



IMAGE G / IKONOGRAPHICS, INC.

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IMAGE G IK Models for use with MAYA previsualizations:

1. Build scene elements and scale to “real world” dimensions
2. Create a “previzCamera”
 - set FILM GATE (typically “35mm Full Aperture”)
 - set FOCAL LENGTH to known prime lens
 - set ROTATION ORDER to “ZXY” (equivalent to Roll>Tilt>Pan)
3. Make Camera Move.
4. Import Image G IK model of desired rig
5. Expand Channels and find “cameraTarget”
6. Constrain to “previzCamera”
 - First select “previzCamera”
 - Control-select “cameraTarget”
 - Animation>Constrain>**Point**
 - Animation>Constrain>**Orient**
7. Select Channel “bulldogRig”
8. Translate “bulldogRig” and position rig model within the set (note that the rig’s camera target stays slave to the previz camera within its operating range)
9. The attributes of “rigLimits” can be adjusted, especially for extra track
10. The attributes of the rig the arm lengths, etc. can be adjusted if required.