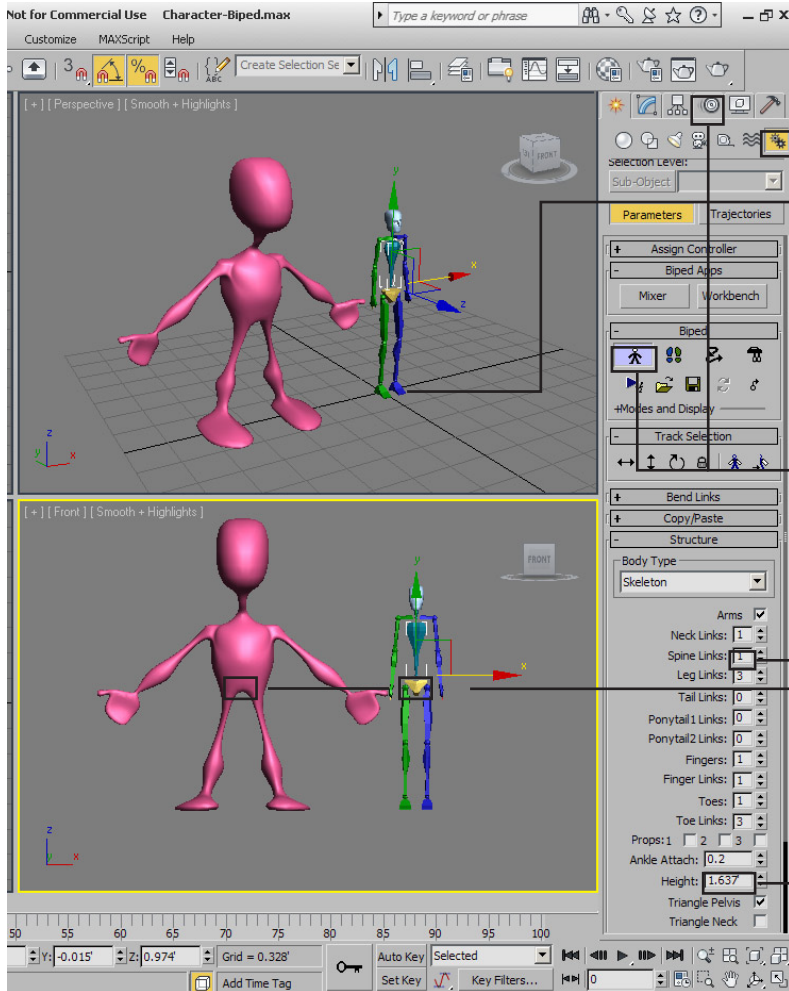


Biped

Biped is 3D Max's pre-made character animation rig. All you need to do is size it to your characters proportions and link using the "Skin" modifier.

TIP: Use a character model that has a slender quality. Slender figures are easier to attach to the Biped than are heavy.



1. The Biped is found under the "Systems" panel.
2. Click and drag the Biped in the "perspective" viewport. Make sure you do it from the very center of the grid.
3. Make the height of the "Pelvic" bone on the Biped match that of your character.
4. Adjust the Biped in the "Motion" panel in "Figure Mode":
 - a. Set Spine links to 1
 - b. Adjust height, if needed, to math pelvic bones.

6. Now you will adjust the Biped bones to match the shape of your character.

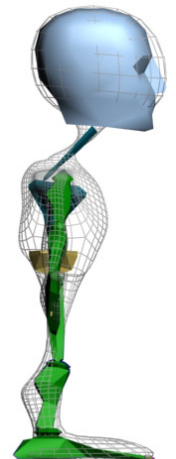
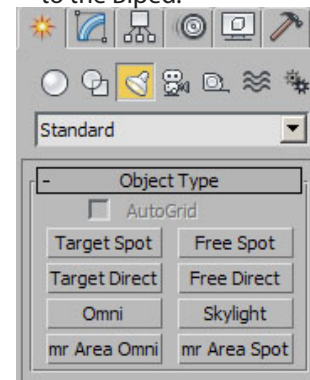


To "move" a Biped bone, use the move tool and set the coordinate system to "View".



To "Scale" or Rotate" a Biped bone, use the scale and rotate tools and set the coordinate system to "Local".

5. Move your character over to the Biped.



Adjust the bones in the side view as well.