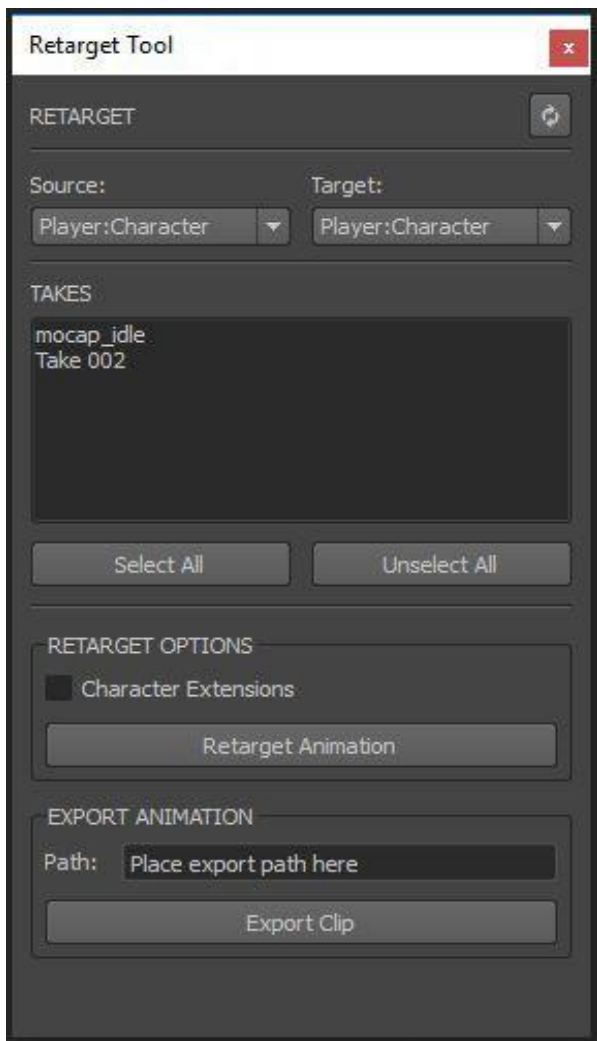


Retarget Tool

- Motionbuilder tool to help out for retargeting animation to a new rig.



Description:

Source – Select the character rig you want to copy animation from

Target – Select the character rig you want the animation to be transferred to

Takes – Select which take you want the retarget to happen. If you don't have any take selected, it will still retarget on the current take

Select All – Select all takes

Unselect All – Deselect all takes

Retarget Animation – Starts the retarget animation process

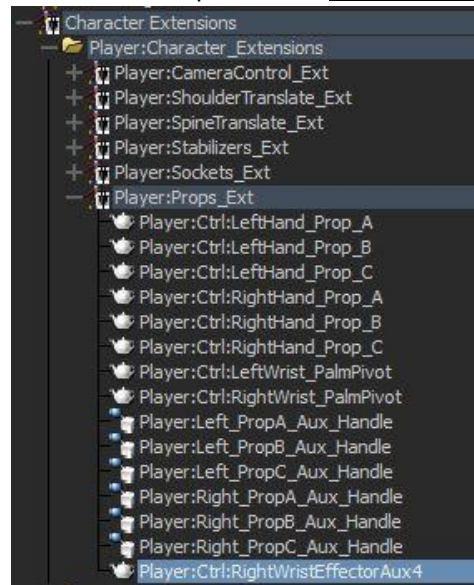
Character Extensions – Tick check if you want the retarget extra effectors that have been created from the source to the target rig.

Path – Specify a correct path like “C:\Test” in there



Export Clip – export animation clip based on the selected Target Character

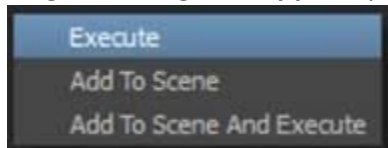
Limitations:

1. This only works on **biped characters**
2. Only copy the main body parts (head, neck, spine, root, arms, hands, fingers, legs and feet).
3. All *constraints* done on the source rig won't copy over the target rig
4. This won't delete the source rig for you. If you need to delete it, it is better to do it the Asset Utility
5. Extra Effectors that are created and not part of the RTA needs to have the same hierarchy and name. Also needs to be part of the character extensions.



How to make it work:

- These files need to be all on the same folder
 -  RenderTool.ui
 -  RetargetTool.py
- Drag the **RetargetTool.py** into your mobu scene



If anyone has any comments or suggestions on how to improve this tool please let me know.

Cheers,
Magnus