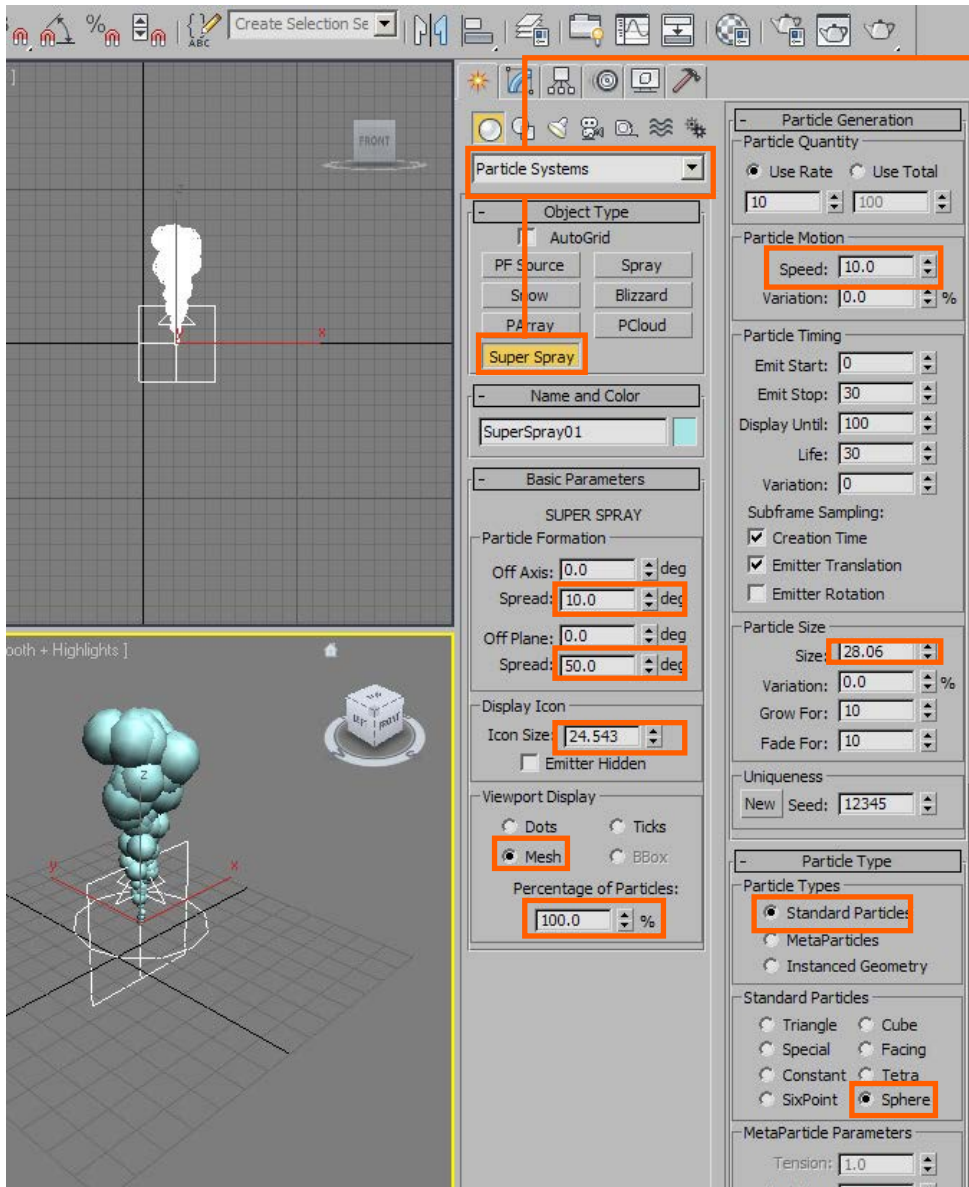




NOTE: You will create the teapot, the lid shake and the steam BEFORE linking them to the Biped

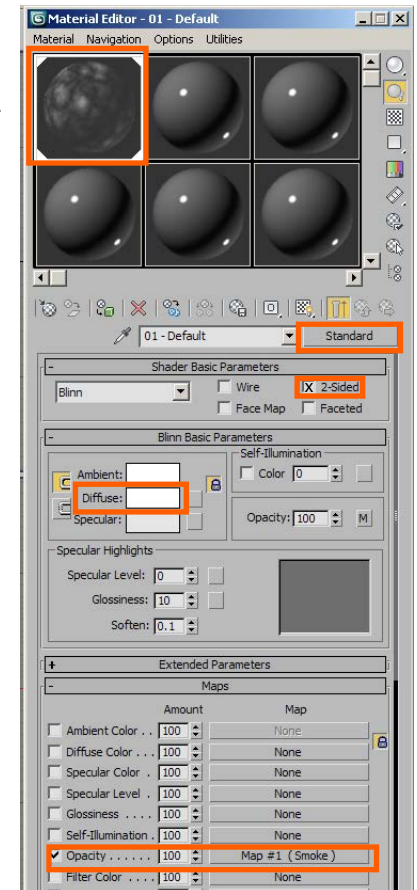


Steam is made using a particle system (SuperSpray)

1. Select the SuperSpray button and drag out the icon in the perspective viewport.
2. Set the animation scrubber to 10.
3. Set the parameters for the SuperSpray as in the diagram.

4. The material settings for the steam is shown in this diagram.

5. Link the Steam to the teapot.

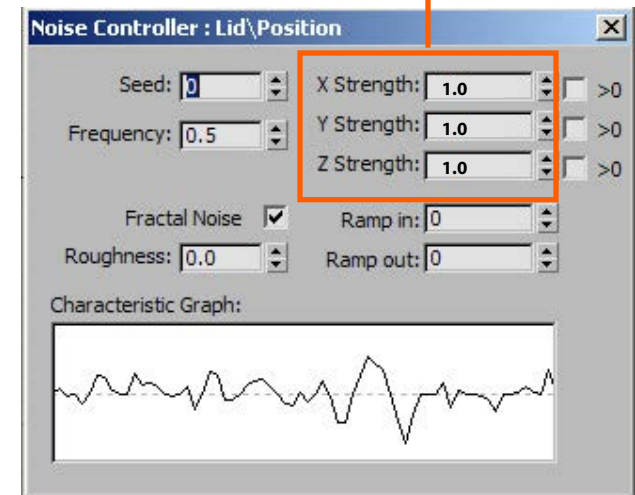
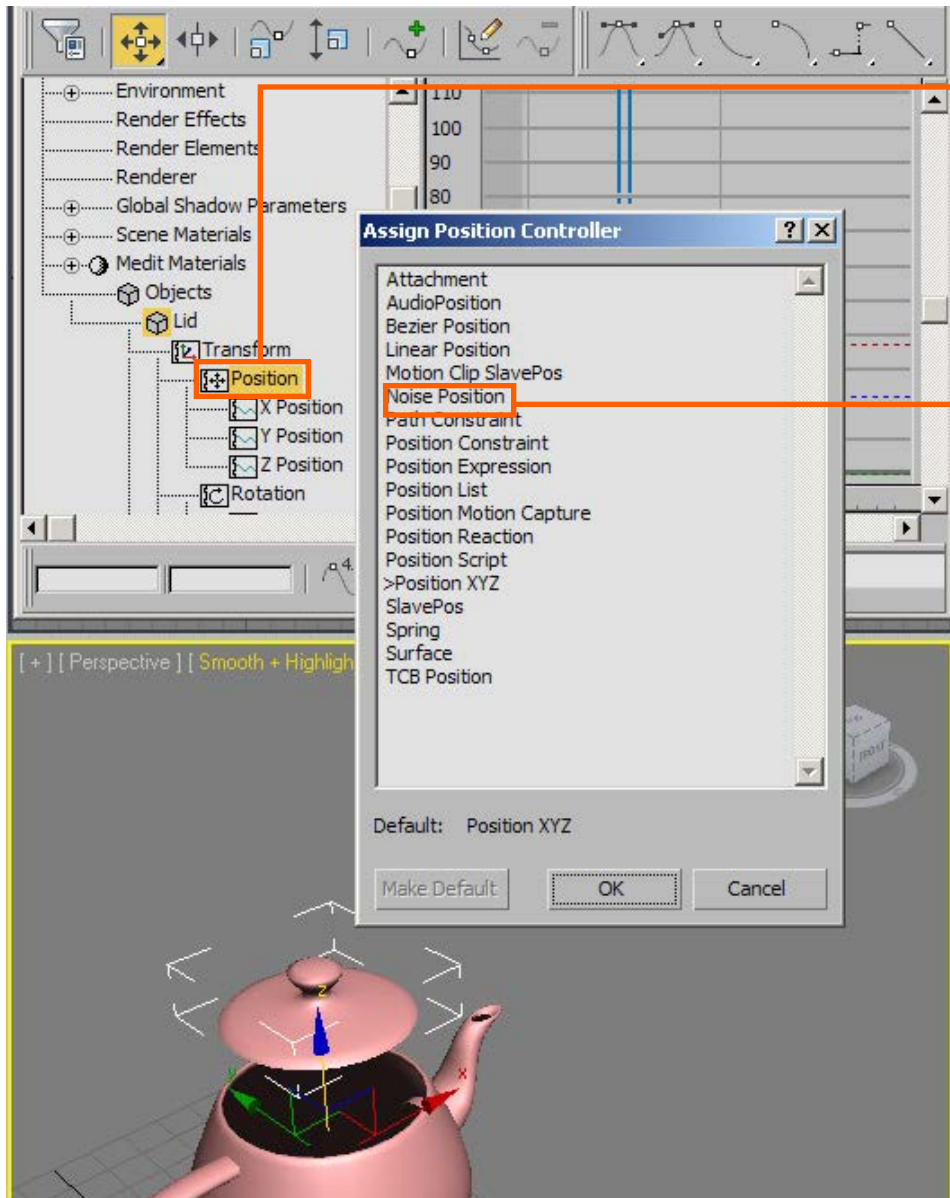


WALKING, SHAKING, STEAMING TEAPOT

(Point Value - 1 to 15 points)



1. Convert the Teapot into an Editable Poly.
Detach the lid from the Teapot and rename it "Lid".
2. Open the "Curve Editor" and select the lids "Position" & right click, find the "Assign Controller" option and select it.
3. In the "Assign Position Controller" panel select "Noise Position".
4. The animation of the shaking lid is automatically made. Play it back and see.
5. The Noise Controller opens. You can adjust the parameters as needed. You'll probably have to set them very low - 1.0 - 2.0



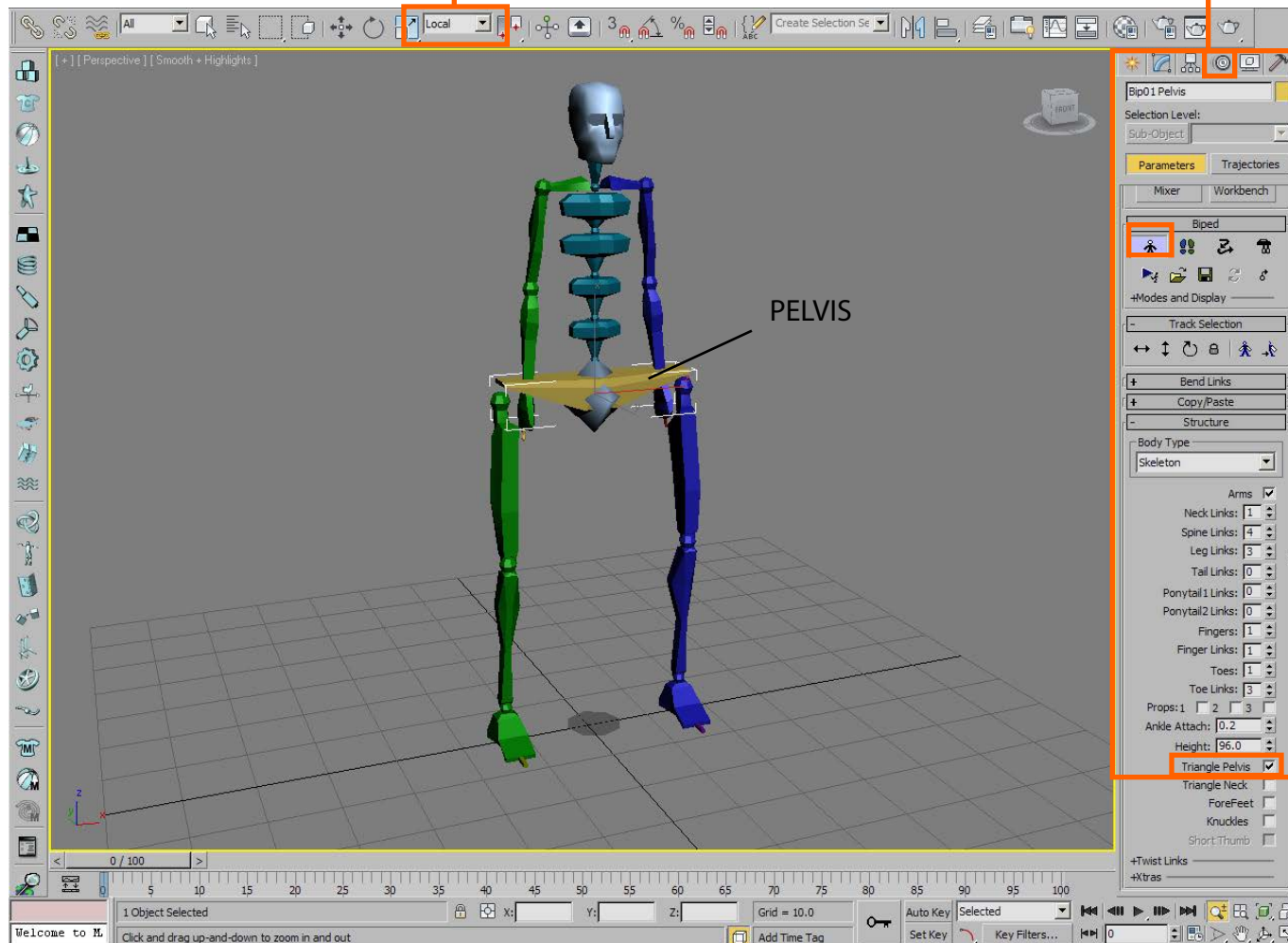
6. Link the Lid to the Teapot
7. Prepare the Biped and link the Teapot to the Biped

Walking Teapot Character

3D CHARACTER DESIGN

In this project you will use the Biped to animate the two feet and then link a Teapot to the Biped.

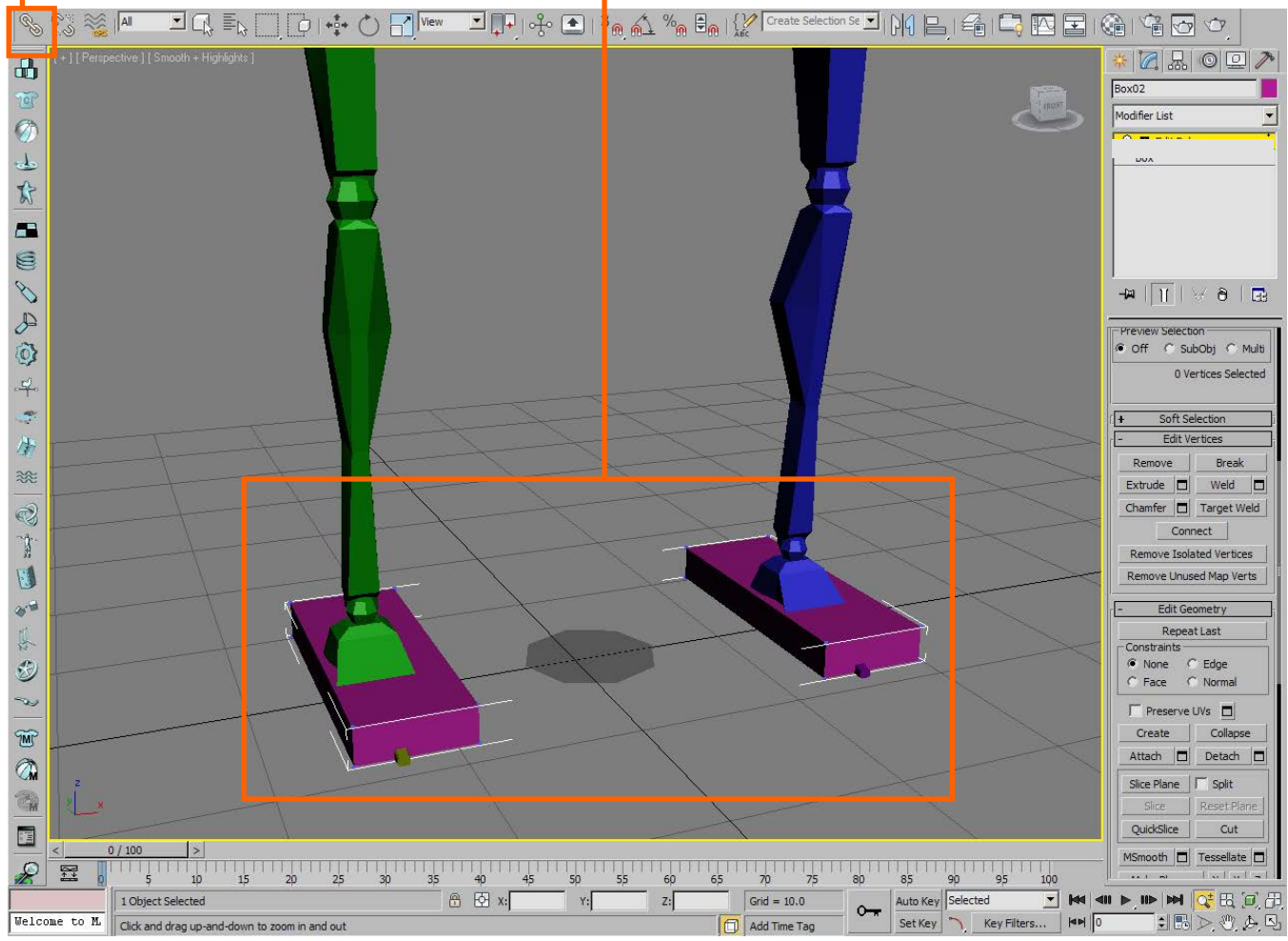
1. Create a Biped with the following settings.
2. Set the transform tool to "Scale" and drop the menu to "Local". Then stretch the pelvis to widen the stance.



Walking Teapot Character

3D CHARACTER DESIGN

1. Make two boxes (feet) . Match the size of the boxes to those on the biped as closely as possible.



2. Use the "Link" button to link each box to their respective feet on the biped

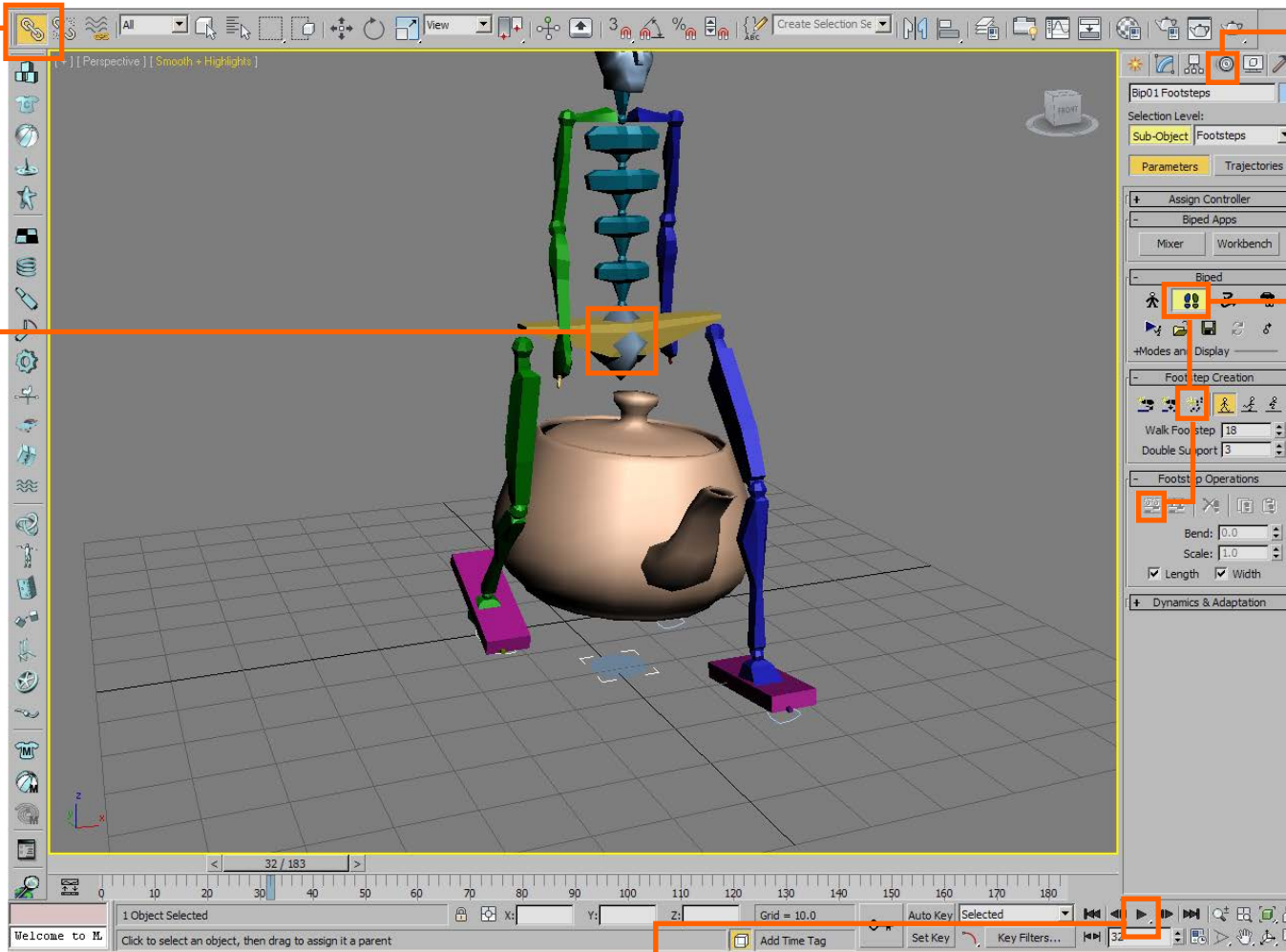
Walking Teapot Character

3D CHARACTER DESIGN

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.

