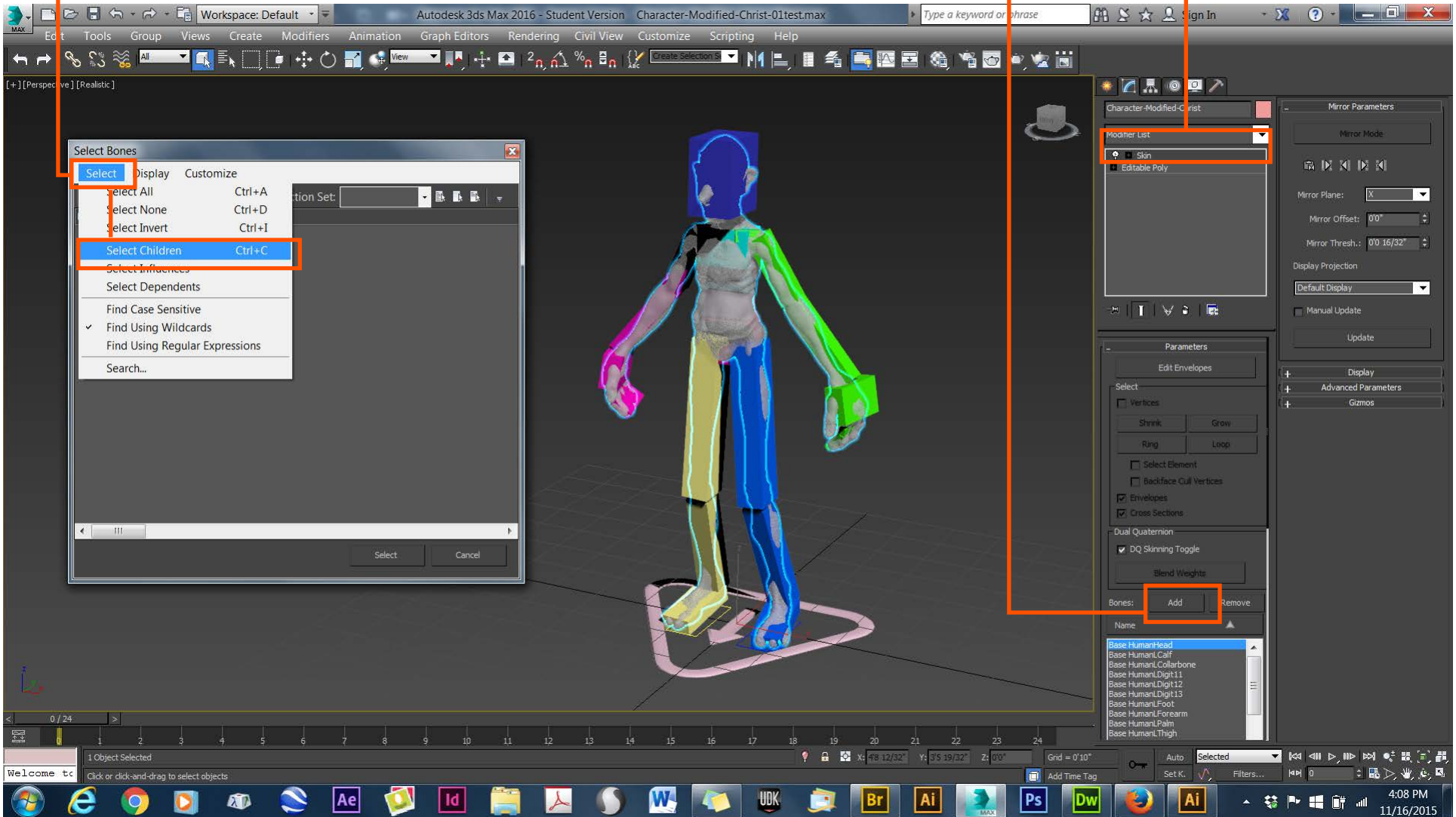


After you line up the CAT rig with your character you need to assign the CAT to the character using the "Skin" modifier.

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

2. On the Skin panel click "Add"

3. Select "Children"



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).

The screenshot shows the Autodesk 3ds Max 2016 interface. The main viewport displays a 3D character model with a blue head, green torso, and blue legs. The character is positioned on a grid with a blue circle around its feet. The 'Base Human - Globals' panel is open on the left, showing CAT Motion Presets. The 'Assign Controller' panel is open on the right, showing a CAT Motion Layer. The character is positioned on a grid with a blue circle around its feet.

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.