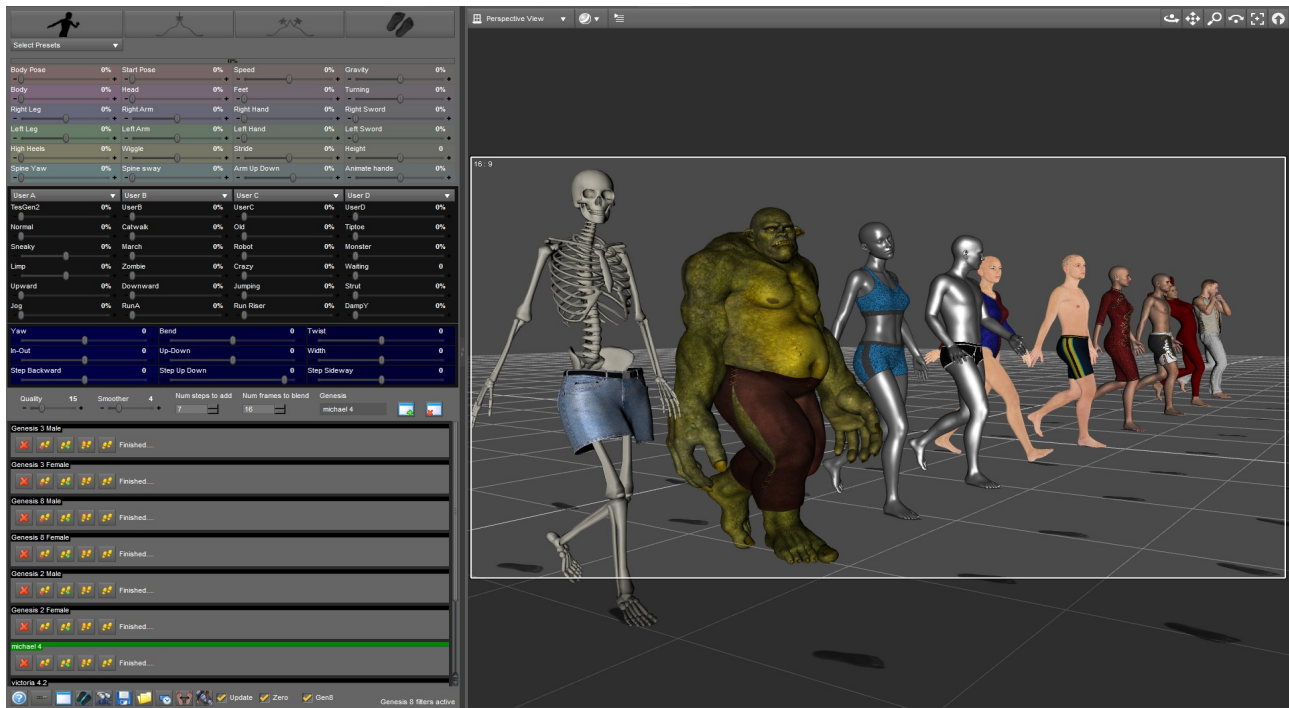


# Walk-It V3 Plug-in 2019

The walk & run animation creator controller for Daz Studio 4.10



*Updated For V3 19 Feb 2019:*

*Added filters for body posing on G8, stop Genesis 3 for using Gen8 tick box filter.*

*Updated To V3:*

Updated for Grow-It plug-in to allow the foot-print to be placed on the landscape. Improved hip translation for smoother walks. Added function to close parts of window for bigger scroll area.

*Release Date:*

25<sup>th</sup> June 2017, Now supports Genesis V8, Users can now create walk cycles with hand animation. User footprint presets list added. Running animation.

*Intro:*

Ever wish you could have a pro animation tool for Daz-Studio that is quick and easy to use & be able to make cutting edge animation for games and films. How would you walk up & down for instance or walk around a tree or even control lots of people in a scene, how would you do that!




*About:*

Walk-it is a plug-in for Daz-Studio that creates animation by following foot-prints on the ground, it also has a key-pose to blend animation. Walk-It uses oscillators and IK maths to create different walks and actions. It does what it says on the tin, follows foot-prints.

### Key features:

- 4 User walk can be mixed with or without hand animation or just use hand animation.
- User Presets.
- Controls multiple Genesis 1 2 3 & Genesis v8, Skeletons, M4 & V4 will also work.
- Includes waiting control sliders, good for crowd control.
- Mix a pose over multiple key-frames.
- Automatic foot-prints manipulation sliders coloured in blue.
- Click on foot-print in the scene to blend the setting on that foot-print, changes over one step.
- Simpler faster and cheaper to use than 3ds-max biped!
- Plug-in will always be maintained and added too.
- Lots of walk styles.
- Rise and full.
- Automatic starting pose.
- Speed control sliders.
- High-heal-shoes pose settings.
- The blue sliders makes it easy to control foot prints and keep an even layout.
- Maths (walk) quality control slider.
- Rotation spike detect & blend button.
- Rotation spike detect, pull & bend button
- Keep to time button.
- Foot-print width button.
- Save & open individual foot-print sequences.

### Setting Up:

- Download and unzip to C:\Program Files\DAZ 3D\DAZStudio4\plugins or Copy/merge the GenerationX folder to the Daz studio plug-in folder
- Open the Walk-It Plugin, if you can't see it add the Walk-It pane by right clicking on the menu bar, add pane (Tab).
- Click on Genesis until you see its name in the box, then click add box , click add foot-print , (move bend sliders) click create animation .
- Remember you need to click “create animation button” each time you finished changing the settings.

### Walk-It require that the hip-y-rotation-limits are turned off, to do this:

- 1) Open a new Genesis 2 figure **DO NOT TOUCH IT.**
- 2) Selected the hip from the scene menu.
- 3) On the Parameters Y-rotations box, click on the gear icon and open preferences.
- 4) Click on the tick to remove hip rotation limits. “NO tick in box”
- 5) *You can now save the modified asset but only if you have done nothing else to the figure. If you have and you save it, you will have to re-install that figure again.*
- 6) Click on Genesis 2 figure check its has been selected in the scene menu.
- 7) In the file menu, Select (Save As)
- 8) Select (Support Asset)
- 9) Select (Save Modified Asset)
- 10) Select the figure in the list, make sure its the correct one!
- 11) Click on the Accept-Button.
- 12) Next time you open that figure the limits will be always turned off.
- 13) You need to do this on Genesis2, Genesis3 & Genesis8. Both Male & female.




















***Issues please read:***



- 1) Figures (Genesis 2&3) will need the hip-Y-Rotation-limits turn off, if not then -180 to 180 is the maximum you can turn. *See green text above to turn the limits off.*
- 2) Walk-It does not like override scaling of shapes, unlink the link next to the padlock in the scale-slider parameter-pane. First select main Genesis figure and not a body part.
- 3) Some shapes can override the Y axis rotations and can't be used, to test these shapes rotate a Genesis 1 figure 180 degrees and apply the shape to the figure, if the figure start to lean then that shape is not good for animation.
- 4) You can save & open walk setting, but the walk-it-plugin will not automatically save to the scene at the moment.
- 5) No crash issues if your using figures that have not been altered, possible if they have!
- 6) If your using farm-it, install walk-it-plugin to each server-computer. It requires the foot-print-image if you have saved the footprints to scene.
- 7) Mixing of Genesis-1 & Genesis-3 is not recommended.
- 8) When creating animation walk cycles frames must start on frame 32 & end on frame 64. you can alter the FPS to fit the walk cycle. Best use Genesis 1 for creating walk-cycle because they our easy mixed.
- 9) Micheal 4 and Victoria 4 can't be used with grow-it-plugin, only Genesis 1 2 3 & 8 can walk on top of landscape.

***Note:***

- When a slider setting is at 0% this will do nothing at all, it's seen as off.
- A slider at 1% will blend to 1% in 16 frame at 30fps on the next frame it will be 0% off.
- To keep the body-pose set to 2%
- Any slider over 100% will increase it effects, anything can happen.
- Foot-prints our set not to render, the images can't be rendered.
- When creating walk cycles, frames get recorded on frame 32 ,the frame rate must be set to 30fps when using walk-It plug-in, fps can be anything that fits the walk-cycle. A whole walk cycle is 32 frames, starting on right foot and ending on right foot.

Icons:

-  Open a control-box. (select figure first before pressing this button).
-  Delete the control-box and all foot-prints.
-  Close part of a window to make scroll area bigger, use this with small monitors.
-  Create walks with Grow-It plug-in so a figure can walk on top of landscape.
-  Delete all foot-prints.
-  Delete last foot-print.
-  Adds foot-prints.
-  Clear all foot-prints settings.
-  Create animation.
-  Open foot-prints.
-  Save foot-prints.
-  Keep to time frame. Creates new keys and deletes the out of time keys.
-  Measures feet distance and set the foot-print width.
-  Unlock, buy or recover plug-in: £9.99 For recovery, purchase date and email is required.
-  Help website & Updates, Get Walk-It V2 from this link. This icon is active when you unlock and restart.
-  Enlarge text, used for 4k-monitors this function is temporary.
-  Create a walk cycle from frame 32 to frame 64, a walk cycle must be 32 frames long. You can change the FPS: so that the cycle fits 32 frames. Files will be added to the users combo box's. If your using walk-it the FPS must be set to 30fps (frames per second).
-  Copy pose to foot-print, copy's only what has been moved. Move timeline, click once to clear, then set your pose, click again set the pose. Note: What has been moved get copied the rest does not. When saved the pose data will also get saved.
-  Remove pose in foot-print or double click to add pose. When body-pose-slider is at 1% that pose will be lost until a new pose is set. Use 2% if you still want to keep that post active. Remember to move the timeline first click, then pose, click again.

-  Rotation spike blend remover single frame.
-  Rotation blend to, over users number of frame, (default is 16).

#### *Tick Box's*

- UPDATE: Moves the 1<sup>st</sup> frame when a walk slider is moved.
- ZERO: When a foot-print preset has been added the bends will be cancel out.
- GEN8: Genesis V8 require filter to correct main pose, untick if your using Genesis 3. If a Genesis V8 walk cycle has added with the filter on, you will need to turn it off.

#### *New Sliders*

- RUN RISER: A run riser is used for holding the translation Y axis in the air for a few frames it will be active on frame 14 to 16 & 30 to 32. To use, RunA=100% & In-Out=500, Run Riser=150%, DampY=40%, Speed=30%, Jumping=10% this will create a run for V8.
- DAMPY: Blends the Y axis translation & must be used all of the time 20% to 40% should be enough.
- SPINE YAW: Movement of the spine left and right.
- SPINE SWAY: Makes the head more level with the hips. Will not work if the back is bent over too much!
- ARMS UP DOWN: Move the arms up and down.
- ANIMATE HANDS: Decrease or increase the hand movement, require a user walk to be enabled such as Normal\_Walk & the slider set to 10% or more. *Note:* Does not animate anything!

#### *Tips:*

- To create a catwalk: Set slider Catwalk=80%, Wiggle=90% Use the width slider and make the foot-prints almost in a straight row, click yellow foot-print icon name create animation.
- The main figure scale should not override the true scale, if so you must unlink it!
- Don't forget to switch on the flexions in the Parameter-pane, Pose-Controls, Full Body.
- Best frame rate for film animation is 30fps & best frame rate for 2D games is 60fps.

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