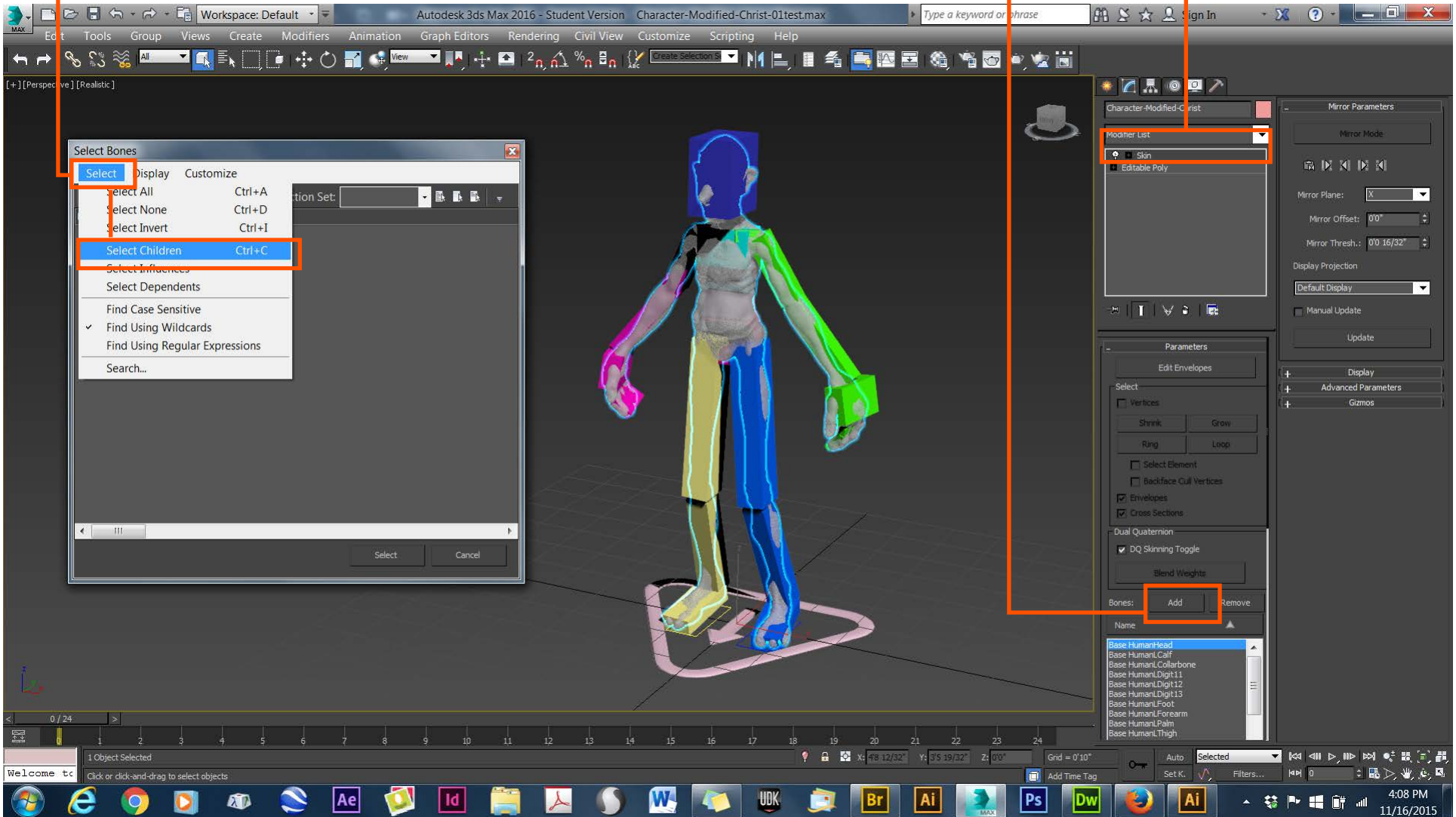# FULL FIGURE CAT ANIMATING

3D CHARACTER DESIGN

After you line up the CAT rig with your character you need to assign the CAT to the character using the "Skin" modifier.

1. Select your character and appliy the "Skin" modifier from the Modifier List.

2. On the Skin panel click "Add"

3. Select "Children"

FULL FIGURE CAT ANIMATING

3D CHARACTER DESIGN

Once your character is rigged and the Sin modifier applied, you can apply an animation layer and get your character to walk.

1. Select the CAT rig and open the "Motion" panel.

2. From the Layers List choose the last option - this is a motion capture walk cycle.

3. Turn to Animation Mode button on (from red to green) and play your animation.

4. Set up the rig in the center of the grid - 0,0,0,

4. Your character will move in a very weird manner. You can adjust this by opening the "CAT Motion Editor" and experimenting with the settings.