

Animated Woohoo Animation Tutorial

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1 Introduction

1.1 What will this .pdf Tutorial provide you?

This Tutorial is mean to be a Step-For-Step guide from beginning to the very end of your potential Animation exported from the free 3D Software Blender. This is however not a tutorial of how animate stuff in Blender overall. If you lack the Knowledge just go to YouTube and watch some amazing tutorials on how to animate.

For a start though I can provide you these Links:

- Basics in Posing in Blender
- Posing with Props

This Tutorial will be divided into "4 Phases" or "Levels" if you wish so:



On top i've incorporated some helpful sample files for blender as well within this Tutorial folder that'll come in handy later.

So Let's proceed!

2 Phase1: Getting Started

2.1 Required Tools & Files

Follow these Steps to set-up all the necessary stuff to get Started!

1. GO HERE AND FOLLOW THE STEPS

IF THE SITE SHOULD BE DOWN BY ANY REASON YOU CAN SEE THE STEPS HERE

- Particularly download this file for Blender. Without it you wouldn't be able to import/export your Sims3 animations.
 - ALTERNATIVELY USE THE .ZIP IN THE STARTER ARCHIVE
2.
 - Copy the incorporated S3PE and the Sims 3 STBL editor anywhere on your Harddrive where you think they would be placed nicely there.
 - (Optional)Copy and paste the Sample Animations somewhere as well.
 - Do the same with the sample rigs (You'll need it ALOT in the future so keep em close to you!)

INSTALLATION OF BLENDER

Requires

Blender 2.67b

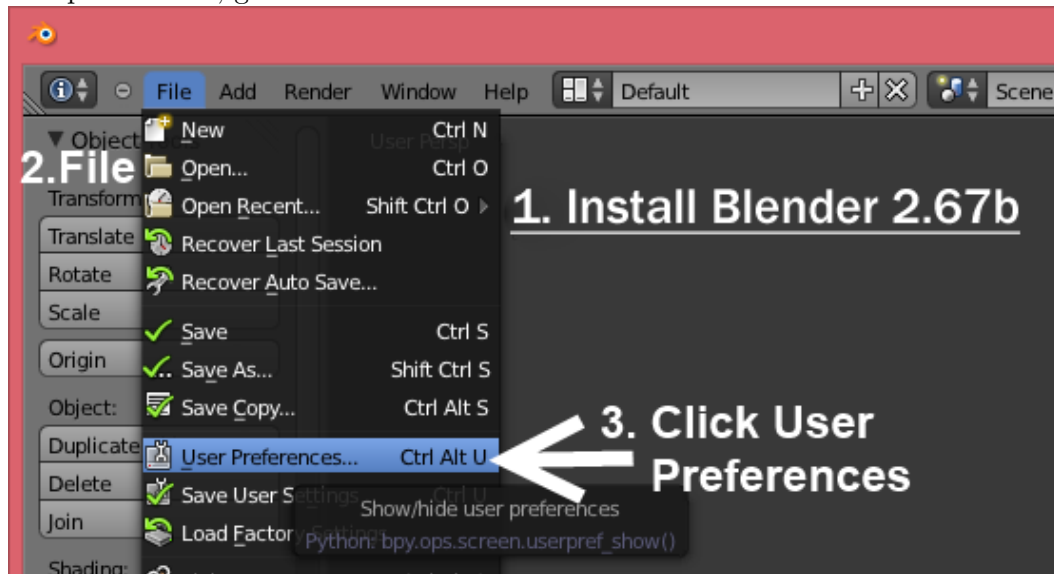
Installation Instructions

Note: *As the plugins get updated, and there are new versions of Blender, the pictures will not be 100% accurate. Always use the version of Blender and the plugins mentioned on the download page even if the image shows a different version.*

1. Download the latest version of the plugin (io_s3py_animation.zip)

ALTERNATIVELY USE THE io_s3py_animation.zip IN THE STARTER ARCHIVE

2. Open blender, go to File>User Preferences>Addon

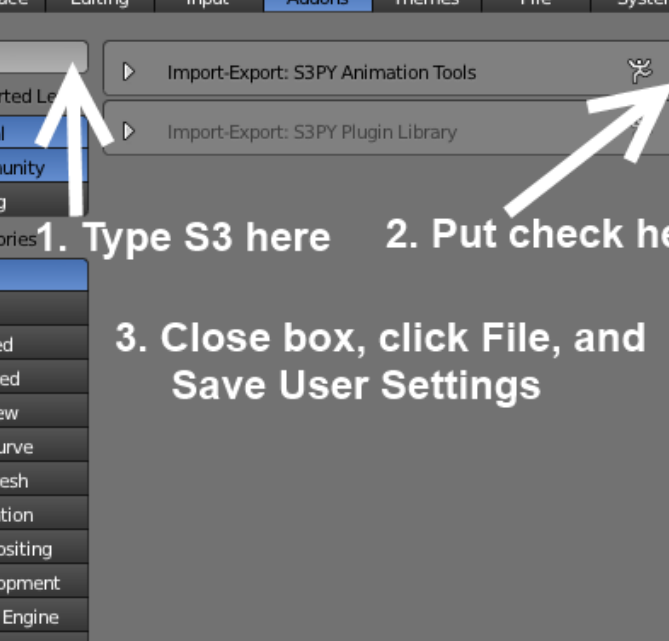


The screenshot shows the 'Blender User Preferences' window with the 'Addons' tab selected. The left sidebar contains a list of categories, with 'All' selected. The main area displays a list of installed and available addons. Annotations with arrows indicate the steps to install a new add-on:

- 1. Click Addons**: An arrow points to the 'Addons' tab in the top header.
- 2. Click Install from File...**: An arrow points to the 'Install from File...' button in the bottom left.
- 3. Navigate to the io_s3py_animation.zip**: An arrow points to the 'io_s3py_animation.1.56.zip' file in the addons list.

Additional text annotations include:

- io_s3py_animation.zip**: Placed over the main text of the selected add-on entry.
- SELECT THE ENTIRE ZIP!**: Placed over the file icon of the selected add-on entry.



The screenshot shows the Blender User Preferences window with the 'Addons' tab selected. The left sidebar contains a search bar with 'S3' entered and a list of categories including 'All', 'User', 'Enabled', 'Disabled', '3D View', 'Add Curve', 'Add Mesh', 'Animation', 'Compositing', 'Development', 'Game Engine', and 'Import-Export'. The main area displays two addons: 'Import-Export: S3PY Animation Tools' and 'Import-Export: S3PY Plugin Library'. The first addon is checked, and the second is not. White arrows point to the search bar and the checkbox of the first addon. White text overlays provide instructions: '1. Type S3 here', '2. Put check here', and '3. Close box, click File, and Save User Settings'.

Blender User Preferences

Interface Editing Input **Addons** Themes File System

Supported Libraries

Official
Community
Testing

Categories

All
User
Enabled
Disabled
3D View
Add Curve
Add Mesh
Animation
Compositing
Development
Game Engine
Import-Export

1. Type S3 here

2. Put check here

3. Close box, click File, and Save User Settings

Save As Default Install from File... Development Guides

5

3 Phase 2: Get your Animation In and Out of Blender

3.1 Your Craftsmanship is required

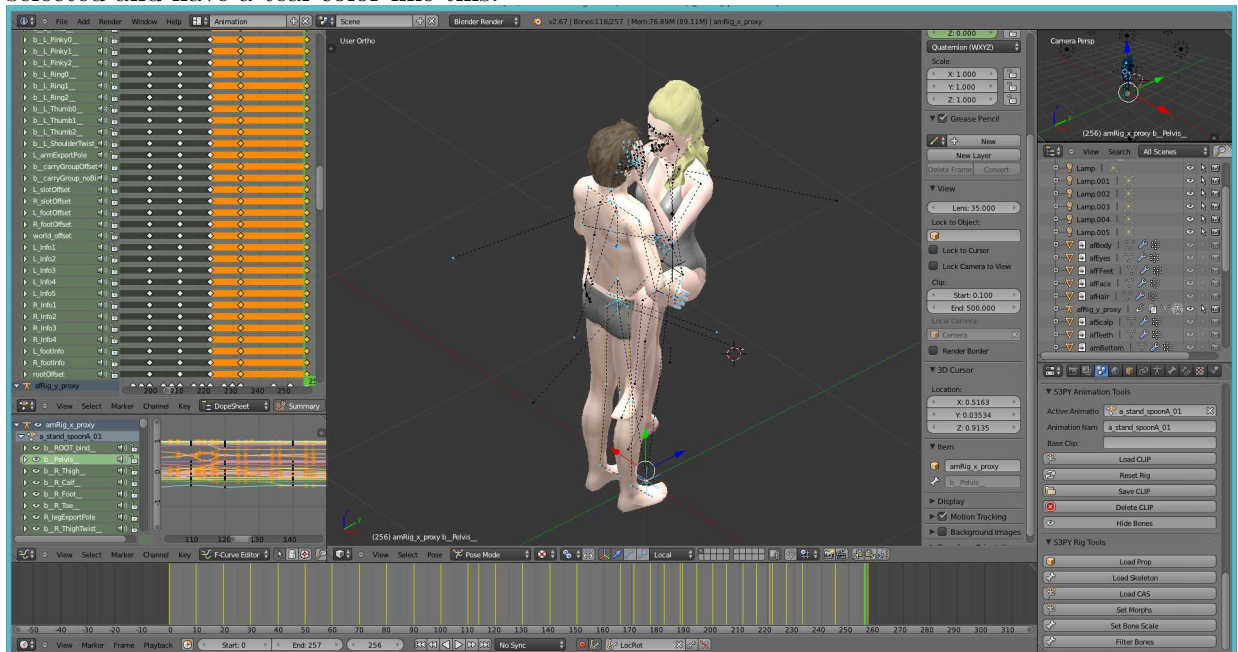
3. OPEN BLENDER! And load one of the Sample Rigs i've incorporated in "Blender Sample Rigs&Animations" It should look like this:



Or this, Depending on what rig you chose to work with. Both will do but chose that one that fits your needs the best.:

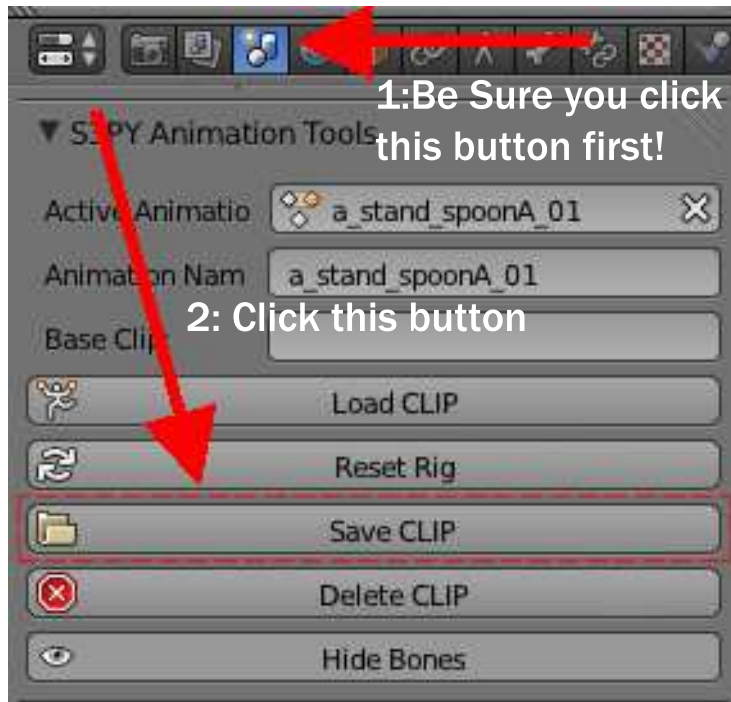


4. MAKE YOUR OWN ANIMATION! Yeah let your Fantasy boldly go where nobody has ever gone before! I can't help you on that since that step you have to take on your own. But to speed things up on how actually getting animations OUT OF BLENDER i've incorporated a **sample** Animation that you may use now. This is the moment where you go to YouTube and watch some videos about how to animate stuff and get familiar with Blender and it's functionalities.
5. Open that "a_stand_spoon.blend" file in Blender or use your own homemade animation! The process is the same for both of it.
6. Select one joint of the male actor sim and press the key "a" so they all become selected and have a teal color like this:

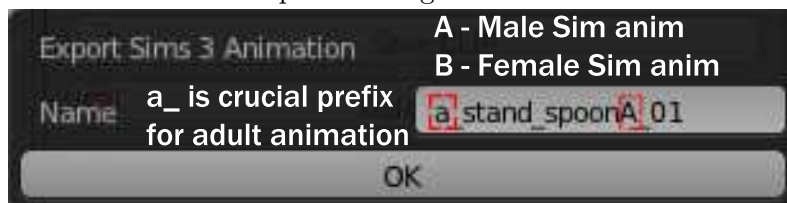


IMPORTANT!: If you're planning on making your own different multi-rig configurations in the future using for example two males or two females in one scene by using the "Append" function Blender, then **DO NOT USE THE OBJECT MODE** to turn/move your rig around! **ALWAYS USE THE POSE MODE** and select the `b_ROOT_bind__` joint to Move/Rotate your Mesh. Else your rigs will stand both in the same place in-game! Meaning the actor sims will clip into eachother and everything will be messed up!

Now that you have selected all the important joints of the rig proceed to export the animation by doing this:



This will open the following little window that requires you to name your particular animation for export looking like this



The red highlighted parts need some more explanation:

Your animation ALWAYS needs that a_ at the beginning of it's name or it won't be read by the game! Second that big A indicates which Sim is the Male actor and which one the Female. The Letter A means your just saved animation is for the Male Actor and the Letter B stands for the Female actor. The other parts can be named freely to your will.

The next prompt that appears is the usual save dialog which needs you to save that file anywhere you need it. You may want to save it on your desktop for faster access.

REPEAT THE ENTIRE PROCESS FOR THE FEMALE RIG TOO! You should then end up with two files in this case beeing named:

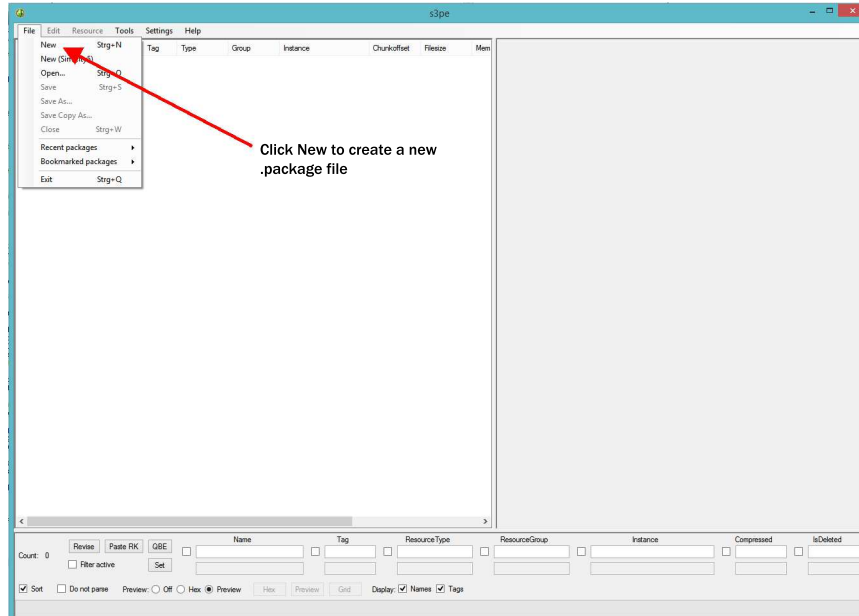
"a_stand_spoonA_01.animation"

"a_stand_spoonB_01.animation"

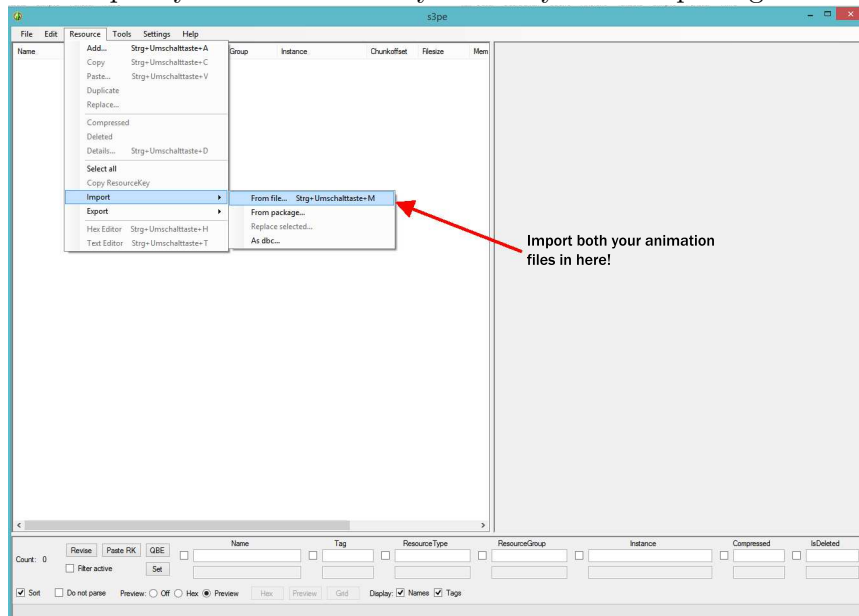
4 Phase 3: Get your Animations In-Game

4.1 The big moment you've waited for!

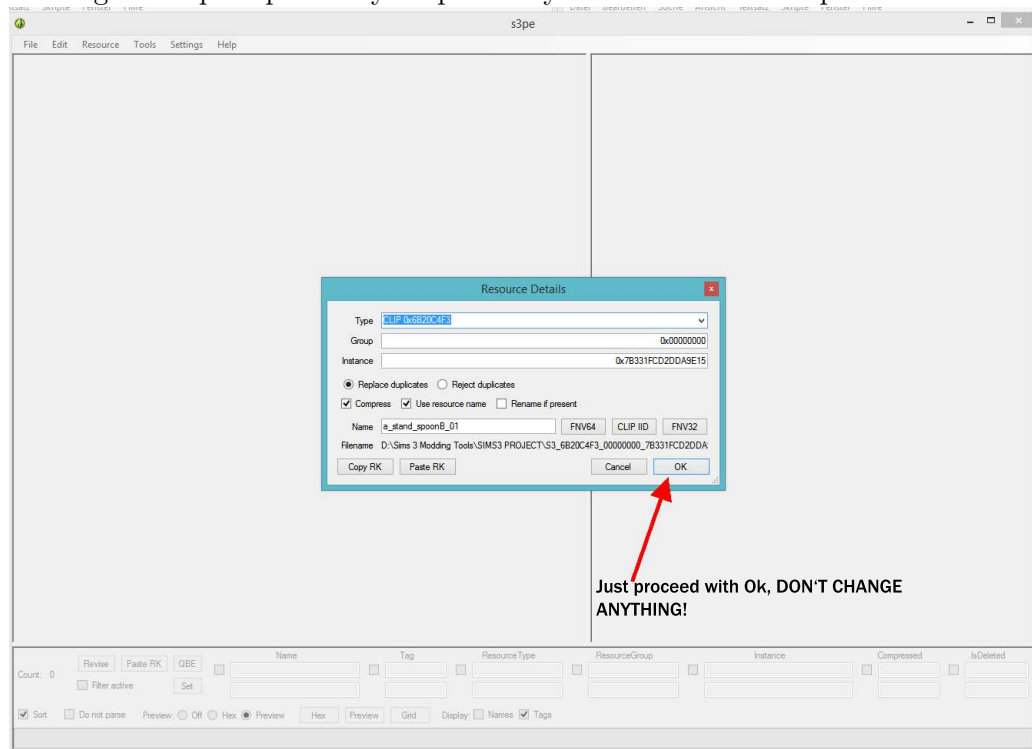
7. Now open **S3PE** and do this:



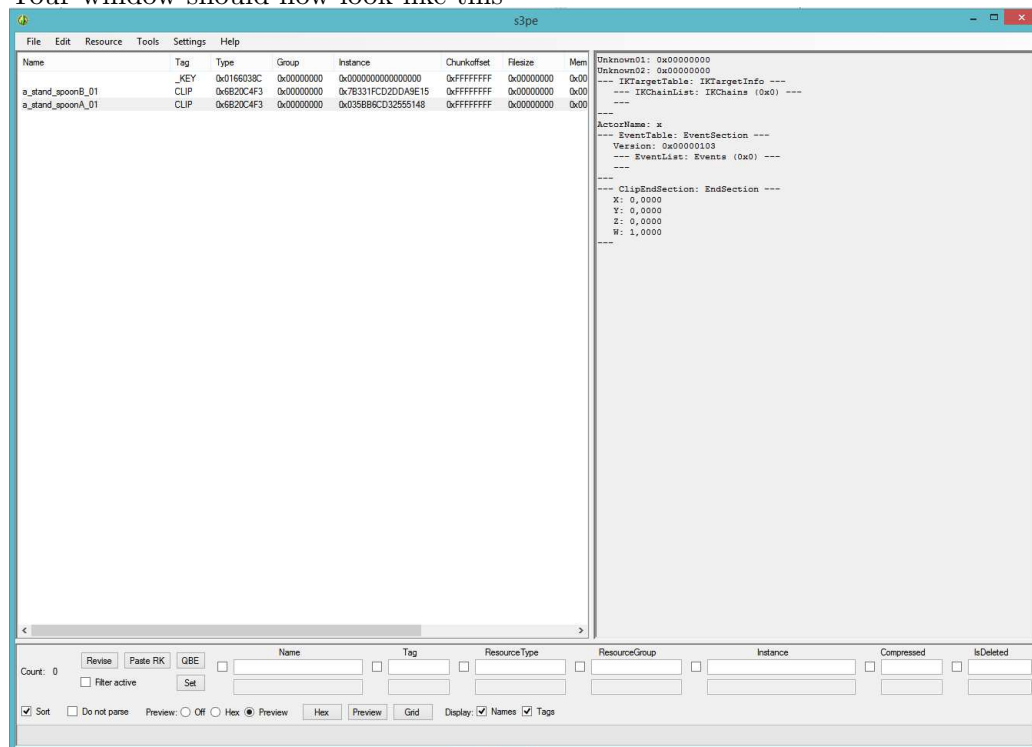
Now Import your new files into your newly created .package file:



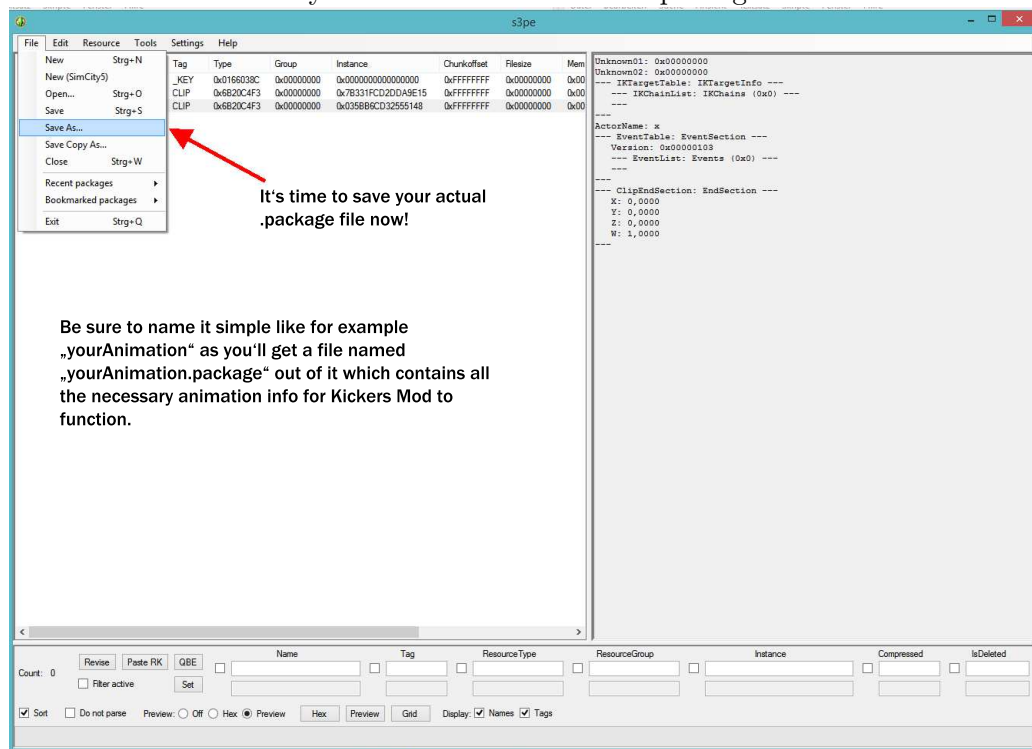
You'll get this prompt after you specified your data in the first place:



Your window should now look like this

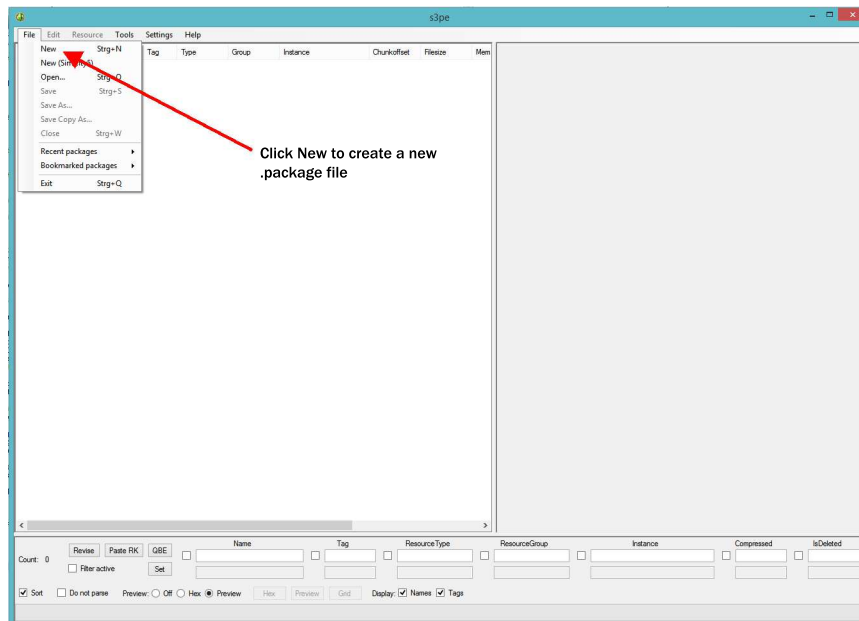


It's time now to actually save and create a usable .package file!

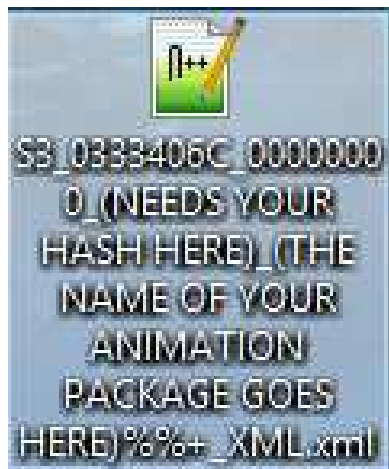


- Now that we have the actual animation package file, now all that we need is the actual .package file that loads your animations into the Animated Woohoo framework.

To do so we need to create a new package again!

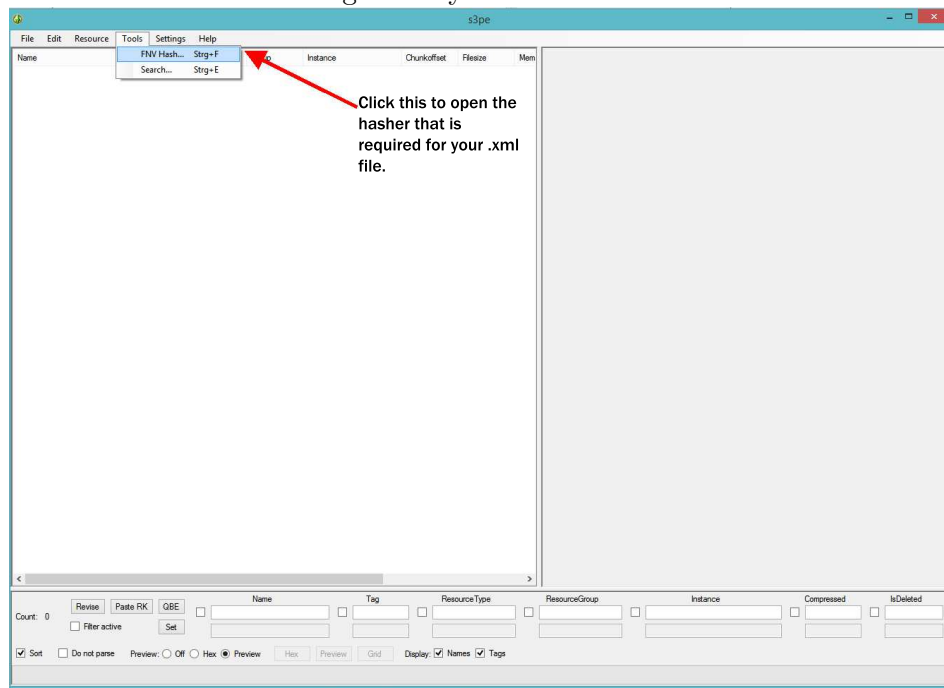


What comes now is a little bit tricky. For this purpose you'll need my incorporated "Sample loader .xml" file from my .zip archive and paste that on your desktop. The file has a long name that is crucial for it to function properly. It has some comments inside that should help you in adding future anims on yourself and i'll not elaborate further on that since that's something you can easily find out yourself. The file should look like this:

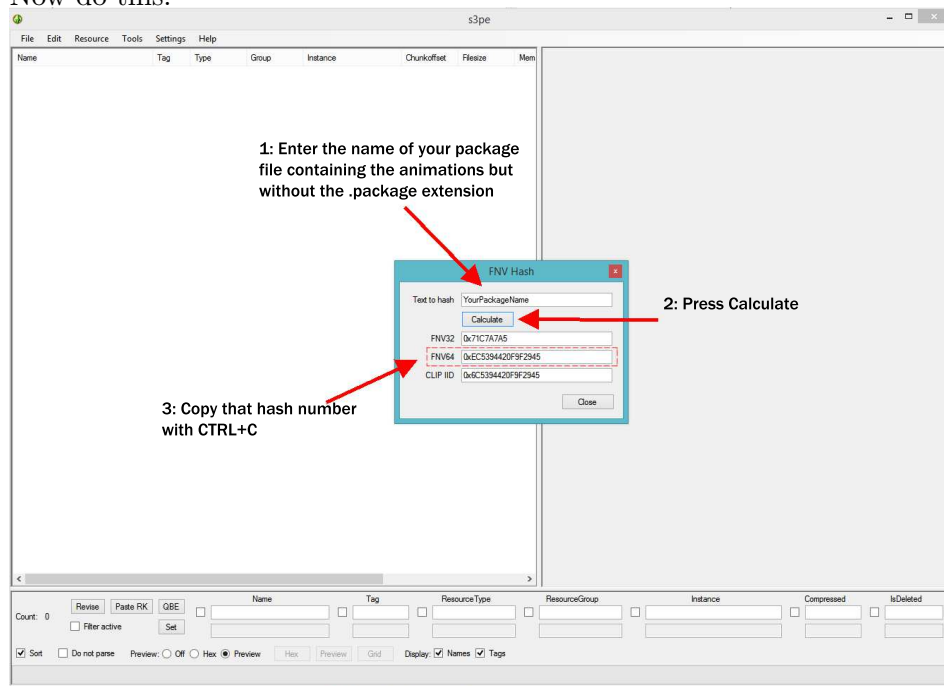


This is important now: Take the name of your recently build .package file containing your animations. Beeing for Example „YourAnimationPackage.package“ or whatever suits your needs.

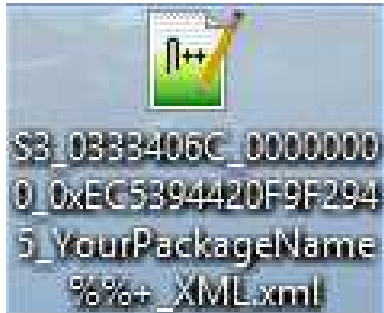
Now Open S3PE, be sure you've closed that window having your animation files in the first place. Now we have to open the FNV Hasher to get a hash for our XML file so it can be recognized by the Animated Woohoo Network!



Now do this:



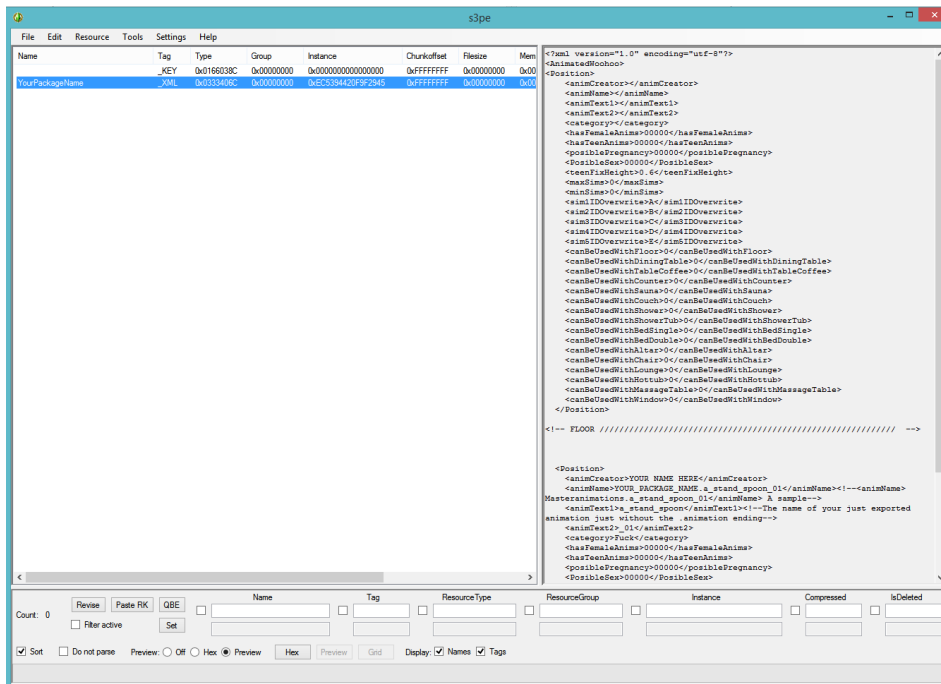
Finally we return to our .XML file we have still floating around on our desktop! Now that we have that hash copy&paste that number into the appropriate place within the name of the loader .XML file on your Desktop, so it looks pretty much like this:



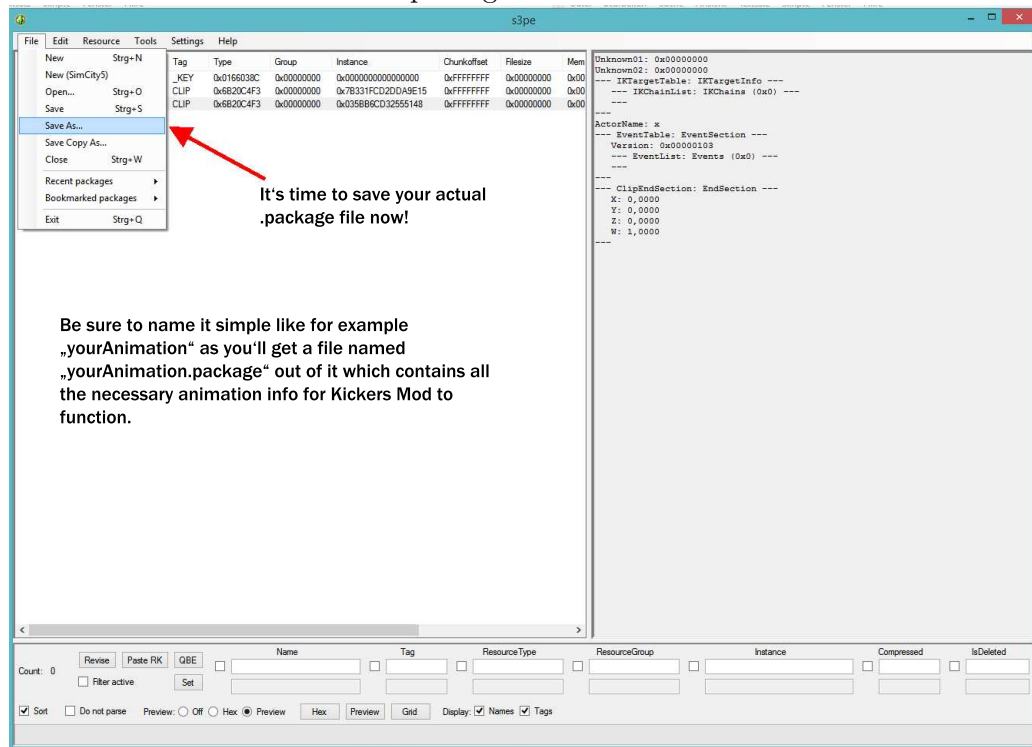
You can open this file and add new positions just the way they are already there by just copy&paste the entire <Position></Position> tag environment and make your adjustments then!

It can be useful to store that .XML somewhere easily trackable since you can always update this .XML first then replace the version within your .package after that!

9. Import that file into into the new .package file we have created before we were hashing! Do the same steps as like you would import any other resource like you did with your animated rigs in the first place. So the window should look like this:

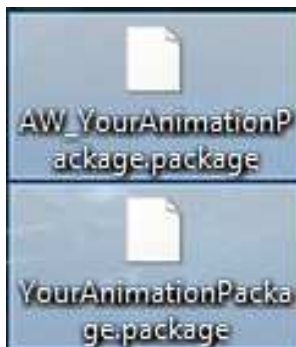


Now it's time to save this final package as well!



WARNING Before you hit save grinning like an idiot beeing happy that you've made it so far **BEWARE!** This final Package needs to be named with a **AW__** prefix infront of your package name! The correct Pattern would be then **"AW_YourAnimationPackage"**. Now you have my permission to hit safe!

now you should have ended up with the two necessary file to bring your Animated Woohoo dreams come to life! Looking like this:



THIS IS IT! YOU'VE MADE IT! All you have to do now is put these Files in your sims3 mod folder, start your game and add these animations within the Animated Woohoo framework with the name of your Animation package beeing **"YourAnimationPackage"** and there you see your animations sucessfully hooked into the game when you see a Number greater zero in the animation list.

5 Phase 4: Getting Fancy!

5.1 Adding Sounds and custom Strings to your animations!

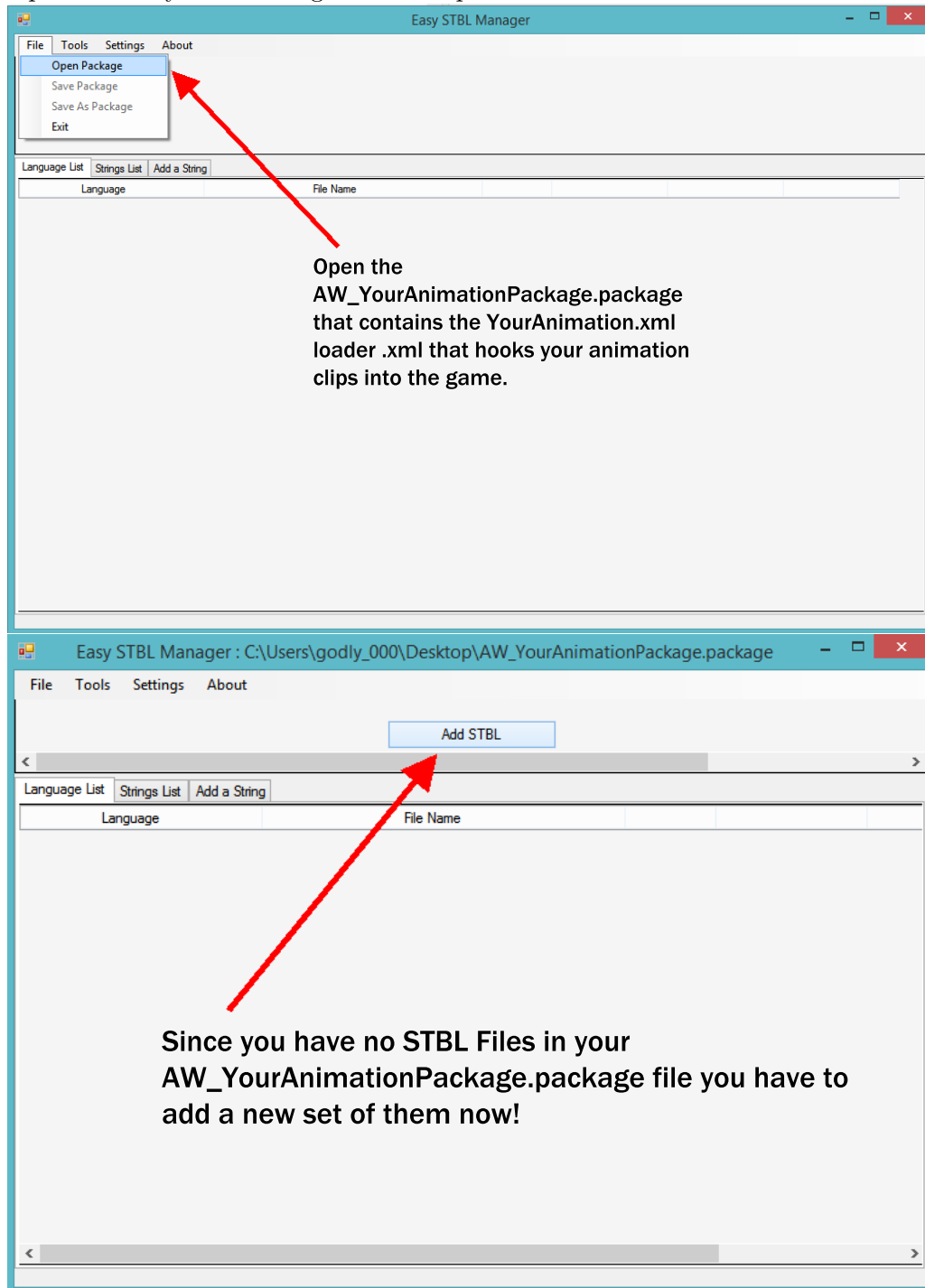
Feeling lucky today punk? Do you have that weird feeling in your Stomach? The need for...MORE? Well this final Step in this Tutorial is for you then!

Now that you know how to import your animations into the Game you also might want to give it the final polish and making it perfect by adding:

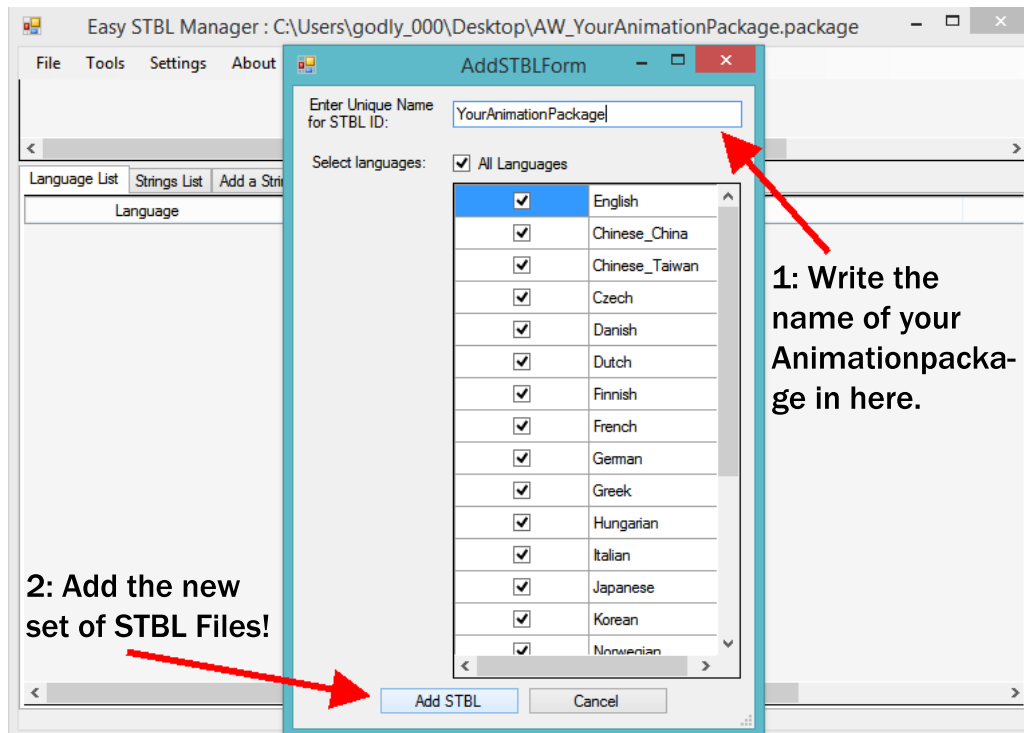
- Custom Strings that describe your animation in the animation selection window
- Hook soundclips from the game to your animations to make them even more realistical and amazing

PART 1 : Custom Strings

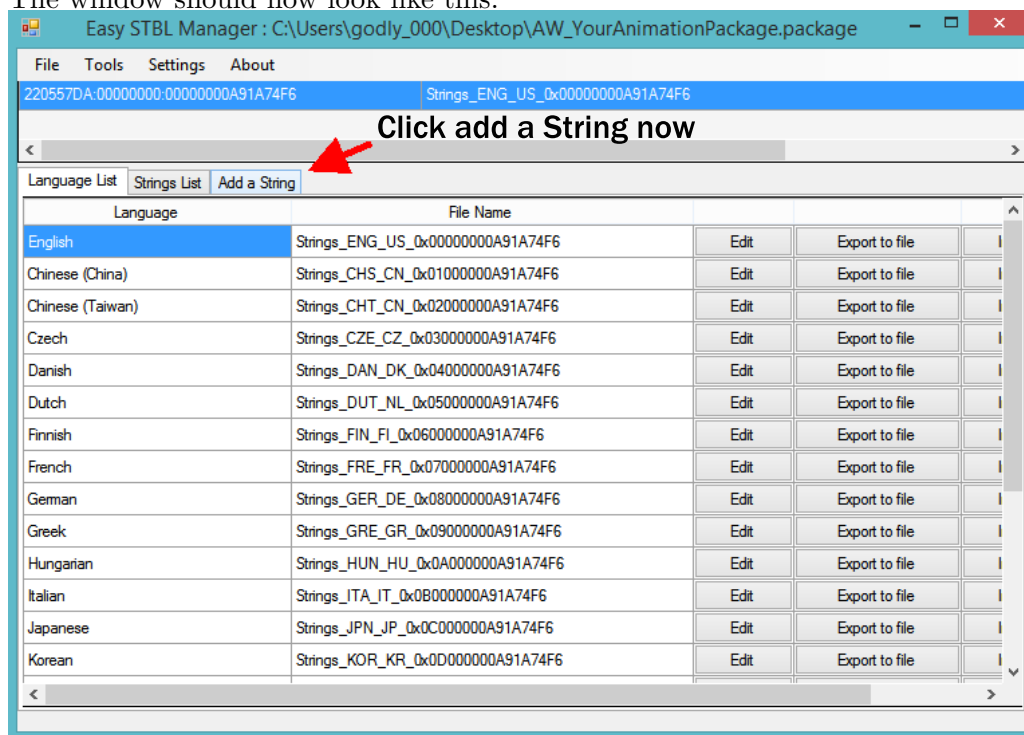
Open the EasySTBLmanager.exe incorporated in the Starter Pack archive



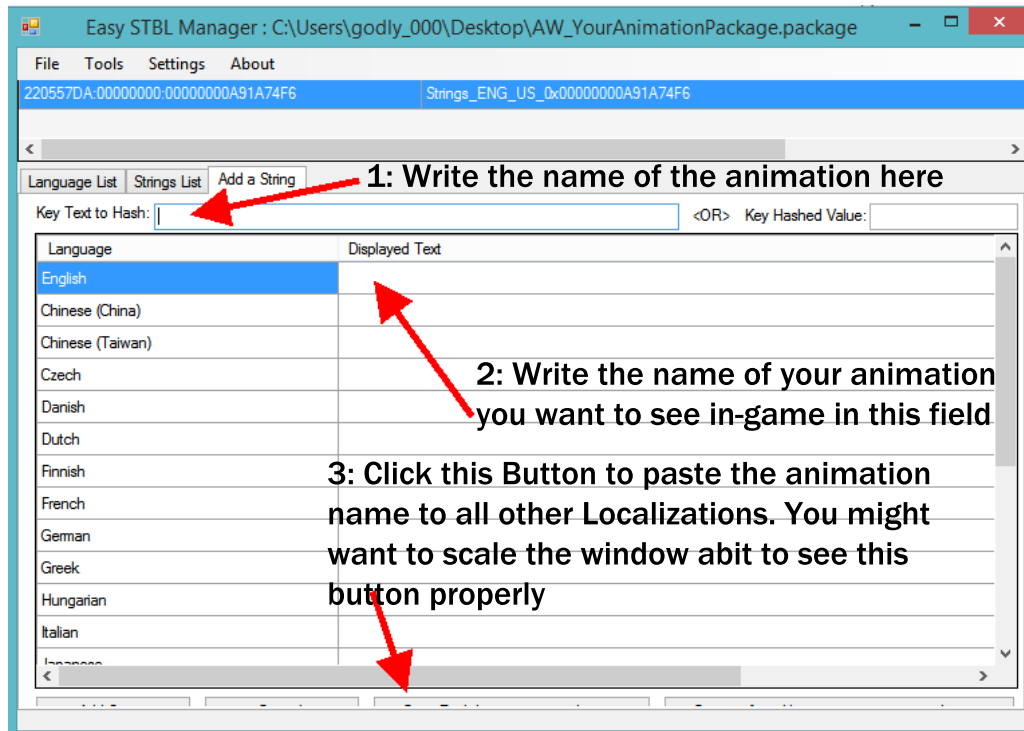
This should bring up the following prompt:



The window should now look like this:



You should now see this:



For Point 1: in the Picture you might want to remember this code you might've wrote earlier in the loader.xml within the AW_YourAnimationPackage.package

```
<Position>
```

```
  <animCreator>THIS CAN BE YOU!</animCreator>
```

```
  <animName>YourAnimationPackage.a_stand_spoon_01</animName>
```

```
  <animText1>a_stand_spoon</animText1>
```

```
  <animText2>_01</animText2>
```

```
  <category>Fuck</category>
```

```
  <hasFemaleAnims>00000</hasFemaleAnims>
```

```
  <hasTeenAnims>00000</hasTeenAnims>
```

```
  <possiblePregnancy>00000</possiblePregnancy>
```

```
  <PossibleSex>00000</PossibleSex>
```

```
  <teenFixHeight>0.06</teenFixHeight>
```

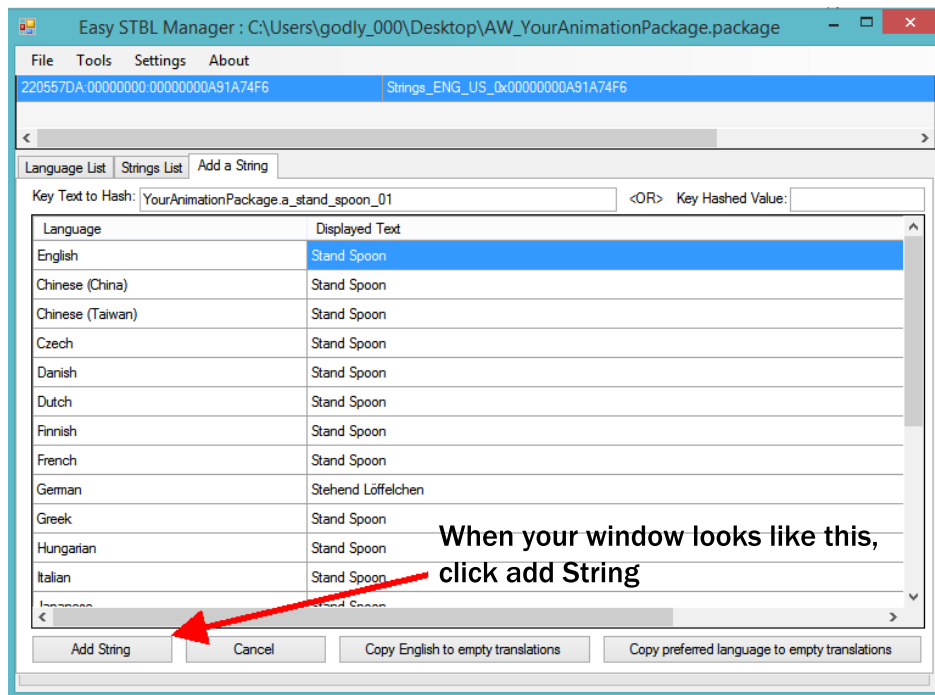
```
  <maxSims>2</maxSims>
```

```
  <minSims>2</minSims>
```

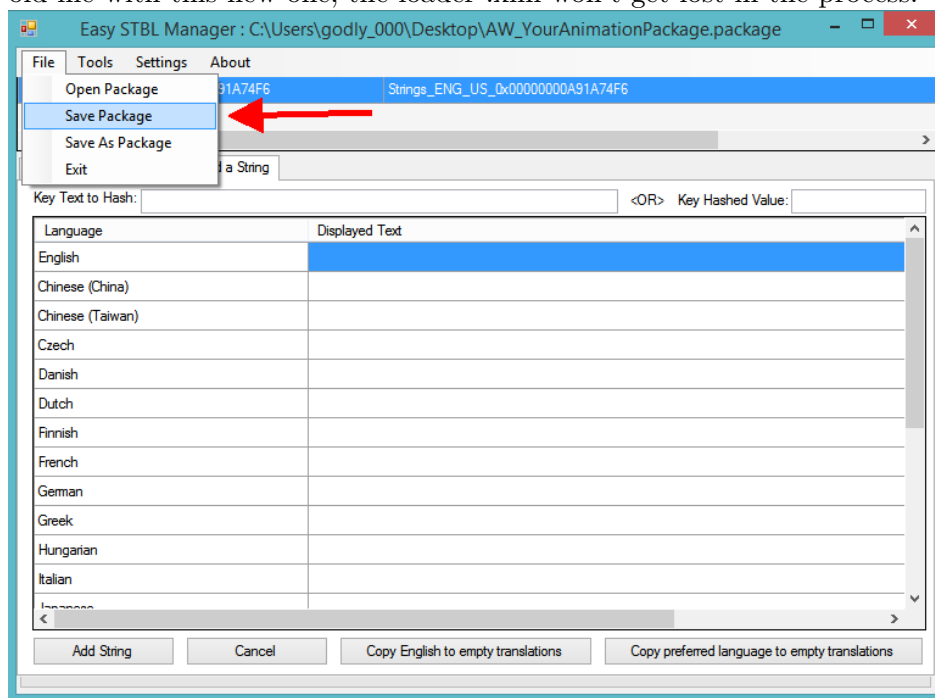
```
  <canBeUsedWithFloor>1</canBeUsedWithFloor>
```

```
</Position>
```

Your window then should like like this.



Now you're pretty much done for this Step. All you have to do now is save your package over your old AW_YourAnimationPackage.package file. Just override the old file with this new one, the loader .xml won't get lost in the process.

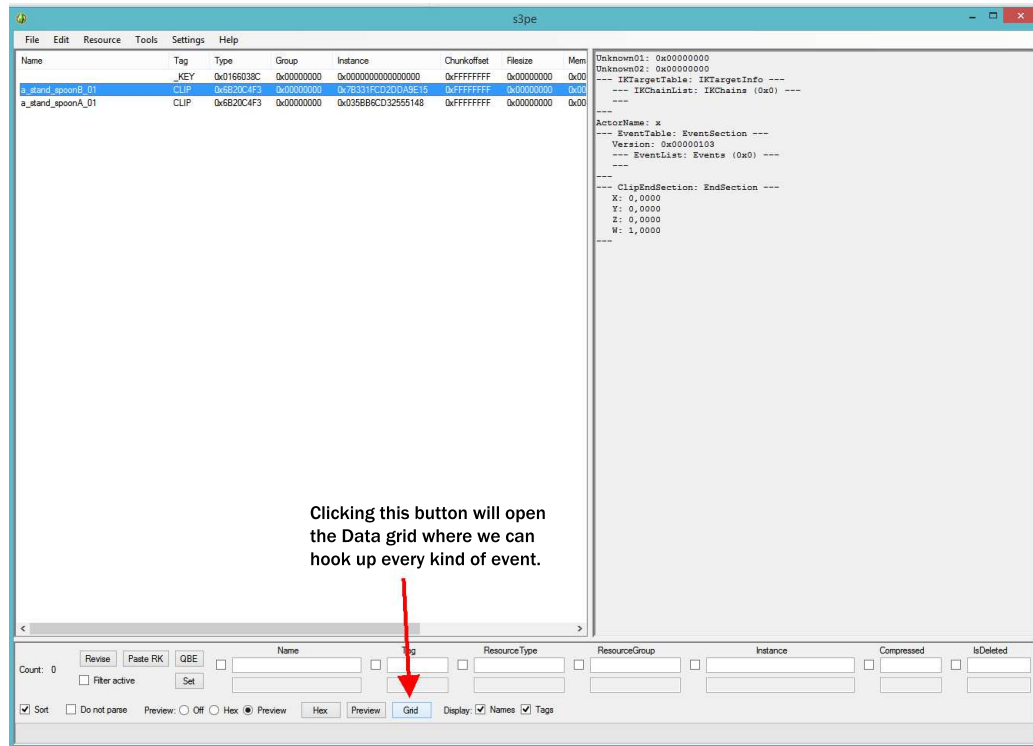


That's it! If you want to add new strings in the future just repeat the process with add a string. Since you won't have to add new STBL's now anymore.

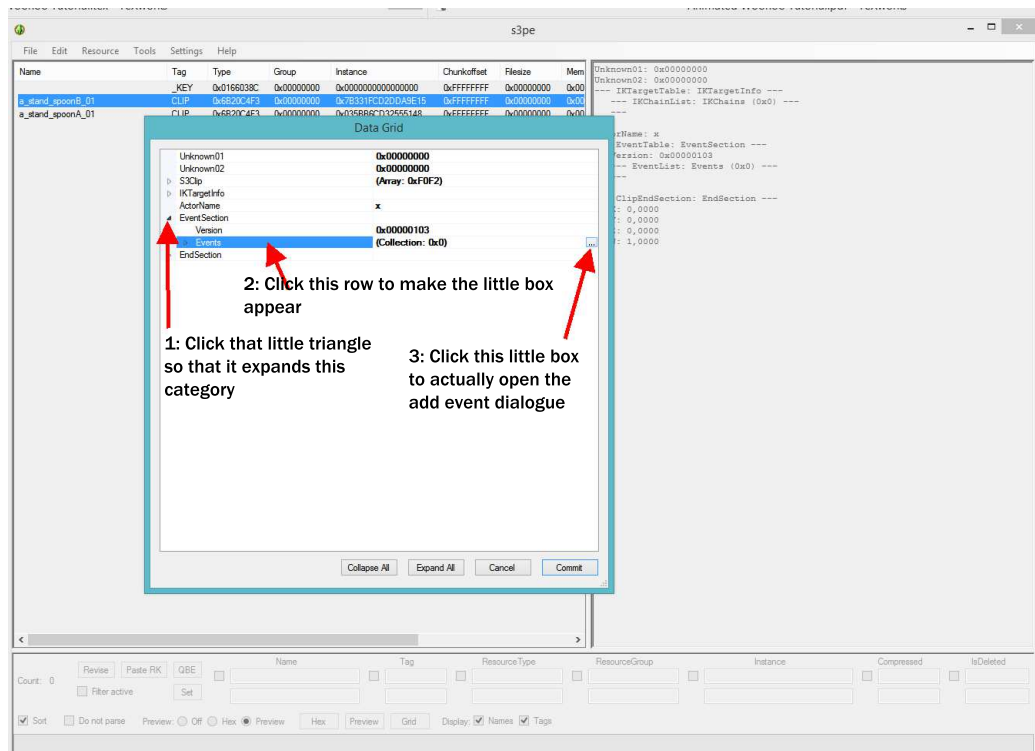
PART 2 : Add sounds to your Animations

You came all the way down to this part of the Tutorial so you shall be rewarded with this guide on how to add sounds to your Sims3 animations clips to breathe even more life into them.

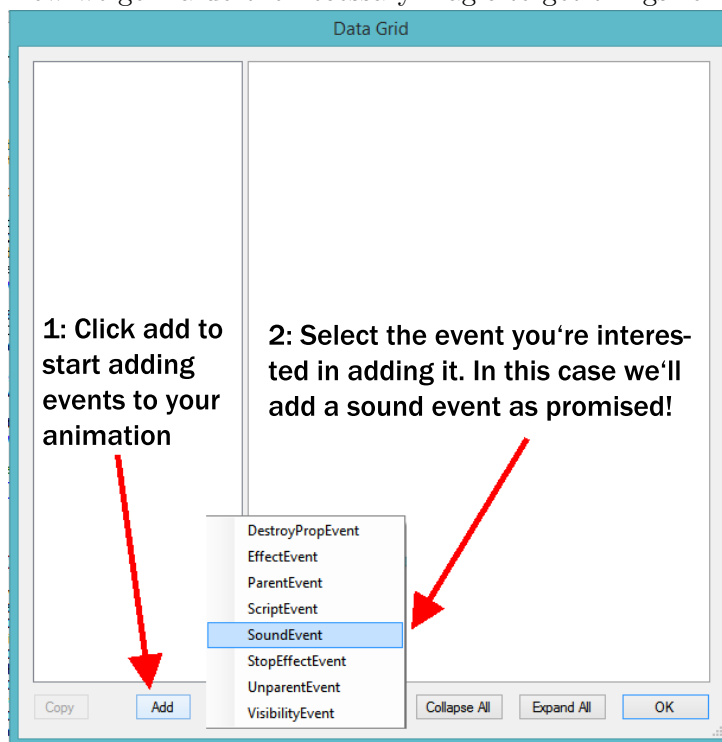
Open the S3PE.exe from the starter pack file archive and load up YourAnimationPackage.package file Yep that's right we gonna need the file containing the actual animation clips. So it should look like this. Remember to select the animation clip that you want to add sounds before you click on grid.



This should bring up the following dialogue which will require you to do the following:



Now we gonna do the necessary magic to get things rolling!



This will open the following dialogue:

Data Grid

[0] SoundEvent	EventName	
	Float01	-1
	Float02	-1
	Id	0x00000000
	Int01	0x00000000
	Short01	0xC1E4
	Timecode	0
	SoundName	

Add the name of the soundclip you want to hook up on your animation. This is abit tricky now since you have to basically know already the name of the soundclips you want to add no soundclip browsing possible. You best open up animations from other authors or you search the basegame .package files for potential soundclips.

In this case we assume we already have a potential soundclip candidate we want to add.

Copy Add Insert Delete Collapse All Expand All OK

Next we shall do this:

Data Grid

[0] SoundEvent	EventName	vo_soc_messagee_amA
	Float01	-1
	Float02	-1
	Id	0x00000001
	Int01	0x00000003
	Short01	0xC1E4
	Timecode	0
	SoundName	vo_soc_messagee_amA

Delete the last zero and write 1 instead. If you add more soundclips be sure to increment this value accordingly

Delete the last zero of the number and write 3 instead.

The timecode is the actual time in seconds where you want to start your soundclip playing. Anyways in Blender you get frames only so the conversion between frams and seconds should be roughly

Target Frame / 30,5 = Your timecode

I advise you using only one floating point digit after the comma. For example 4,372489247 makes 4,3 or 4,4 whatever suits your need better.

Copy Add Insert Delete Collapse All Expand All OK

Now it's almost done! All we need to do now is to click ok and commit our changes

Data Grid

[0] SoundEvent	EventName	vo_soc_messagee_amA
	Float01	-1
	Float02	-1
	Id	0x00000001
	Int01	0x00000003
	Short01	0xC1E4
	Timecode	0
	SoundName	vo_soc_messagee_amA

Now click OK to confirm you're done, or else you can proceed adding more sound-clips by clicking add below and alter the values properly.

Copy Add Insert Delete Collapse All Expand All **OK**

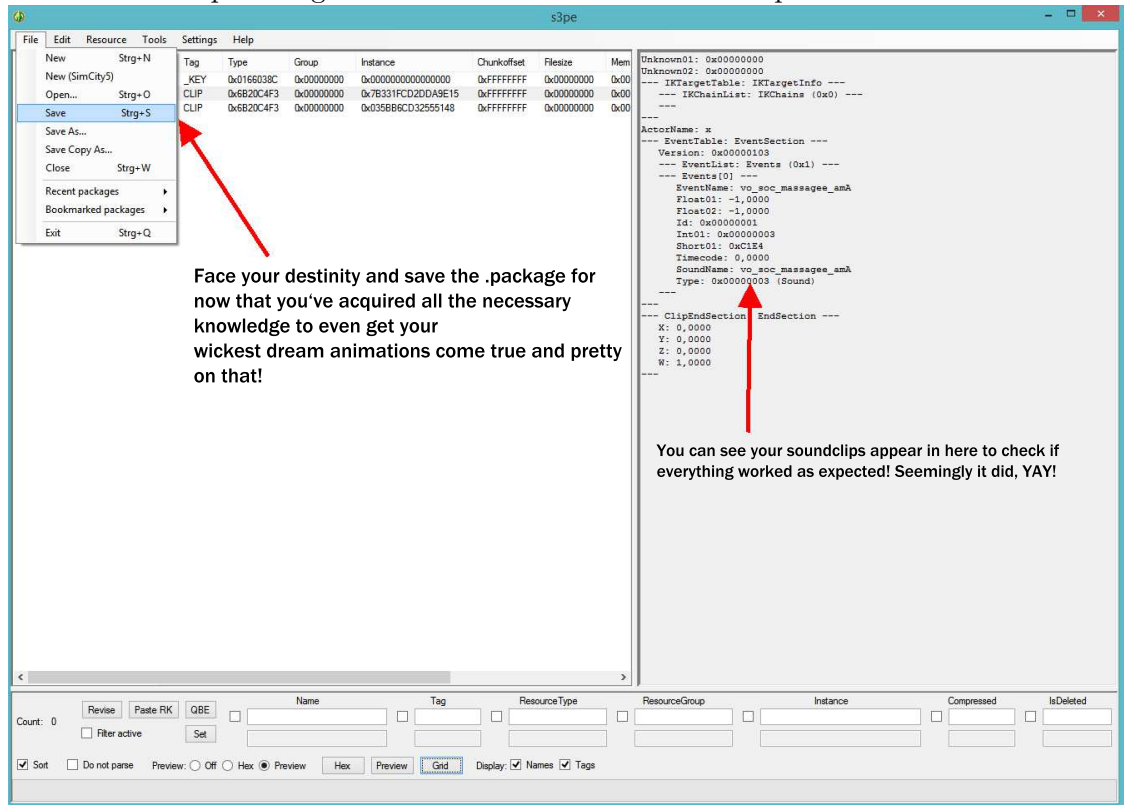
Data Grid

Unknown01	0x00000000
Unknown02	0x00000000
▶ S3Clip	(Array: 0xF0F2)
▶ IKTargetInfo	
ActorName	x
▲ EventSection	
Version	0x00000103
▶ Events	(Collection: 0x1)
EndSection	

Now finally click Commit to apply your sound-clips to your animation

Collapse All Expand All Cancel **Commit**

Now all that is left to do is to save your package! You can now repeat the process of soundclip adding to the Femal Actor animation clip as well or leave it.



That's it fellow animator! You now have learned all necessary secrets to make the best animations possible, only limited by your own creativity and animation skills in Blender. Now go forth and enrich the world with your Creations!