SoCal ROC
Career Technical Education

3D CHARACTER DESIGN

Animating a Box as a Character

In this assignment you're going to create an animated character using only a box. This will teach you some basic 3D Max modeling and animating skills.

To animate the box you need to know how to keep all of the different modifiers and movements (sliding in, twisting, bending and stretching) from happening at the same time. This is done by using the using the "Make Keys" button. Practice by doing this simple exercise.

NOTE: You must turn on the "Modifier" button in the "Key Filters" panel.
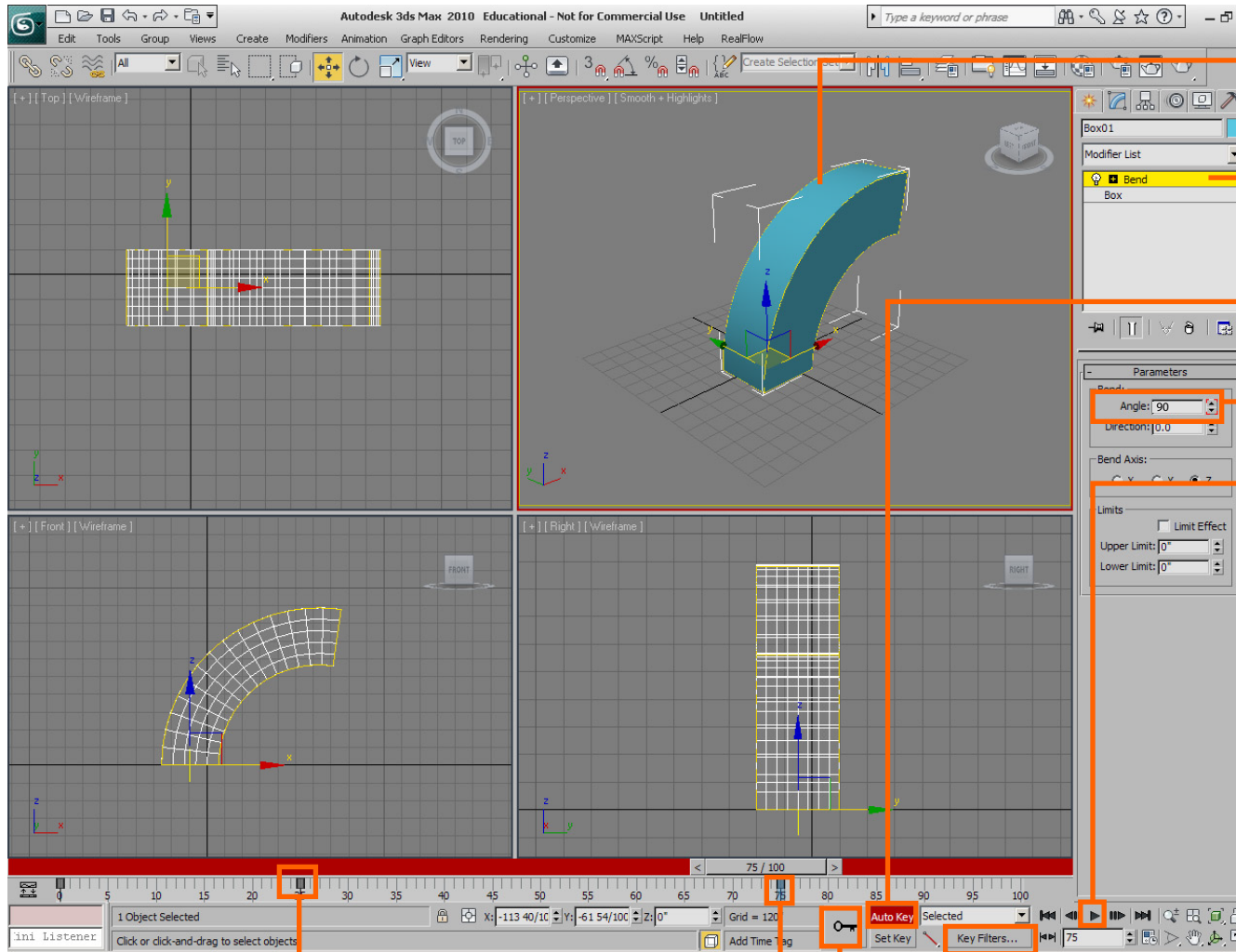
1. Make a tall box with a lot of segments

2. Add the "Bend" modifier to the stack.

3. Turn on the "Auto Key"

7. Adjust the "Angle" parameter in the "Bend" modifier to 90.

8. Click the "Play" button

4. Move the "Scrubber" to frame 25.

5. Click the "Make Keys" button

6. Move the Scrubber to frame 75.

7. To make another movement, apply a modifier (twist, stretch or ???) then move the scrubber and click the "Make Keys" button. Then adjust the modifier.