

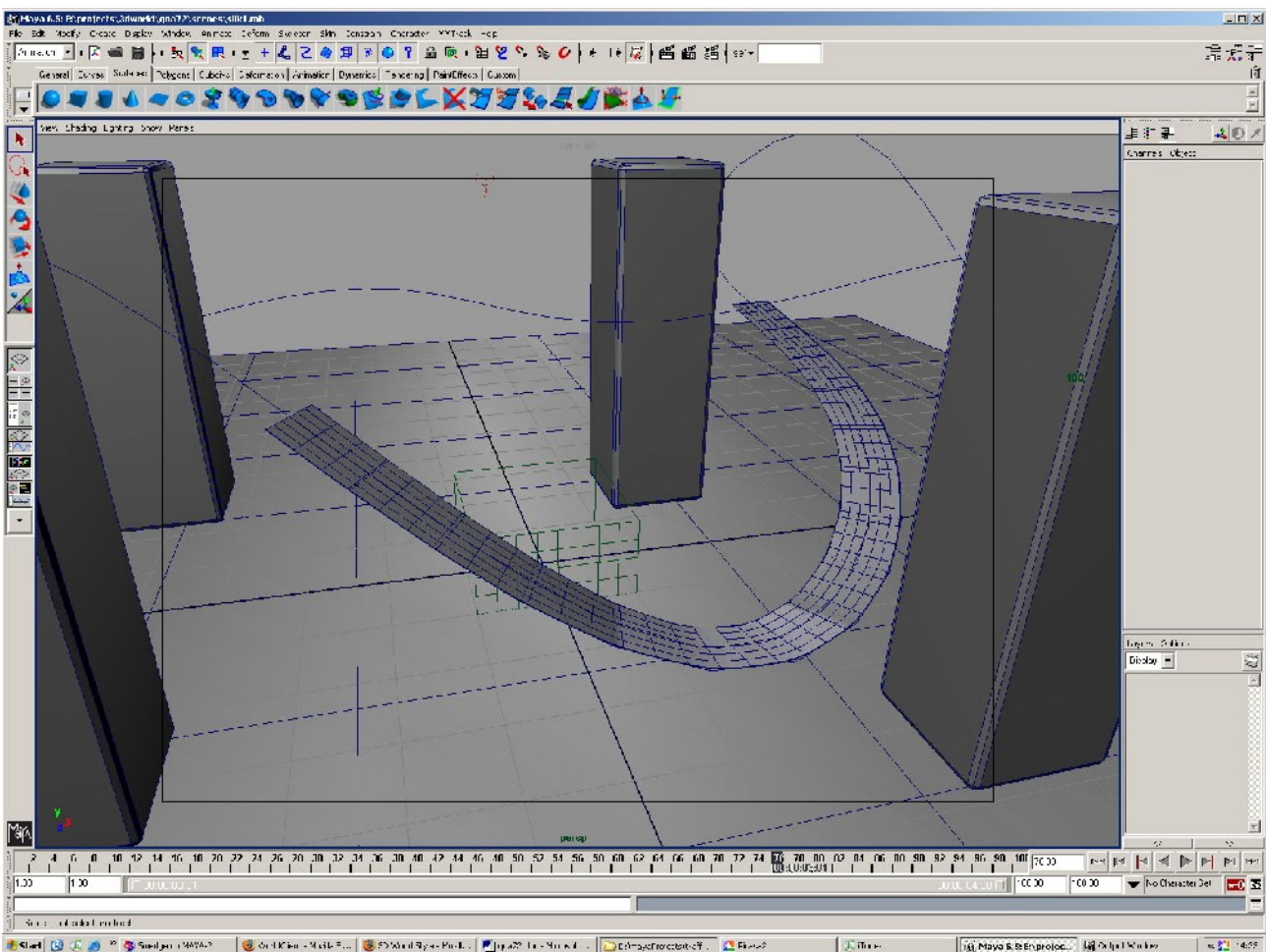
Maya
QNA_72

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Question:

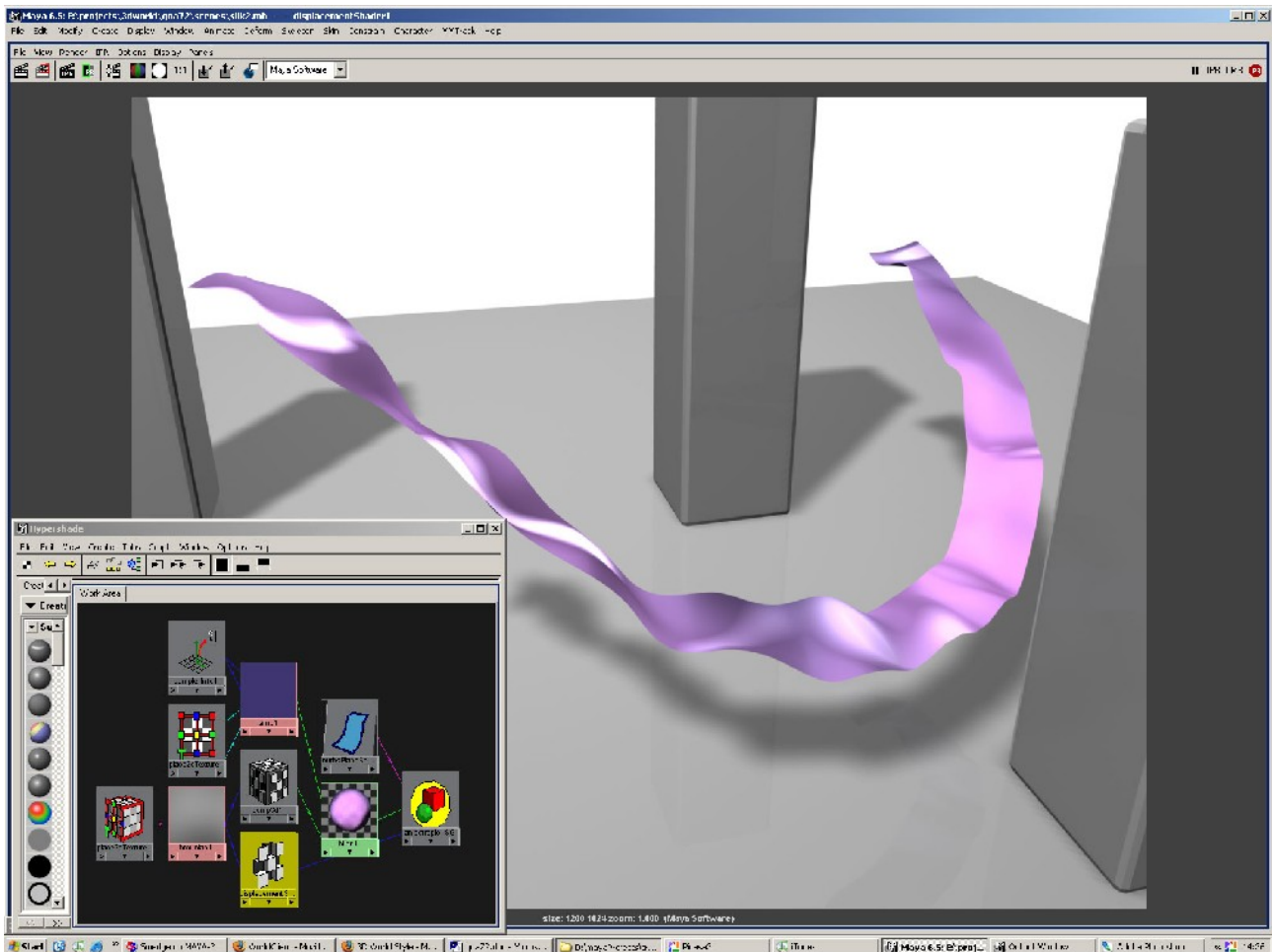
How do I animate a long silk ribbon? - Glenn Dawick | the forums

Step 1



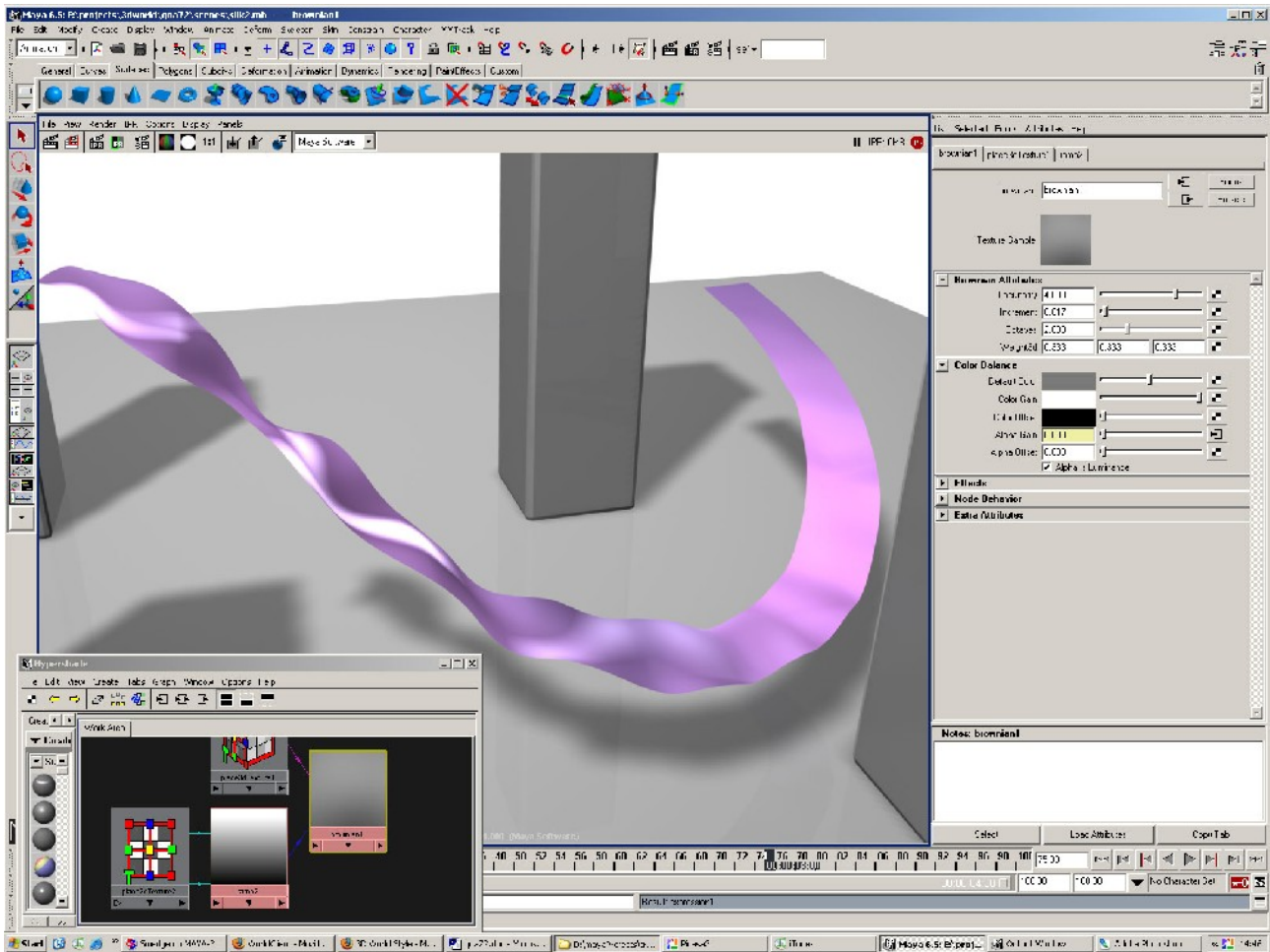
Silk is so light, that it tends to float in the air as if defying gravity. If you don't have cloth or dynamic curves, probably the best way to accomplish a similar solution is to use a displacement map. Create a nurbs surface as a sile object, increase its U and V patches and attach it to an animation curve and add a flow path lattice to the surface

Step 2



Assign a blinn shader to your silk object. Connect a Ramp with two similar colours on it to the blinn's colour and a samplerInfo node's facing ration into the ramp's uCoord and Vcoord. Now connect a Brownian to the Shading Group's displacement node. Turn off the feature displacement on the Silk object, test render and tweak values until you have a nice wave in your silk

Step 3



Now we need to dampen the displacement at the front of the silk. Attach a ramp to the Brownian's alpha gain making it white at the top and black at the bottom, controlling the height over the surface's length. Animate a small upward movement into the Y translation of the Brownian's 3dTexture placement. This adds a tiny bit of dynamism to your render. Silk without the need for Maya Unlimited.

Quick tip

Maya's Feature Displacement can be torturously slow so turn them off. On Nurbs Use Advance Tessellation, increasing the Primary Tessellation attributes to your required look.