

A promotional image for Battlefield 3 featuring a soldier in the foreground, a tank, and other military vehicles in a city at night.

# MODULAR RIGGING IN BATTLEFIELD 3

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JICE

GDC12

# AGENDA

- › Rigging in pre-production
- › Character builder
- › Weapon builder
- › Face poser
- › Animation pipeline
- › The way forward

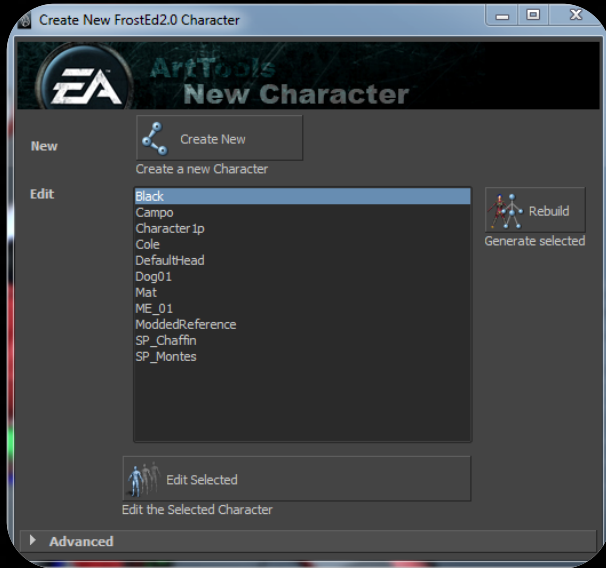
# Rigging in pre-production

- › Design WILL change
  - › Make sure you rig can handle it
- › Keep it simple
  - › Test your rig on animators and get feedback
- › Anatomy reference
  - › Lock down the anatomy with Art Director
  - › Show how concept art will behave in motion
  - › YOU are responsible (Riggers)

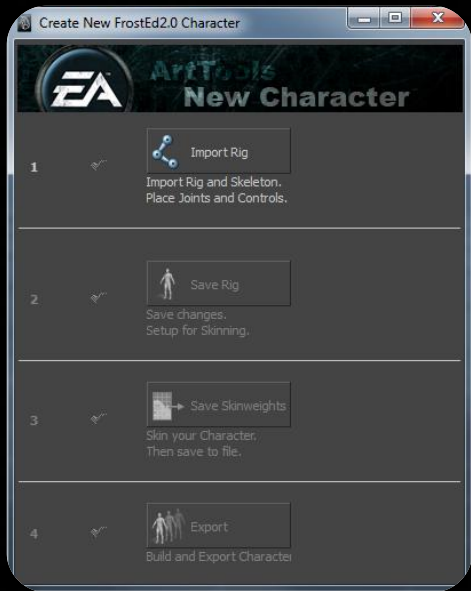




# Character Builder



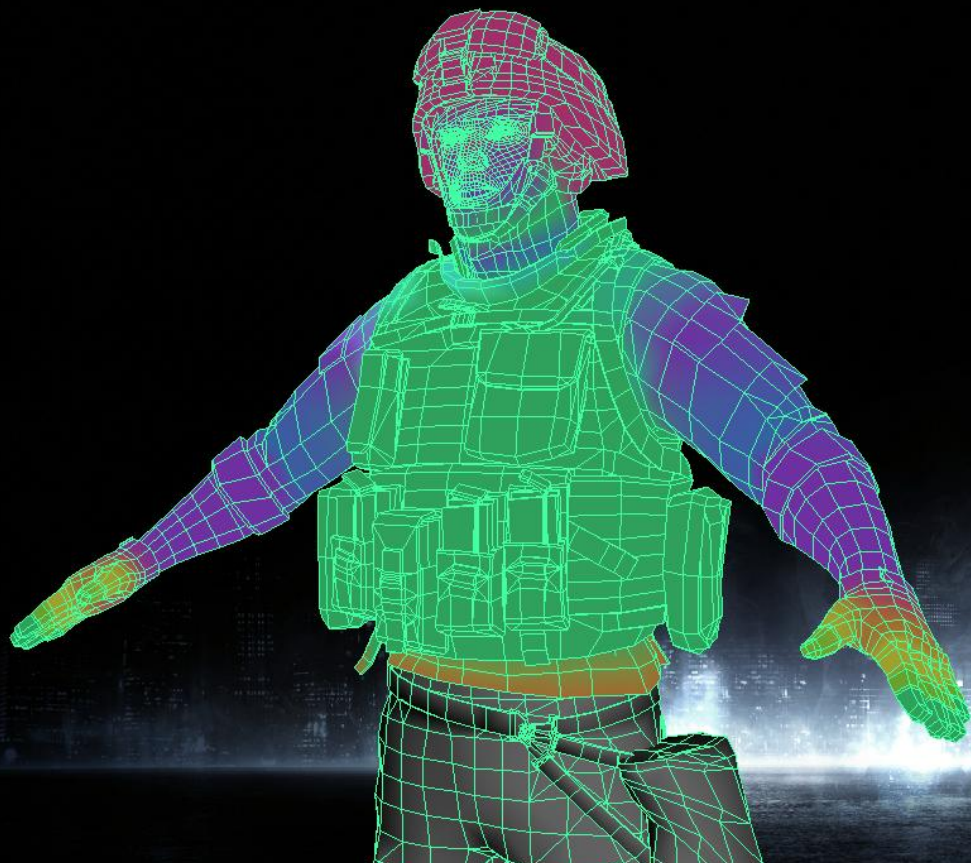
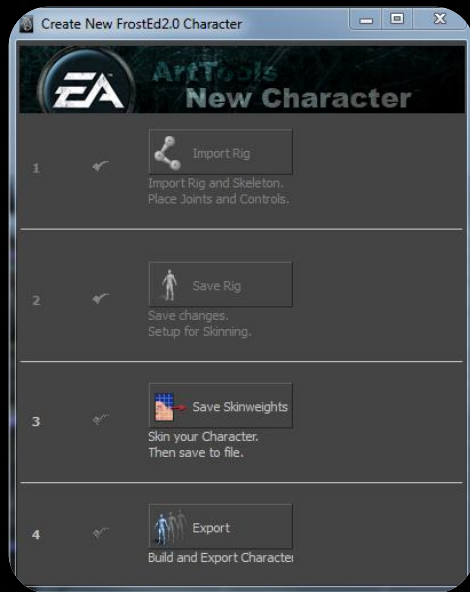
# Character Builder



# Character Builder



# Character Builder





# Character Builder

Rigging modules used:

- › Grouping/hierarchy
- › Spine IK/FK
- › Head
- › Face Poser
- › Arm/Leg IK/FK





# Character Builder

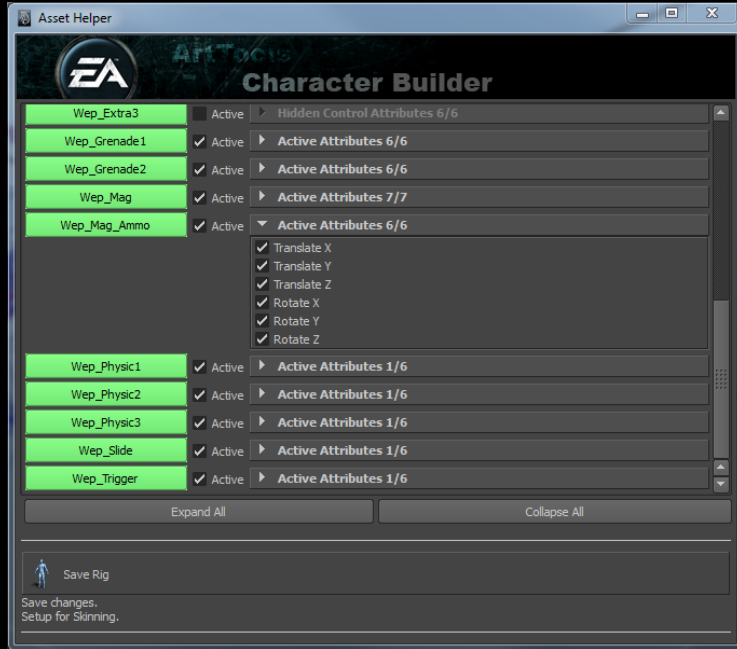
- › Using shared rigging modules
- › Quickly rig and prototype



# Weapon Builder



# Weapon Builder





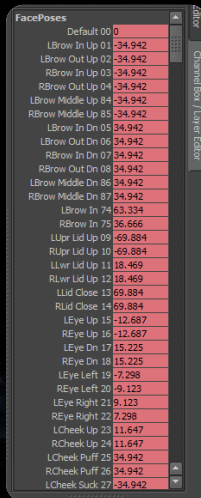
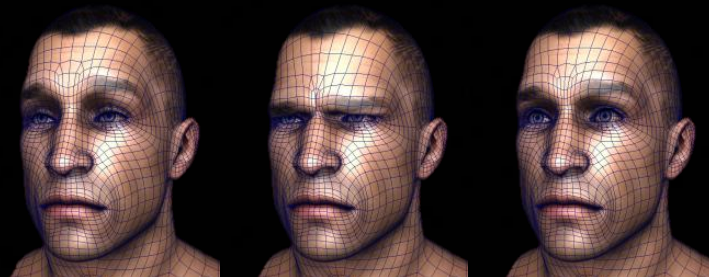
# Face Poser



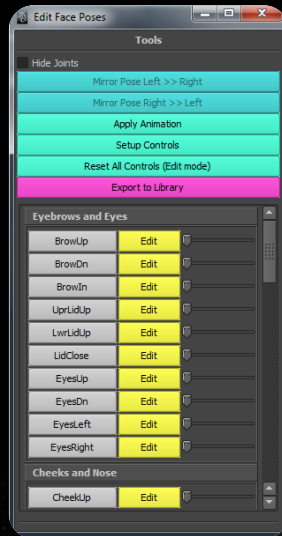
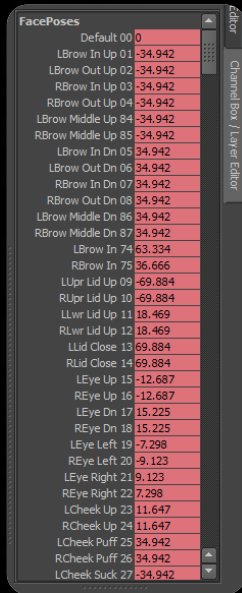


# Face Poser

- › Based on FACS
- › Each head has unique poses
- › Animation only contain attributes
- › Poses are loaded in game

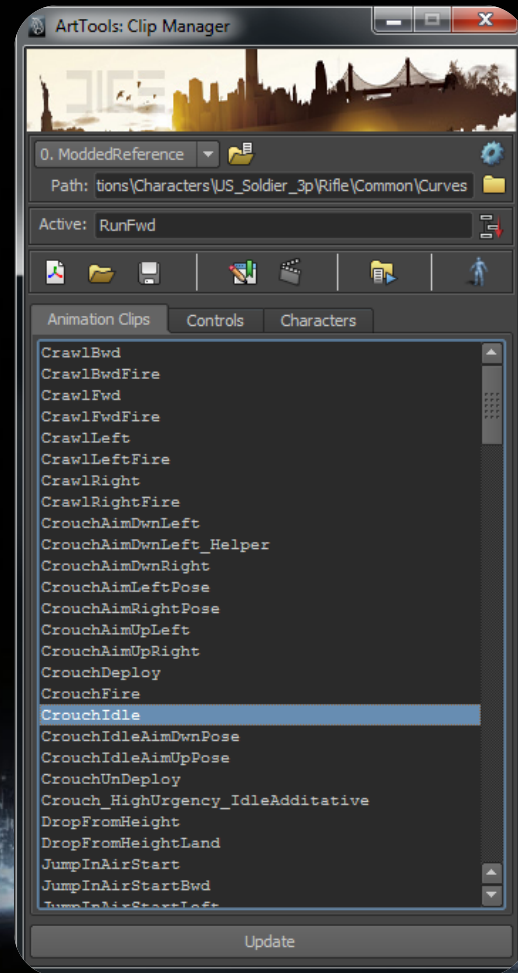
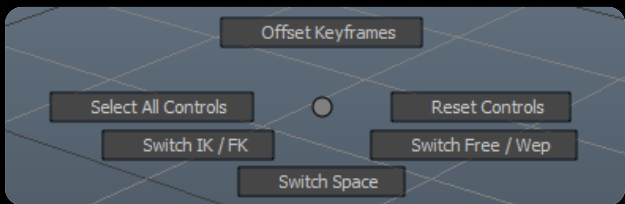


# Face Poser



# Animation pipeline

- › Quick load/save animation
- › Perforce integration
- › Import MotionCapture
- › Batch all animations
- › Right-click in Maya







Way forward

G12C



# WAY FORWARD

- › More Python
- › More Modular
- › Interactive building
- › Monkey farm unit testing

# THANK YOU!

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