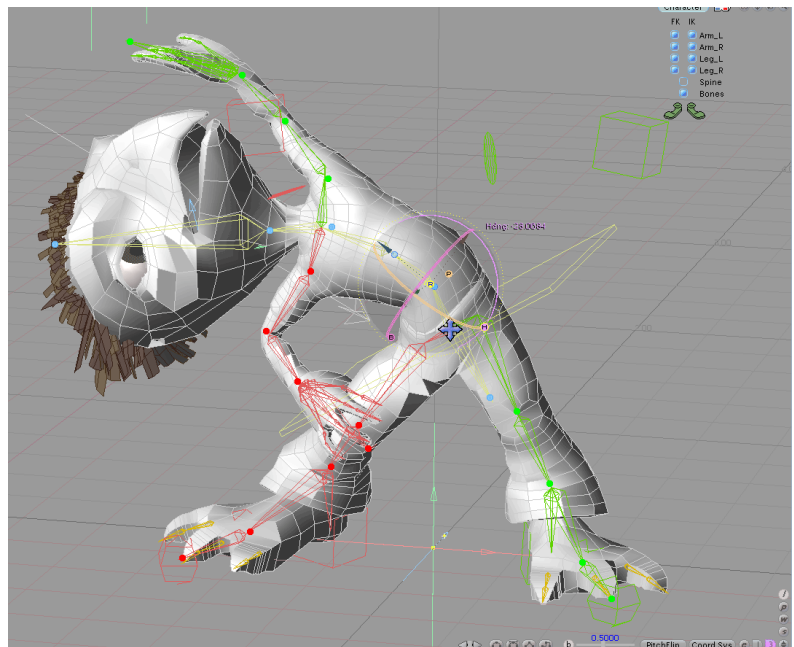
This tutorial shows in brief how to transfer Mesh Deformation Data(MDD) from Messiah to Modo. Here we use Messiah only for animation.

1. Load your mesh into both softwares.

I prefer lxo and lwo-formats for Messiah. Only thing that matters is that the mesh is the same in both – you can uvw-map it, texture and otherwise surface-tweak it however much you like on Modo-side. Only thing that tranfers from Messiah is the mesh deformation data. Included pic shows my model in Modo.

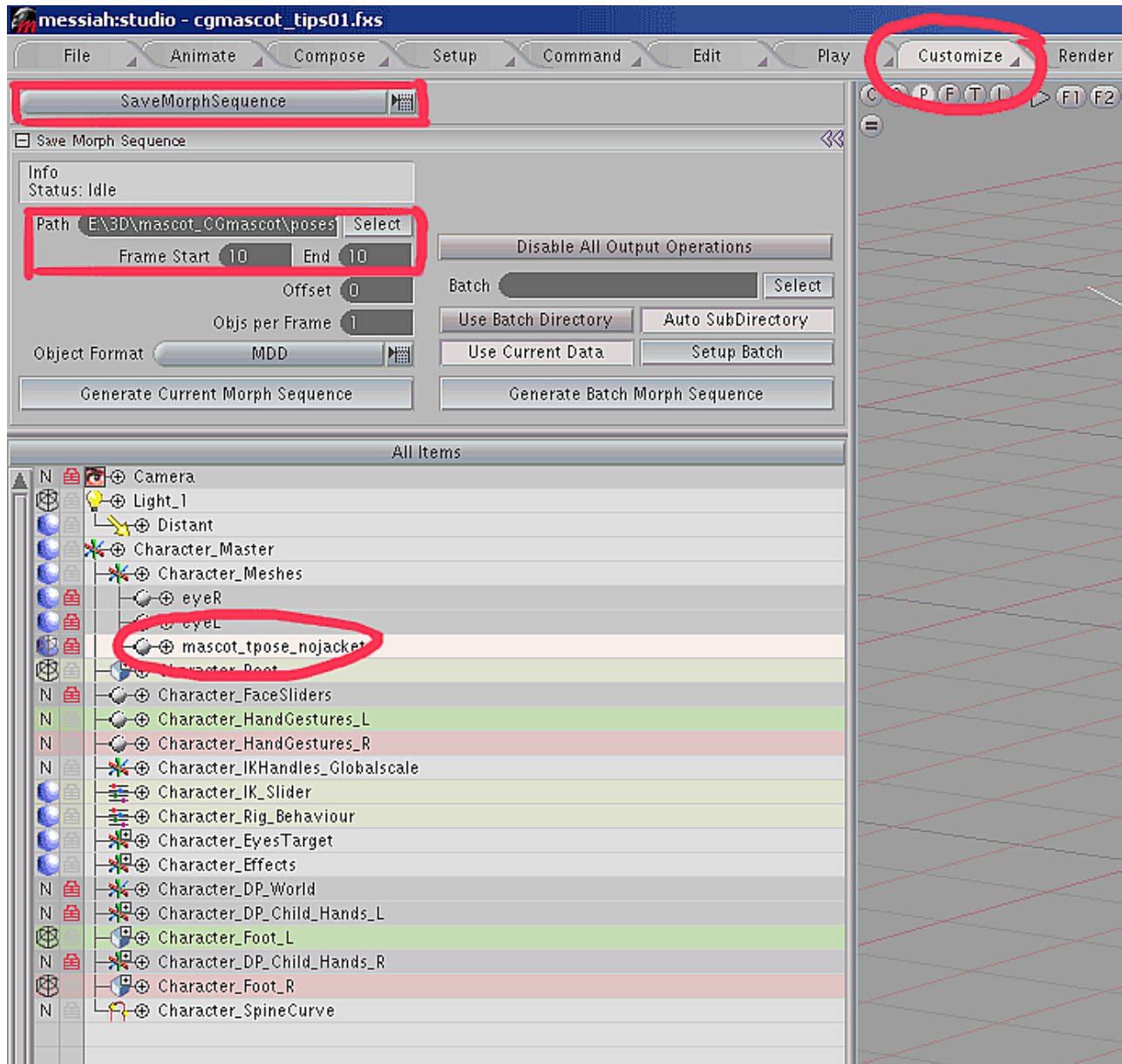


- ## 2. Rig and animate the mesh in Messiah.
- See tutorials for that elsewhere, like at <http://www.projectmessiah.com/x6/videos.html>. Included image shows my CGmascot rigged using Messiah Autorigger(modified) and posed.

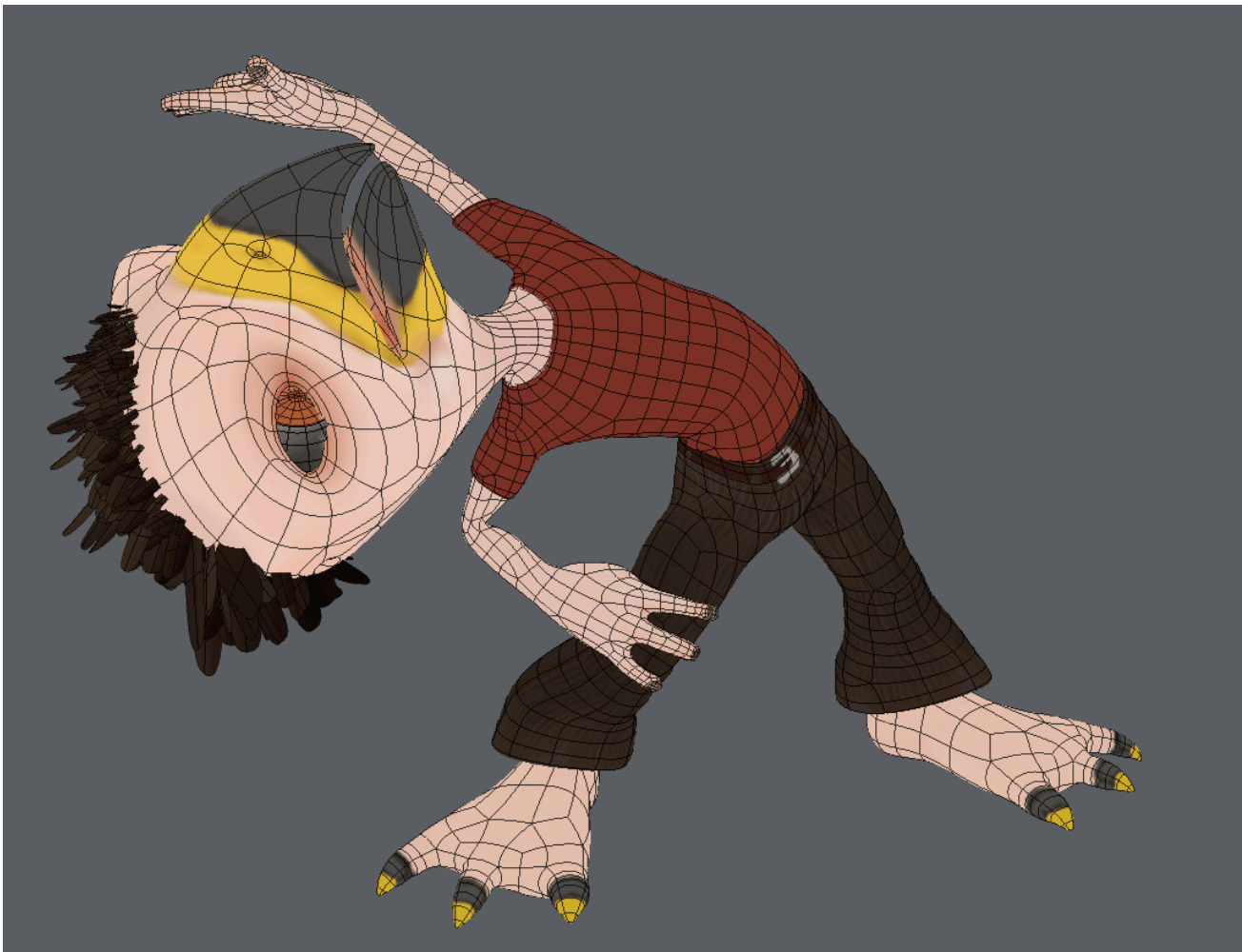
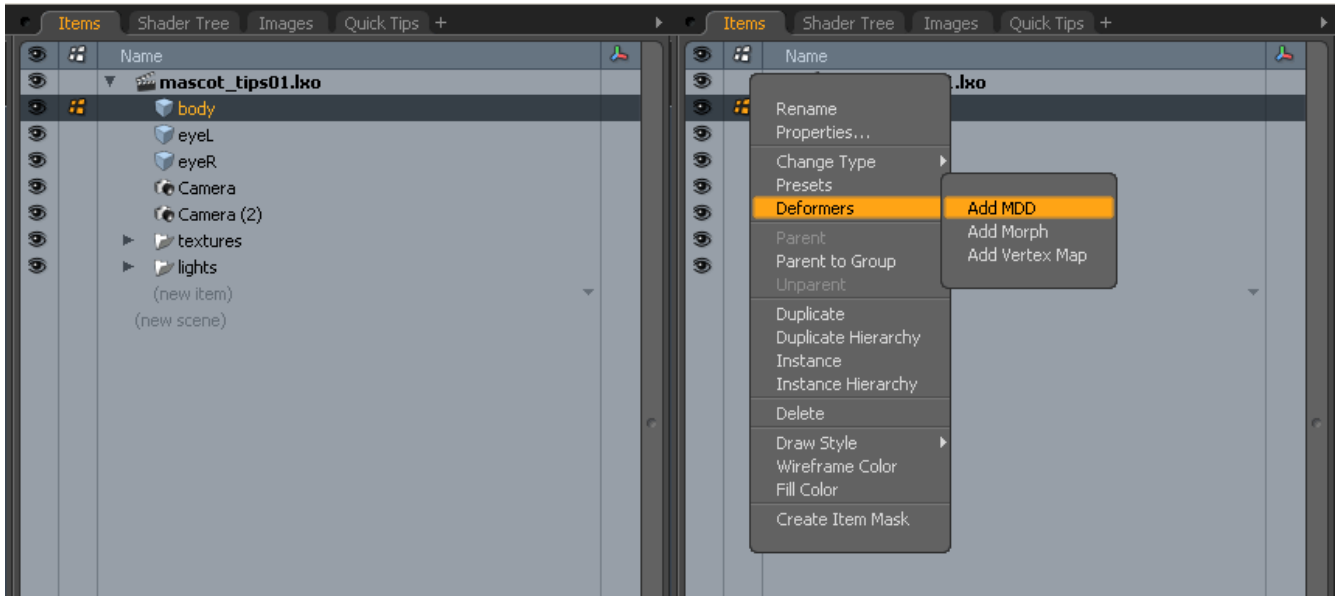


3. Export the animation from messiah as MDD.

Go to Customize-tab. In the drop-down-list find SaveMorphSequence. Select the mesh you want to export animation for, and type in what range of frames you wish to export. I'm exporting just a single frame, the pose at frame 10. Select the path and filename where to export.



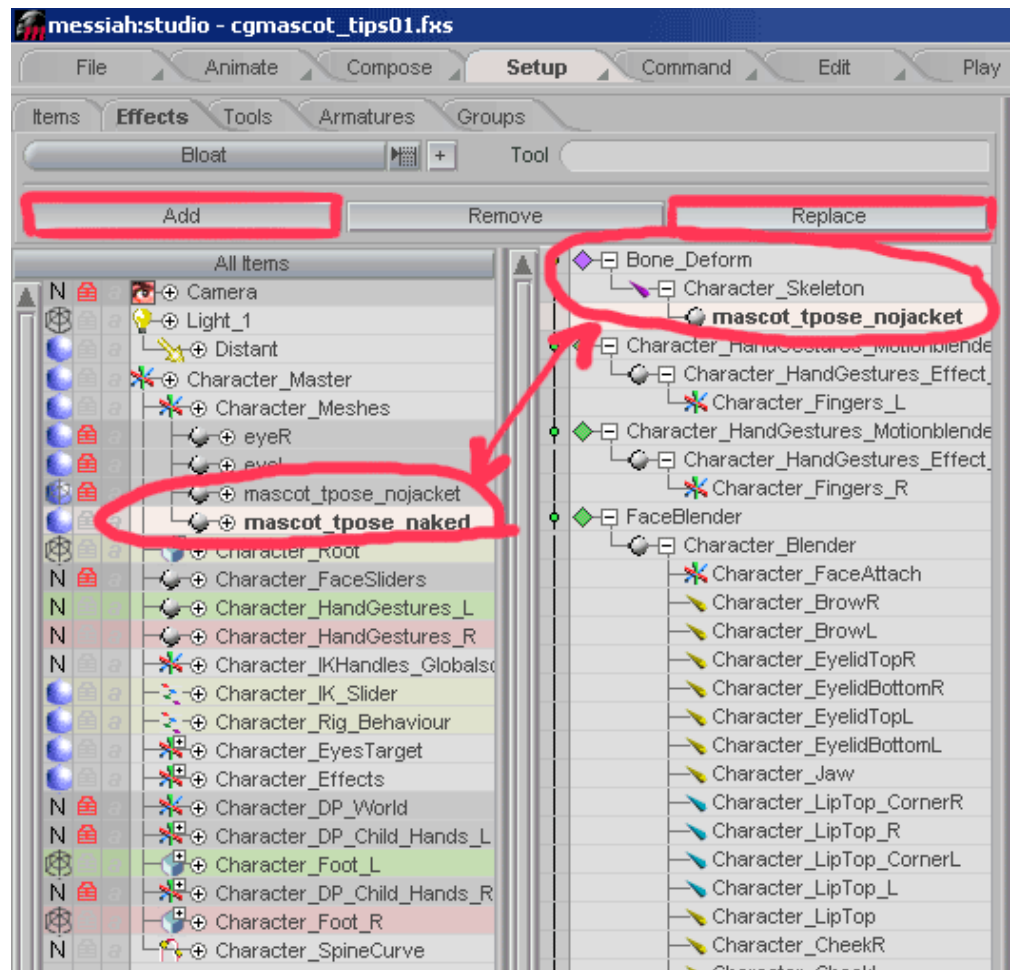
- 4. In modo load the animation via MDD-deformer.** Select the mesh open right-click menu and there select Add MDD. Now if you go to Animate-tab, you can see your mesh animated. That's it.



Always remember to take you mesh to Messiah after changes and re-export the MDD.

If you change your mesh polygons in Modo but don't take the new mesh to Messiah, then the MDD you bring to Modo holds info for an older mesh and they won't match – mesh will explode when MDD is active. Make sure you have the same mesh with same number of polygons and vertexes in both software.

If you make a smaller mesh change in Modo like moving vertexes, but again don't change the mesh in Messiah, the MDD will make those changes disappear when applied in Modo. Now it won't explode the mesh but will shape it back to what it was in Messiah.



Changing the mesh in production

Changing Rigged Mesh in Messiah is the simplest thing.

1. Just drag and drop or load the mesh in and then,
2. in Setup-tab(Effects-subtab), ADD it to the Bone Deform-effect or REPLACE the current mesh used by the Bone Deform. See above picture

You can have many versions of a single mesh, or completely different meshes, in Messiah all running with one rig at the same time. Changing meshes is a breeze. I for example have the same rig for different versions of my CGmascot.

I hope you found this brief tutorial helpful. Check out more tutorials, tips and articles at <http://www.cgmascot.com>