

ev_trackObject.mel v2.0

written by Eriks Vitolins - www.evdesigns.com

REASONS FOR THIS SCRIPT

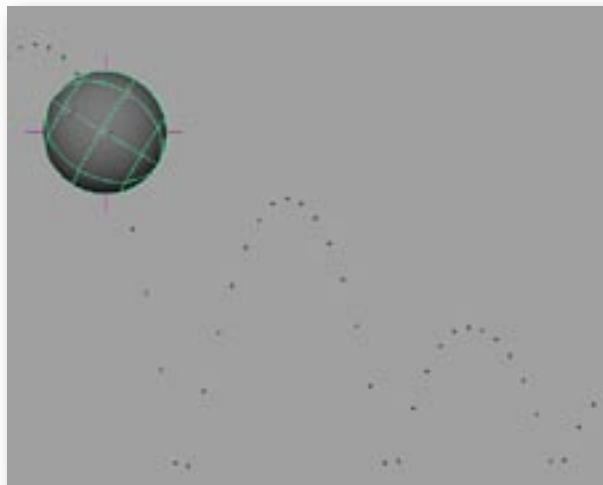
While animating, it is important to “check your arcs” to achieve beautiful movement in your character. So Maya provides an option to do so called “Create Motion Trail.”

Unfortunately, in some cases, this tool does not work correctly without some extra steps. Mainly, constraining a locator or group to the object you are tracking. This corrects the confusion that Maya’s tool has, when it is tracking an object that belongs to a hierarchy of parented and constrained objects. It’s a pretty simple script, but does the trick.

THE USER INTERFACE

ev_trackObject command added to the *timeline's right-click menu* for ease of use .

SCRIPT'S FEATURES



SCREENSHOT OF OBJECT WITH MOTION TRAIL

- Pick a piece of geometry, a group, a locator... whatever, and run the “ev_trackObject” command.
- This first adds a locator named “objectname_tracker” and point constrains it to the object picked. This means that the locator is now snapped to the pivot point of the object.
- Next the script will track an object for the entire length of the timeline, or you can highlight an area and it will adjust accordingly.
- Soon, the script will detect if the object already has a tracking locator, and instead will refresh the current Motion Path when the same command is run.