Walking Teapot Character

SoCal ROC
Career Technical Education

3D ANIMATION

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

3. Create your teapot and "Link" it to the Biped.
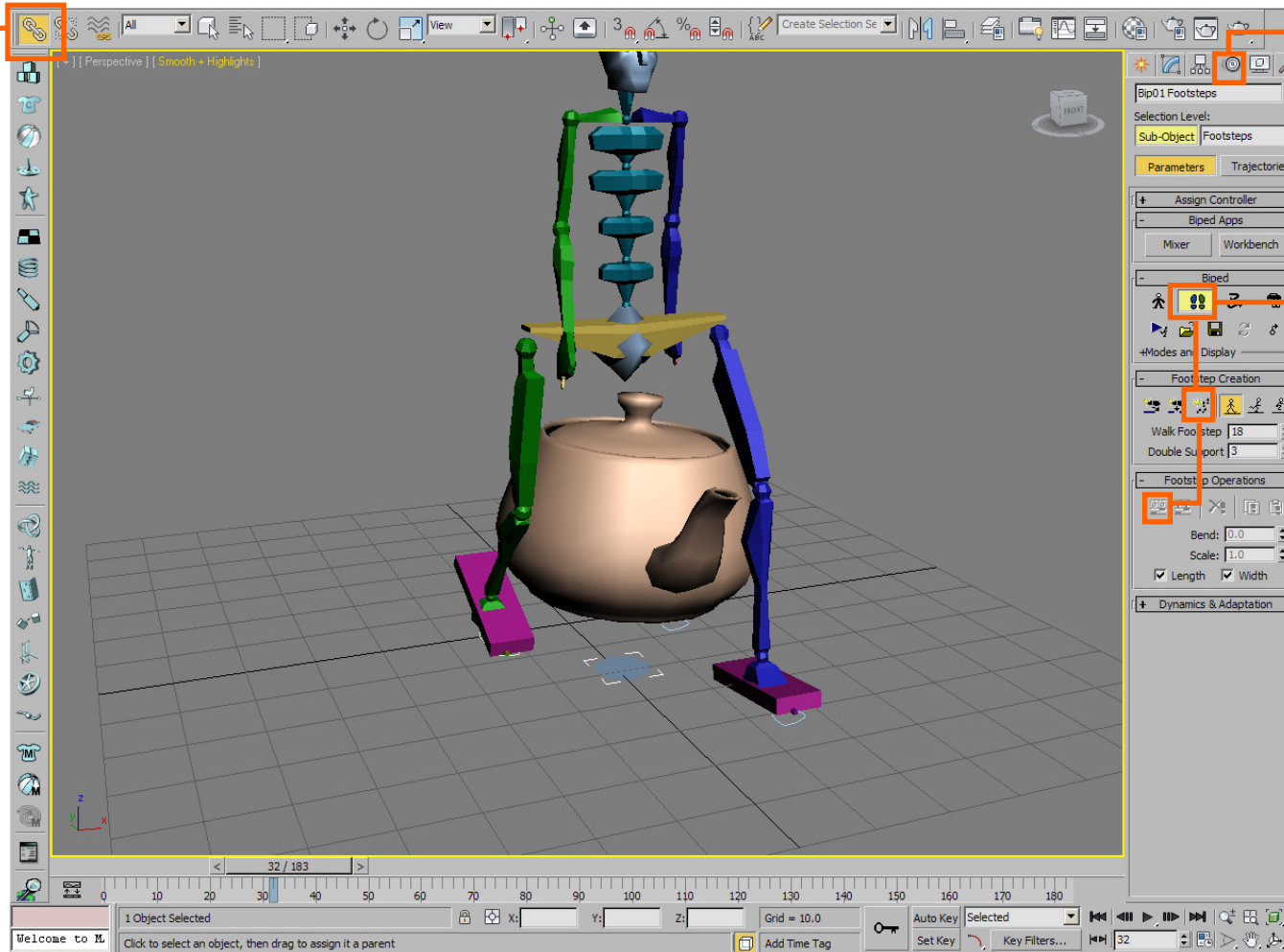
2. Enter "Foot Step" mode. Create some footsteps and generate the animation.
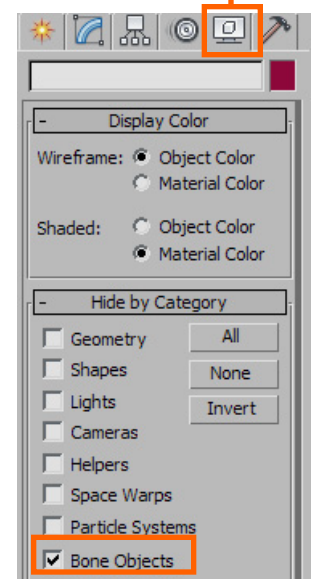
4. In the "Display" panel, click "Bone Objects" This wil hide the Biped.