

## **dB Animation Kit – Swordworks for M4**

First of all, dB Animation Kits is a series of various pose files for specific figures designed to help the individual user of those figures to quickly apply animation to them for short clips of rendered action. If you watch TV or movies, watch how long any specific sequence remains on one, individual camera. You'll see that just a few seconds is normally the longest period of time given to any one camera shot, without switching to another view, which is just the way it works. This helps to keep the action moving and the viewer interested – and also allows the director to piece everything together according to the initial vision. This is why I keep these animation files short and to the point – because that is where the render should end, and start with another. Still, sometimes we like to break the rules, right? To that end, you'll often find that many files within the same dB Animation Kit will work side-by-side either seamlessly, or with only a small bit of effort on your part.

### **Swordworks**

Swordworks is meant to give you some tasty arm swinging sword action for fast-paced action shots. They are meant to be employed with a moving camera, either zooming in or out, panning across the side, jittering from all of the pounding action, etc., So the above statement about keeping clips short and switching to the next, is even more prudent in this sort of action. The “On Guard!” files run more like a slow motion and are meant to draw the viewer closer to the intense action that is about to ensue, or finalize the spar and draw it to a close. You certainly may stitch some of these together for longer sequences, but I strongly suggest to avoid that and switch the camera to another view, even if it is another view of the same character.

Depending on how cleverly you run your camera movements, you can even get away with having both opponents use these same animation files. That is truly the intention – although you could also add some of your own personal touch, if you like, to some of the sequences to give individual personality.

### **What's in the Kit**

Swordworks for M4 comes with nine animation sequences of individual actions with two more that are made as a paired set, where the two opponents clash in a sword lock. There are also five still poses for you to use either for still images or as the beginnings, middle, or ends of new animations of your own. With a Bezier style tweener set, an animation could even be lengthened by proceeding further down the timeline and applying an appropriate still pose.

These sixteen pose files are offered in two ways: Poser PZ2 and Carrara NLA, and then the eleven animation files are also included as aniBlocks. Default installations will place Poser files within the Poser “Pose” library under “Dartanbeck”. The aniBlocks will go in your allocated DAZ Studio Library's “aniBlocks” folder under “Dartanbeck”. Finally, the Carrara installation will go into the Carrara installation directory: Carrara xxx > Presets > Clips under “Dartanbeck”.

I truly hope that you have a lot of fun creating action sequences with these. Jam that camera into the action and remember that the movements and complexities of what's going on all around is tense! Fast action cam ins and outs and side-to-side without forgetting to roll on the pitch as well!

Happy Rendering My Friend,  
*Dartanbeck*