

LUMINETIK changes its approach to digital creation with the help of motion controllers



3Dconnexion's motion controllers enable each user to customize the programmable buttons with their preferred sets of frequently used commands. Mapping command sequences for one-touch access on the controller saves many trips to the keyboard, and reduces mouse usage. Buttons can be programmed across applications as well, so the button that controls one function in Maya can control the same function in SOFTIMAGE|XSI. This degree of personalization not only makes it easier to use the device, it also accelerates productivity in every application, and throughout a project.

"The ease of use and the time it saves on projects makes it worth the money and it pays for itself on the first job." According to Ashley, "Prior to using the controllers, one of the biggest headaches was tweaking details and spinning the model's rotation in the scene. It required a lot of dragging with the mouse." Repetitive mouse movement is essentially eliminated with the 3Dconnexion motion controller. This translates into less overall body fatigue.

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According to Akiko Ashley, Executive Producer/Partner at Luminetik Animation Studios, "Modeling and animation get done faster and more efficiently. The two-handed method works the way an artist thinks." Luminetik is a visual effects and animation studio that develops commercials, industrial animations, high-end architectural projects, and feature films.



Over the past few years, Luminetik has increasingly concentrated its energies on creating original intellectual properties, such as feature films and video games. The company has been involved in a variety of projects, including commercials for Arm and Hammer featuring Jason Giambi, visual effects on "Two Weeks Notice," animations for National Geographic's "Snake Wranglers," and many others.

Six of the key artists at Luminetik are using 3Dconnexion's SpaceBall and SpaceTraveler. Animators, for example, are using the controller for character movement, limb rotation and for zooming in and out of scenes. The 3Dconnexion controllers are used with SOFTIMAGE|XSI®, Alias Maya® and Adobe® Photoshop®. Learning to use the products proved very easy. "In the beginning," says Ashley, "the product may feel a bit awkward. But over a short period of time, you adapt to it and can't think of working without it."

Recently, while working on an animated film, Luminetik found that using 3Dconnexion motion controllers saved their key artists 25 percent in modeling time. Additionally, the overall animation time for the characters was reduced by 10 percent. The team at Luminetik highly recommends 3Dconnexion controllers to other digital artists. According to Luminetik, any company working on an animation feature film should add a 3Dconnexion motion controller to their arsenal of creative tools.

