Walking Teapot Character

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3D ANIMATION

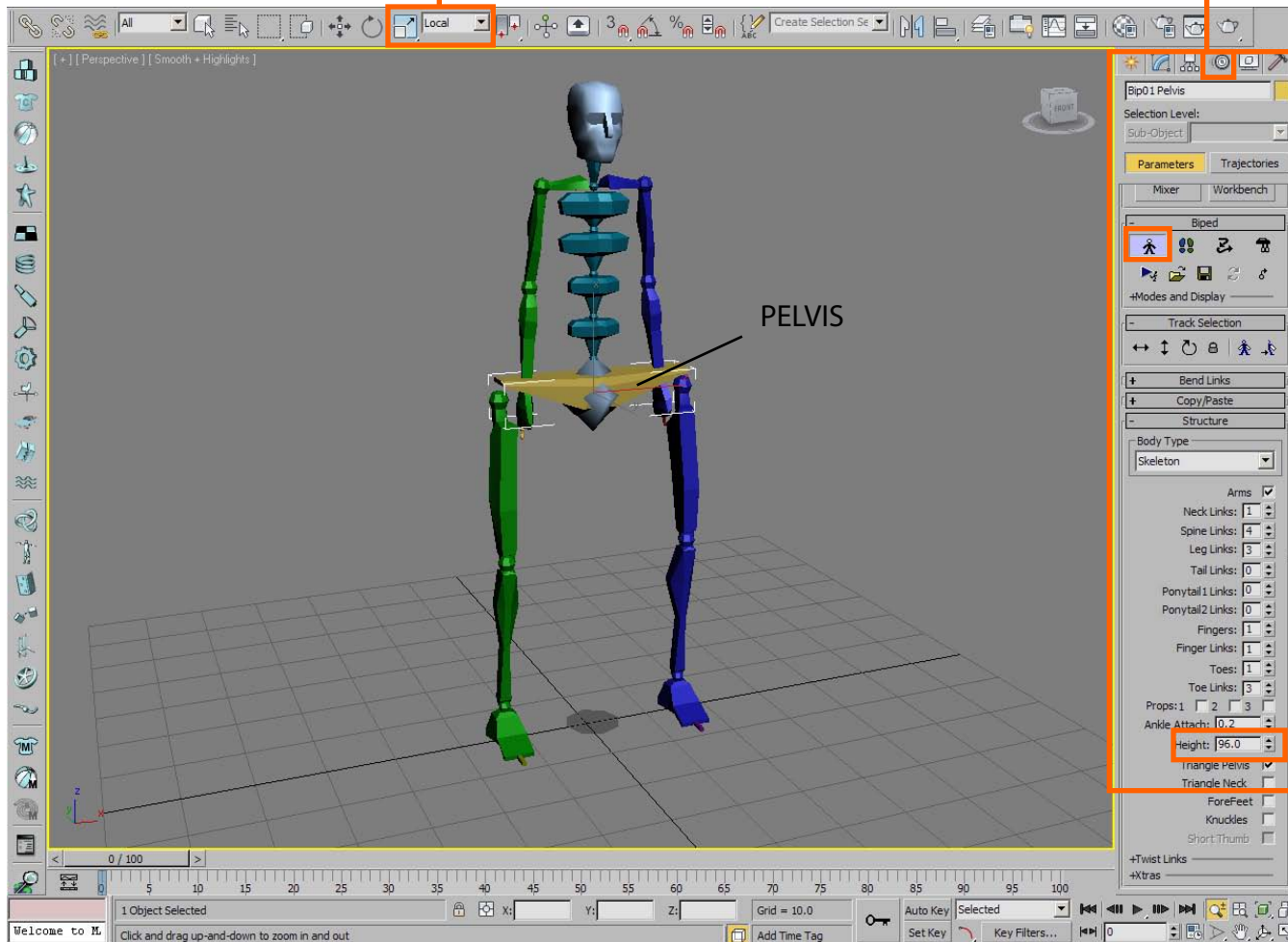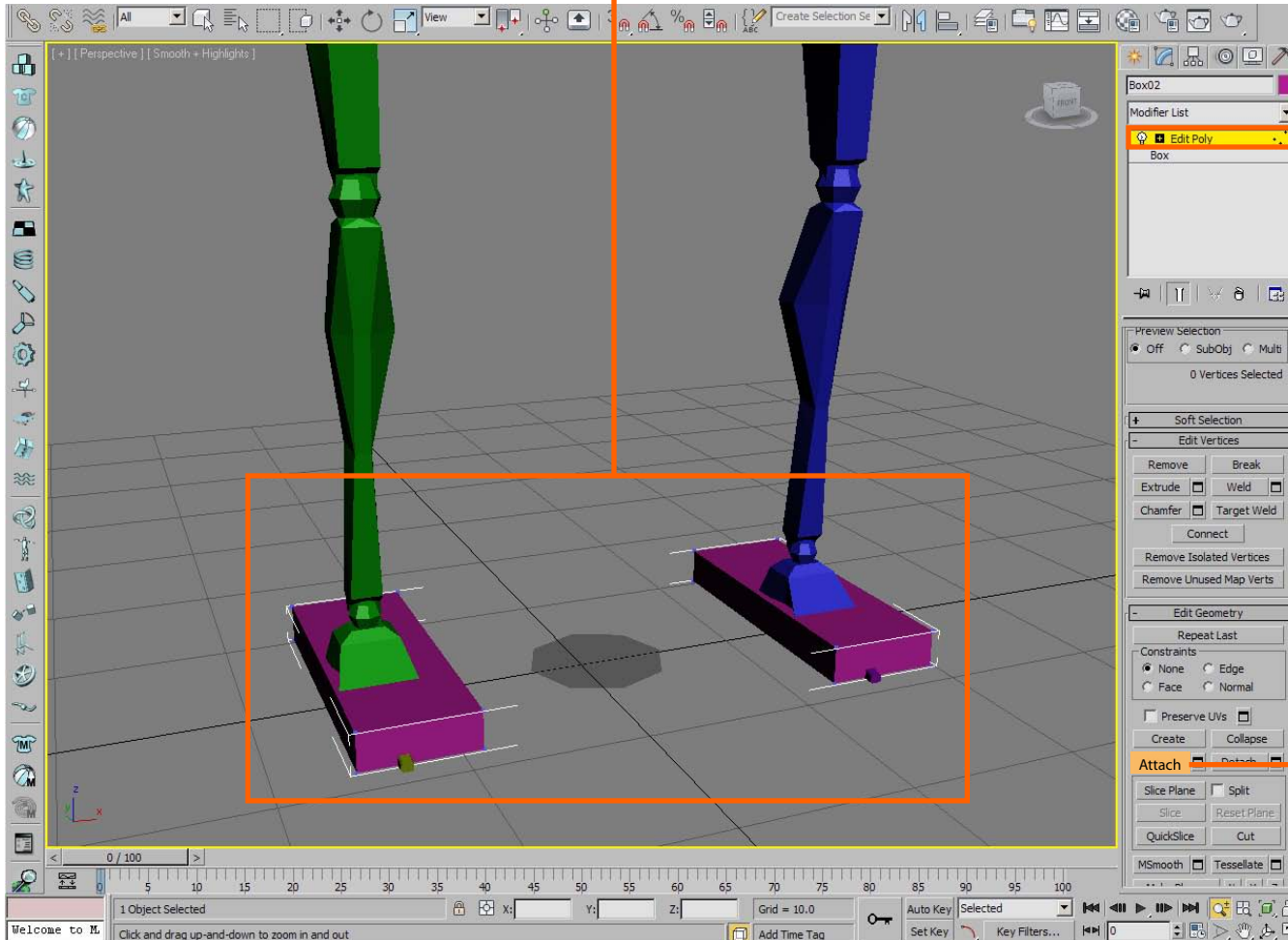**In this project you will use the Biped to animate the two feet and then link a Teapot to the Biped.**

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.

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1. Make two boxes (feet).

2. Place an Edit Poly modifier on one box and then "Attach" the other. This turns them into one object.

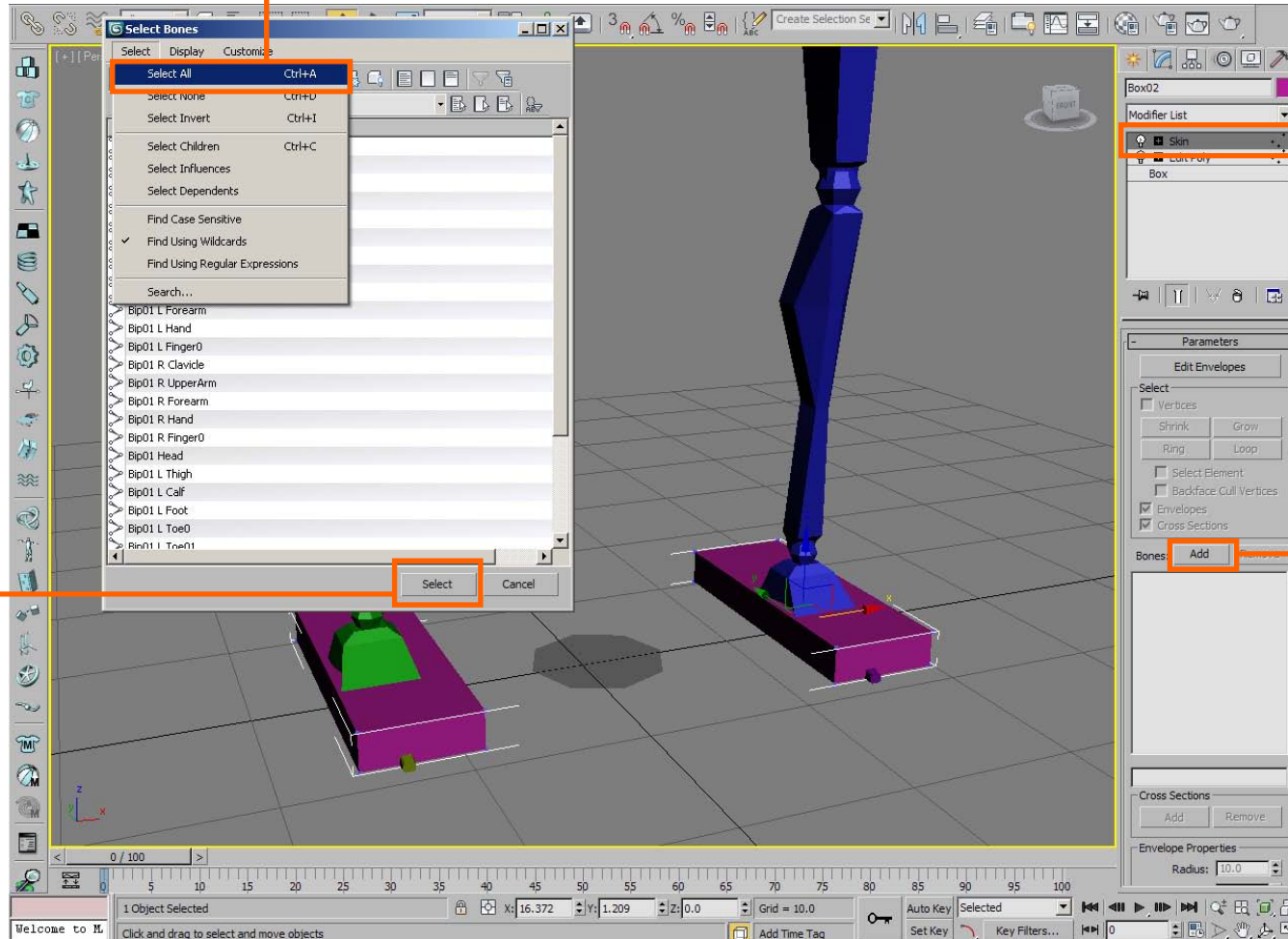Attach by clicking the Attach button and then clicking on the other box.

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3. Choose "Select All".

1. Now place the "Skin" modifier on the feet.
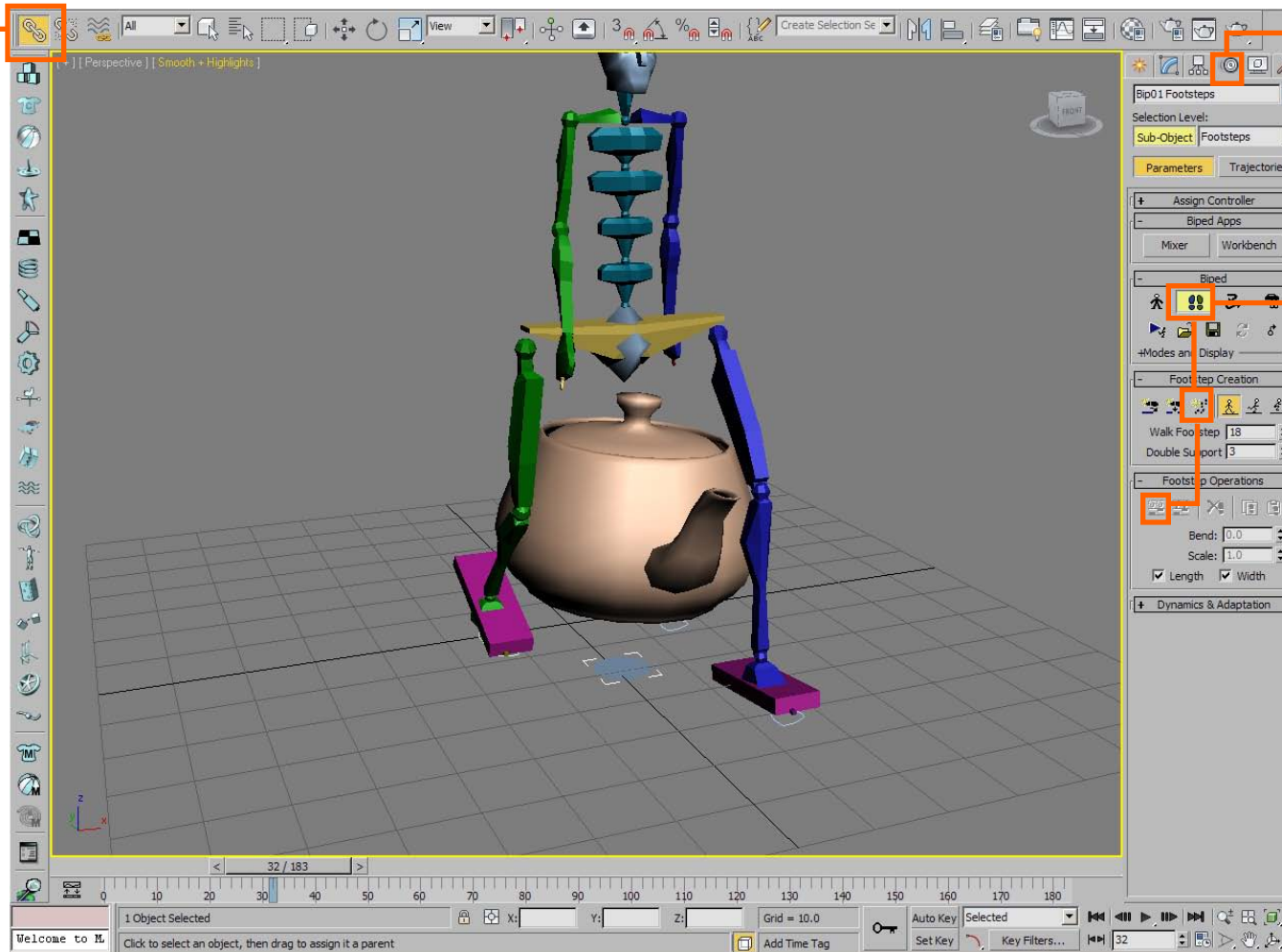
4. Click "Select".

2. Click the "Add" button on the Skin modifier parameters panel.

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

3. Create your teapot and "Link" it to the Biped.

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

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