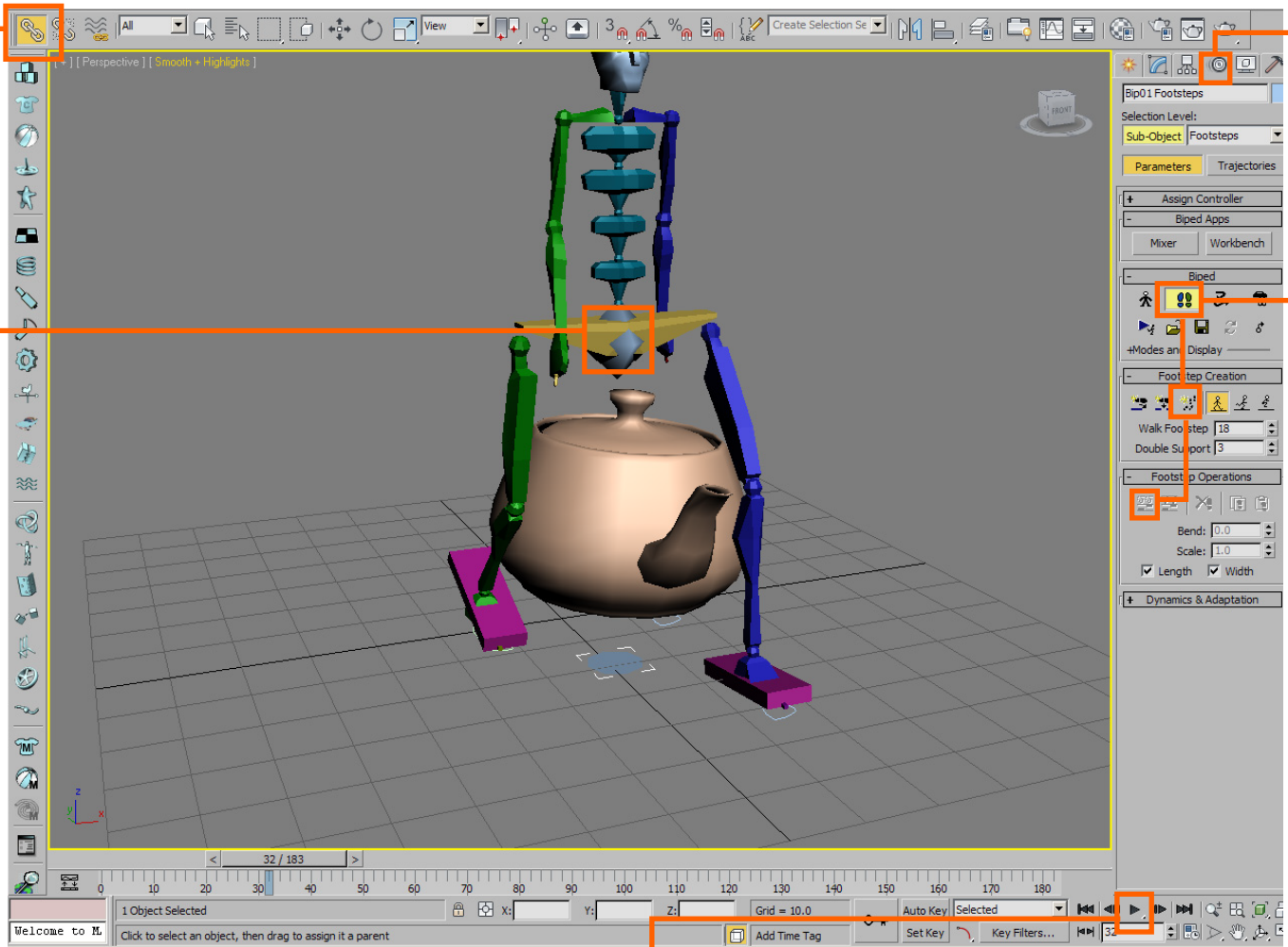


Walking Teapot Character

1. Select the Biped and go to the "Animation" panel.

2. Create your teapot and "Link" it to the Biped Pelvis.

3. Enter "Foot Step" mode. Create some footsteps and generate the animation.



5. Click the play button

4. In the "Display" panel, click "Bone Objects" This will hide the Biped.

