SoCal ROC
Career Technical Education

3D Character Design

Modeling a Simple Human Skeleton

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.

YOU WILL NEED TO KNOW THE FOLLOWING:

1. How to make a box and adjust its' parameters.
2. How to use the "Move" transform tool.
3. How to use "Bend", "Twist" and "Stretch" modifiers.
4. How to record animation using the "Timeline".
5. How to render your scene

PROCEDURE

1. Open "Key Filters" and click "All"
2. Create a tall shaped box on the plane, adjust the parameters as shown in the diagram.
3. Add the Bend, Twist & Stretch modifers to the "Stack".
4. Turn on the "Auto Key" (the Timeline should turn red).
5. Move the "Scrubber" on the Timeline to frame 20.

Set Key Filters

All
Position
Rotation
Scale
IK Parameters
Object Parameters
Custom Attributes
Modifiers
Materials
Other