

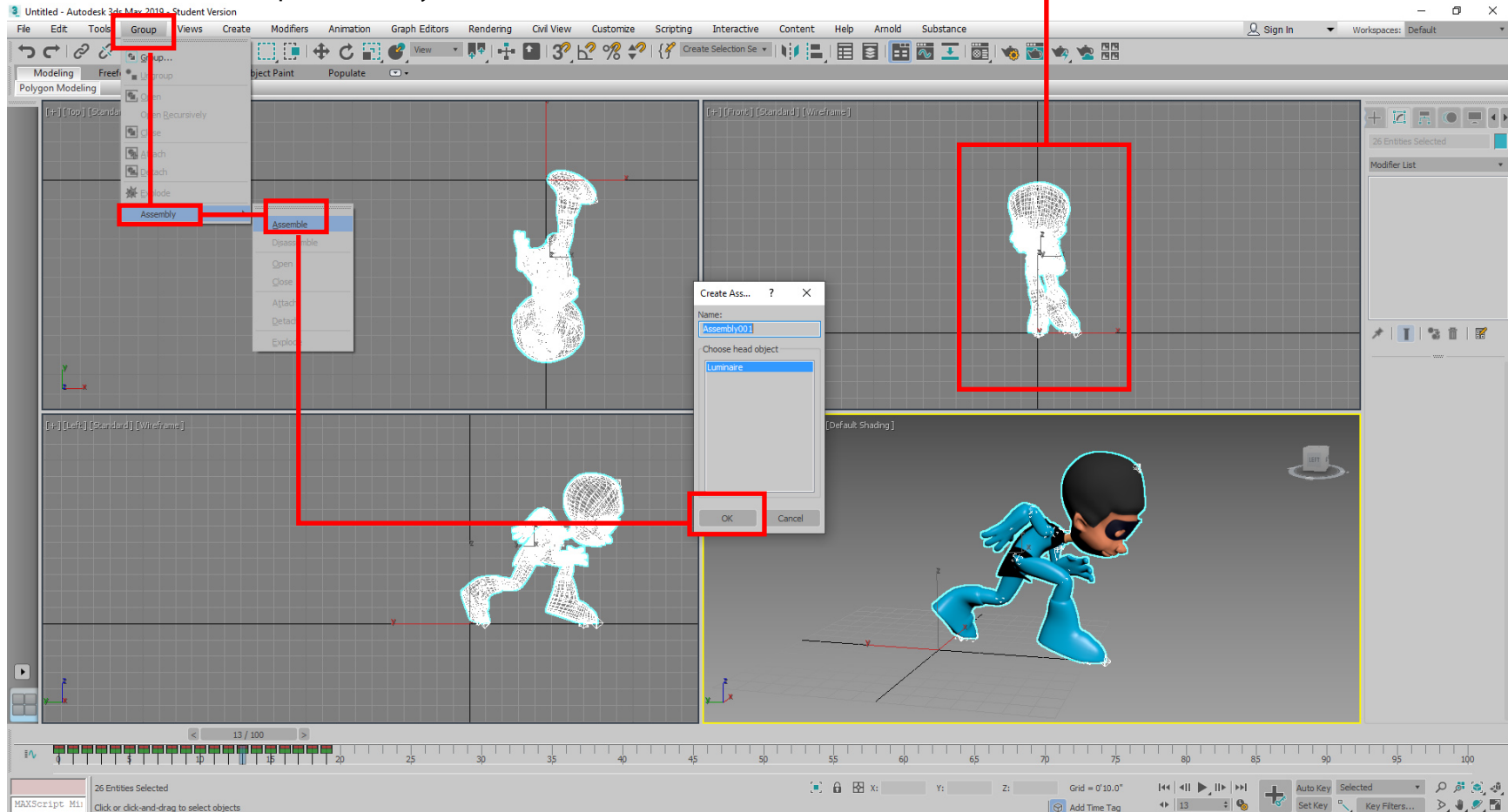
Assembling Character Models

When you import your character animation from Mixamo it comes with information regarding location and transforms that restrict it's use in 3D Max, causing it to slide about when you move or rotate the character. To overcome this you need to create an "Assembly".

This a simple process.

1. Select the entire character, mesh and the skeletal rig created by Mixamo.

2. Select Group > Assembly > Assemble > OK



You can freely move the character around your scene.