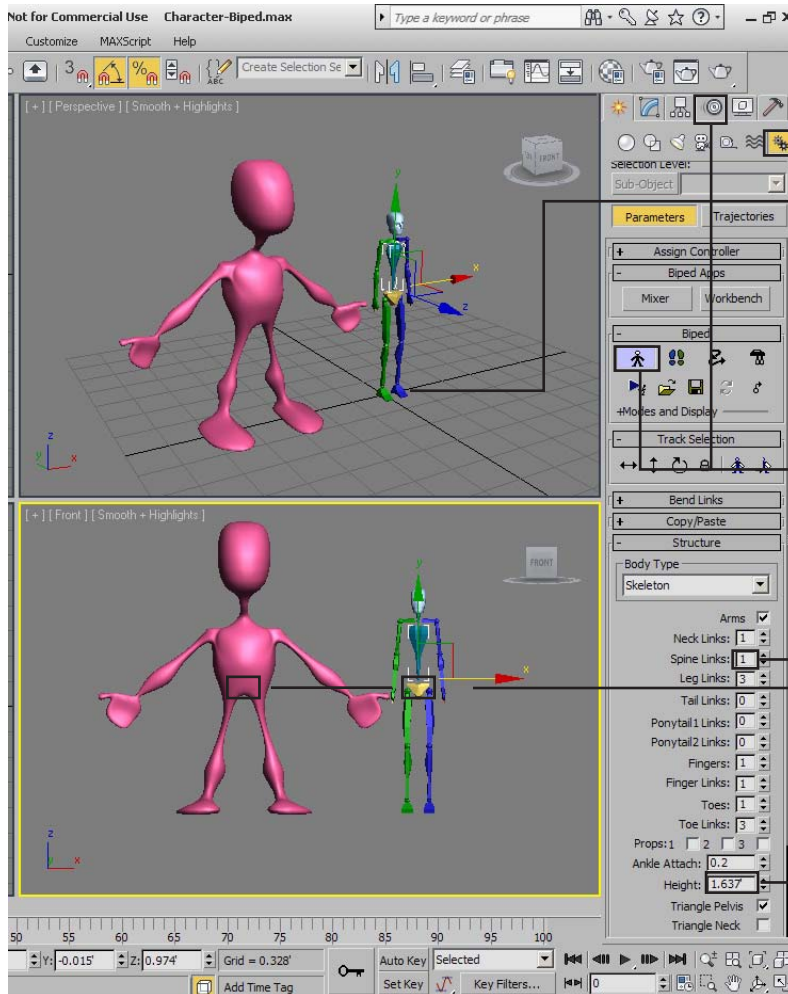


3D Character Design

How to Set Up Biped

TIP: Use a character model that has a slender quality. Slender figures are easier to attach to the Biped than are heavy.



1. The Biped is found under the "Systems" panel.

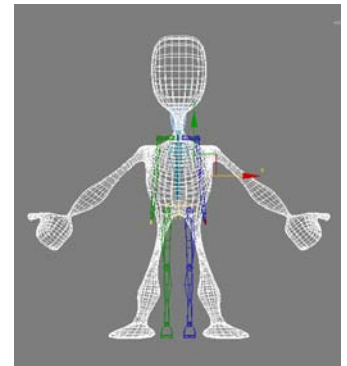
2. Click and drag the Biped in the "perspective" viewport. Make sure you do it from the very center of the grid.

3. Make the height of the "Pelvic" bone on the Biped match that of your character.

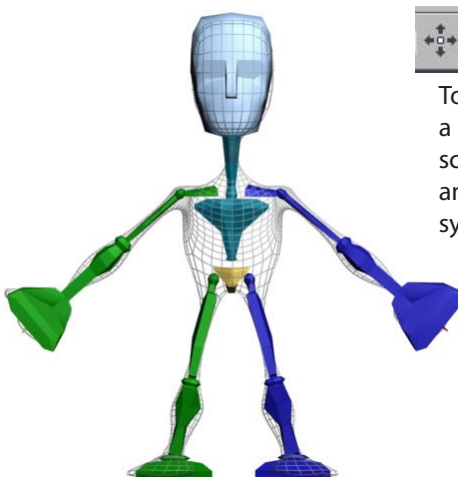
4. Adjust the Biped in the "Motion" panel in "Figure Mode":

- a. Set Spine links to 1
- b. Adjust height, if needed, to math pelvic bones.

5. Move your character over to the Biped.



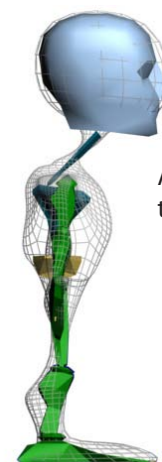
6. Now you will adjust the Biped bones to match the shape of your character.



To "Scale" or Rotate" a Biped bone, use the scale and rotate tools and set the coordinate system to "Local".



To "move" a Biped bone, use the move tool and set the coordinate system to "View".

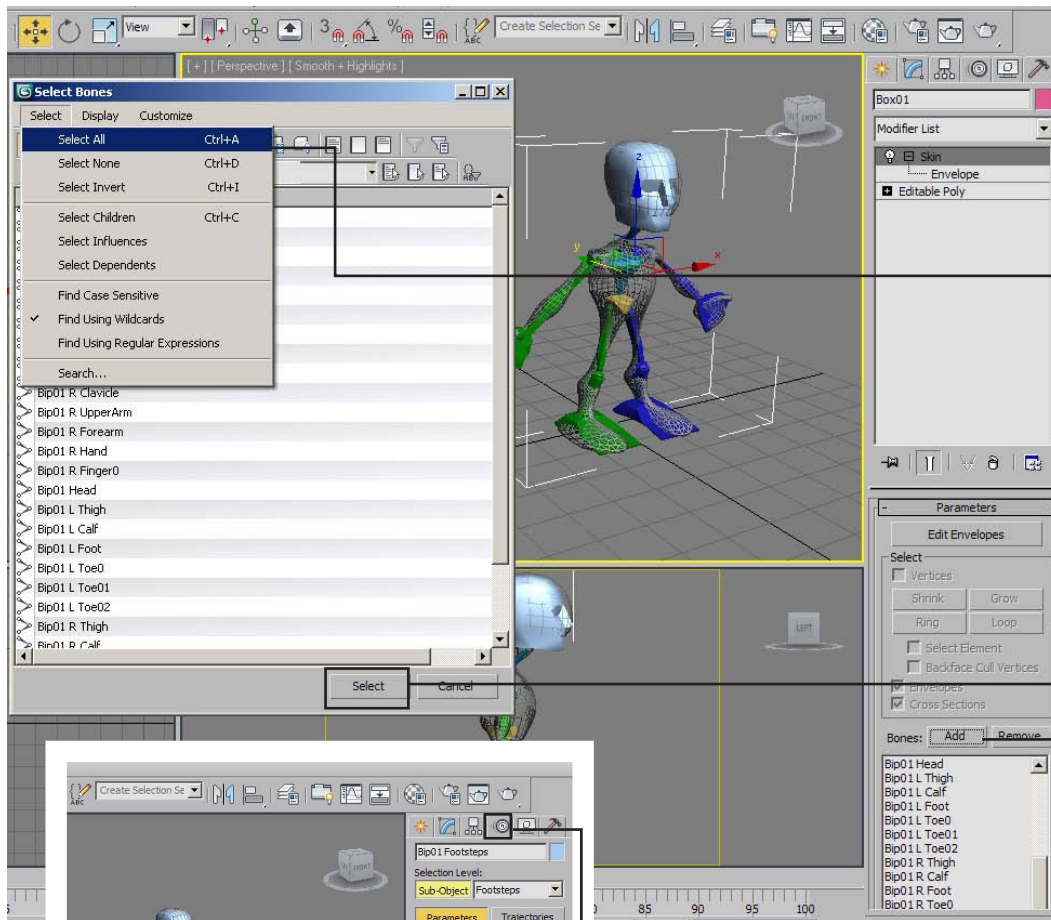


Adjust the bones in the side view as well.

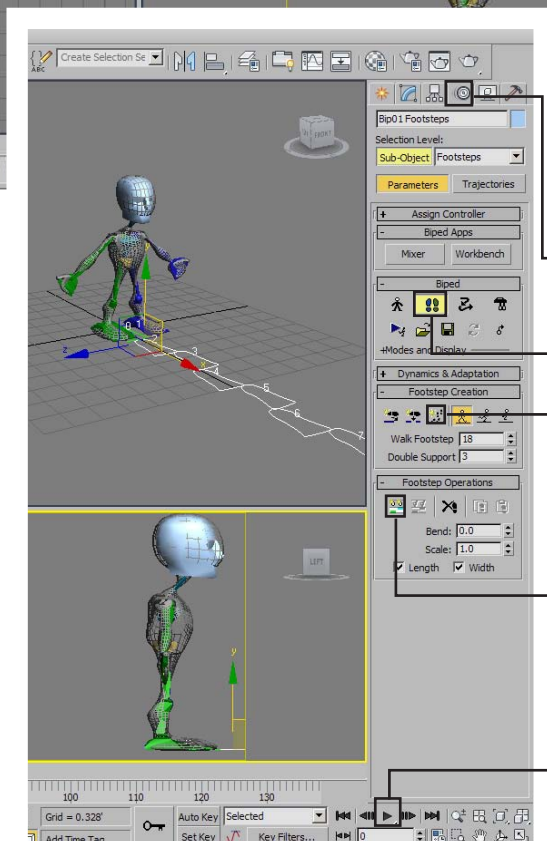
3D Character Design

How to Set Up Biped (Skin)

Next, you will apply the “Skin” modifier to your character (Not to the Biped!). The skin modifier links the your character to the Biped.



1. The “Skin” modifier is on the modifier list.
2. Place the modifier and click on “Add” Bones.
3. Select “All” Bones and click select.



4. Select the Biped and return the to “Motion” panel.

5. Click “Foot Step” mode.

6. Click make “Foot Steps” and set to 10.

7. Click the “Create Keys” button.

8. Click the “Play” button.