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Maya and Bifrost for Layout: Bringing more to your Cinematic workflow

Scott Eade
Autodesk

Learning Objectives

- Overview of Bifrost for maya overall
- Discover the benefits of Bifrost in your Cinematic workflow
- Learn how to capitalize on Maya and Bifrost tools
- Learn to accelerate your workflow in building content

Description

Layout in the animation and VFX (visual effects) industry utilizes a broad scope of tools to bring cinematic ideas to fruition. This session will be a deep dive into the benefits found using Maya software and Bifrost to boost creative film making and ultimately save time and money. In this course we will capitalize on the latest toolsets and features to compose content that aligns with the director's vision at an early stage of production.

Speaker

Scott Eade Autodesk Senior Technical Specialist

Scott Eade joins us as a Technical Specialist with Autodesk's Media and Entertainment division.

His professional knowledge extends over multiple focuses in the Animation and VFX industry including FX, Modeling, Lighting and Compositing with a primary focus being on that of Previs, Layout and Animation. He resides in Vancouver, B.C. where he began his journey into Animation in the early 2000s at local Animation studio Mainframe and continuing on to work at Weta Digital in New Zealand. Scott's previous role was that of Head of Previs and Layout Department at MPCs Vancouver Studio.

Create tools, assets and blockbuster-worthy effects quickly and easily using Bifrost, the new visual programming environment in Maya. Build your own custom graphs, then package them up to use across different shows, scenes, and shots. Or, explore of a library of pre-built graphs to create effects like fire, smoke, and dry ice right out-of-the-box.

Resources for Bifrost

Bifrost Downloads for Maya 2018, 2019 and 2020

Download Bifrost for the platform and version you want below. Note: You must have an active Maya subscription to download and use Bifrost.

Click on the link below to gain access to the Bifrost download page

https://area.autodesk.com/bifrost/downloads/

Rebel Pack 0.3.0 for Bifrost 2.1.0.0 released!

The product team of Bifrost often make compounds for our own use, and these sometimes make it into the compounds Bifrost ships with. Quite a few of the compounds that ship with Bifrost today started here. These compounds are distributed together in a "pack", where some compounds use and rely on other compounds in a pack. The compounds include math utilities, property access nodes, and nodes for manipulating strands, meshes, as well as some simulation caching utilities.

Click on the link below to gain access to the Bifrost Rebel pack

https://area.autodesk.com/downloads/rebel-pack-030/

Upload your graphs and compounds!

We have opened up the AREA downloads page to allow you to upload your own compounds and graphs! This makes it a little easier for people to share and discover great new content.

Click on the link below to gain upload Bifrost graphs and compounds

https://forums.autodesk.com/t5/bifrost-forum/upload-your-graphs-and-compounds/td-p/9063294

Gain access to the Bifrost Forum

Welcome to the Bifrost Forum. This is the place for artists using Bifrost to ask and answer questions, browse popular topics, and share knowledge about creating anything procedurally using Bifrost. You can also visit the Bifrost Community on AREA to download an array of ready-to-use graphs, read Bifrost news and updates, and find the latest tutorials.

Click on the link below to go to the Bifrost Forum

https://forums.autodesk.com/t5/bifrost-forum/bd-p/6060

Recommended Reading: A Bifrost Journey

This article sheds some light on the begginings and progression of what Bifrost is today.

"As people begin to get into Bifrost and take on visual programming, they will find that they can do almost anything that has to do with content creation for 3D graphics."

-Marcus Nordenstam – A Bifrost Journey

Click on the link below to go to the A Bifrost Journey

https://beforesandafters.com/2019/11/18/a-bifrost-journey/