

Some material taken directly from Maya's help docs. Hit F1 to access.

Quicktime files are only supported on a mac!

AVI's are not supported on a mac!

All Movie Files must be Uncompressed!

**"I recommend using Image Sequences over
an Uncompressed AVI or MOV"**

**Maya likes: ImageName.0001.tga
Does not like: imageName0001.tga**

**For Real Time image Sequence playback use
"play every frame" in your animation settings
and Turn on Cycling".**

Tutorial:

1. Create a blinn
2. Map a file node to the blinn's Color Channel.
3. Load the first frame of your image sequence through the browser at frame 1.
4. Turn on "Use Frame Extension":
5. Go to frame 1 on the time line (in maya).
6. Right click on the "Frame Extension" Text and select "Set Key" (see image 1).
7. How many frames are in your image sequence?
8. Add 1 to this number (i.e. 20 frames in sequence. Add 1 = 21)
9. Go to the frame with the same number you just solved.
10. Repeat step 6.

Alternately, use the expression =frame.

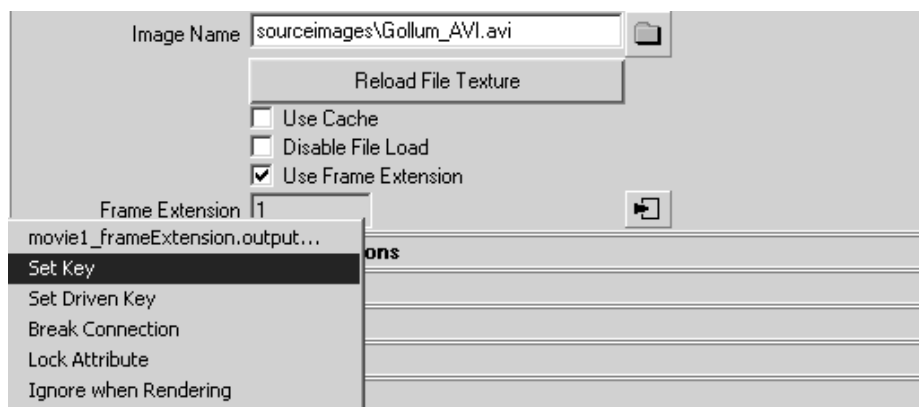


image 1

“Reference > Nodes > Texture nodes > 2D textures > Movie

The movie texture assumes the following:

an entire multiple frame sequence is stored in a single multiple frame file (a movie file) instead of a sequence of individual image files. is optimized for reading and displaying those frames interactively as quickly as possible.

The Movie texture shares the same attributes as the File texture. The difference is that the Movie texture assumes all frames are stored in a single concatenated file using the assigned Image Name instead of separate files.

Find this texture in the Create bar. To apply this texture as a texture map, see Map and position textures.”

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--from Maya 5 help Docs

“Use Frame Extension”

Appends the frame extension number (Frame Extension) to the Image file name. To use a sequence of image files as an animated texture when rendering, turn on Use Frame Extension, then keyframe the Frame Extension value. Use Frame Extension is off by default.

Frame Extension

The frame extension number appended to the Image file name. To use a sequence of image files to create an animation, turn on Use Frame Extension, then keyframe the Frame Extension value. If Use Frame Extension is off, Frame Extension is not available.”

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--from Maya 5 help Docs

Hardware Texture Cycling Options

Use Hardware Texture Cycling

Hardware Texture Cycling is used for caching file textures when animating textures to play the animation at regular speed.

When Use Hardware Texture Cycling is on, the file textures you specify within the range of the Start Cycle Extension, End Cycle Extension, and By Cycle Increment, are loaded into memory only once. This provides faster interactive animation of the file textures.

Turn Use Hardware Texture Cycling on to get better performance when:

using a sequence of frames for the file textures (see also Use Frame Extension above.)

using Hardware texturing in the 3d view

you need to scrub along the time line (move the time slider back and forth) and see the animated texture update.

Use the following attributes to indicate which frames you want to load. If you don't load them all, Maya uses the closest available frame at playback.

Note: These attributes do not alter the final rendered image.

Start Cycle Extension

The number of the first frame Maya loads into memory when Use Hardware Texture Cycling is on.

End Cycle Extension

The number of the last frame Maya loads into memory when Use Hardware Texture Cycling is on.

By Cycle Increment

Controls how many frames are skipped (if any) Maya loads into memory when Use Hardware Texture Cycling is on. If 1, Maya loads every frame between Start Cycle Extension and End Cycle Extension. If 2, Maya loads every second frame, etc.