

# Pacific Motion Maya Simulation Version 2.0

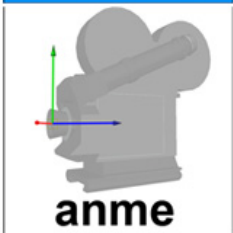


Thank you for using the Pacific Motion Maya Rig. The purpose of these are to help the customer with creative and efficient planning of a motion control shoot. Enjoy, and feel free to contact Craig with any questions, at [allthrottle@sbcglobal.net](mailto:allthrottle@sbcglobal.net).

## Maya Shelf:



**Home**  
Sends lens back to home position.



**Animate Me**  
This is the node that you will either animate or hook to your own camera.



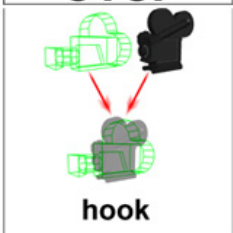
**Move Rig**  
Orients the rig in world space. After hooking, this orients the rig while maintaining the lens position.



**Underslung**  
Puts the head in underslung mode (default). This is the preferred mode of operation.



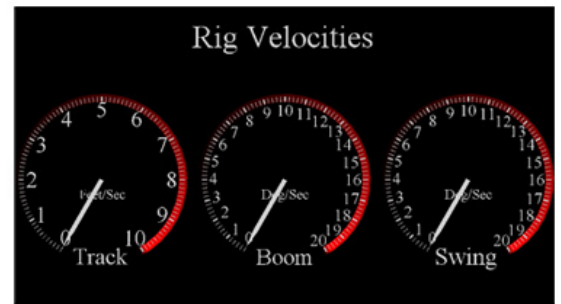
**Overslung**  
Puts the head in the overslung position. This helps you reach a higher maximum height, but has stability drawbacks. Consult Craig if you are using this option.



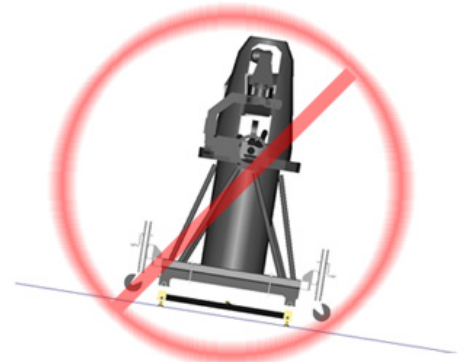
**Hook**  
Select your camera, shift select "Animate Me" and hit this button. Hooks the motion control rig to your Maya camera.

## Special Notes:

Maya units should be in inches.



Use the Speedometers to verify you are within the speed limits of the rig.  
(found under Panels>Orthographic)



The Move Rig node should almost never be rotated on X or Z axis. Consult with Craig if you are doing this.