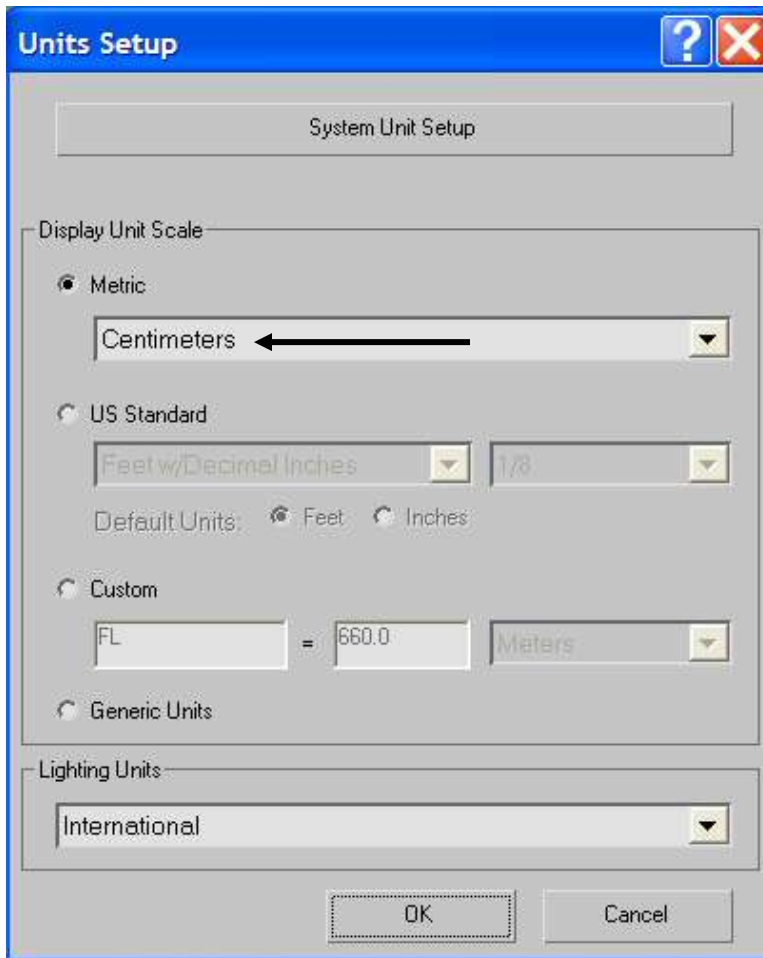


Tutorial 1

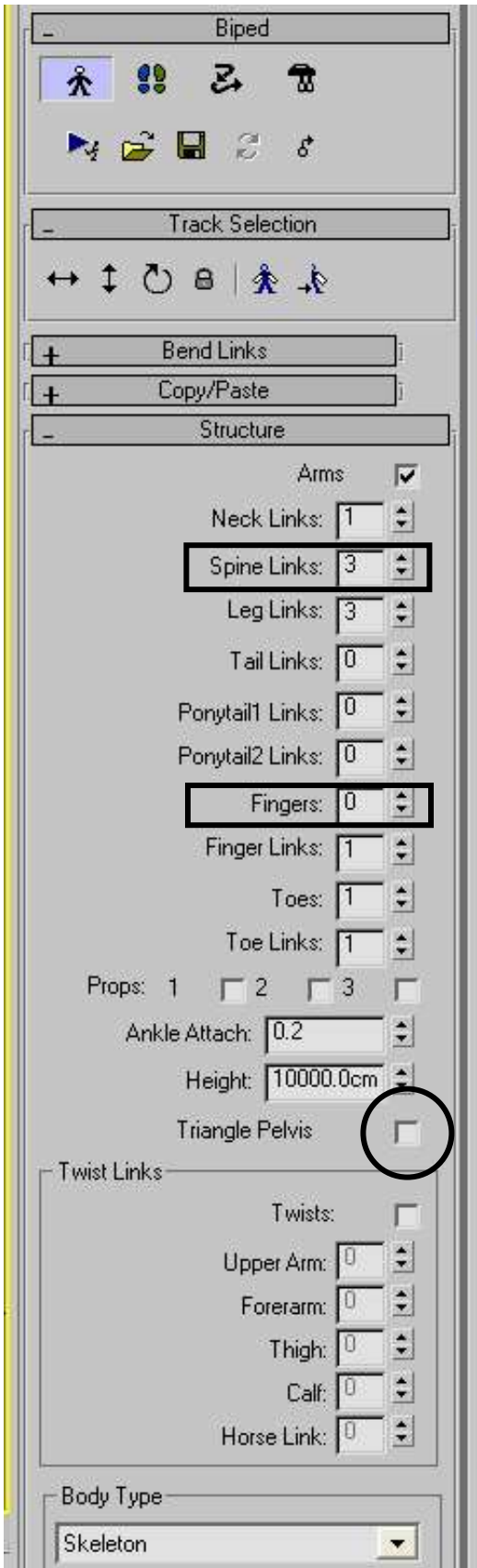
Exporting a 3ds Max Biped to Motionbuilder

1: Before you begin make sure you set your Max units to centimetres. This helps to avoid any scaling issues between Max and Motionbuilder later on. (Customize – Units Setup...)



2: Create a Biped. (500cm high and positioned at 0.0 on the X and Y grid)

3: Enter figure mode and un-tick Triangle Pelvis. Remove fingers and finger links. These are not needed as there is no motion capture data for the hands or fingers. You can also set spine links to 3.

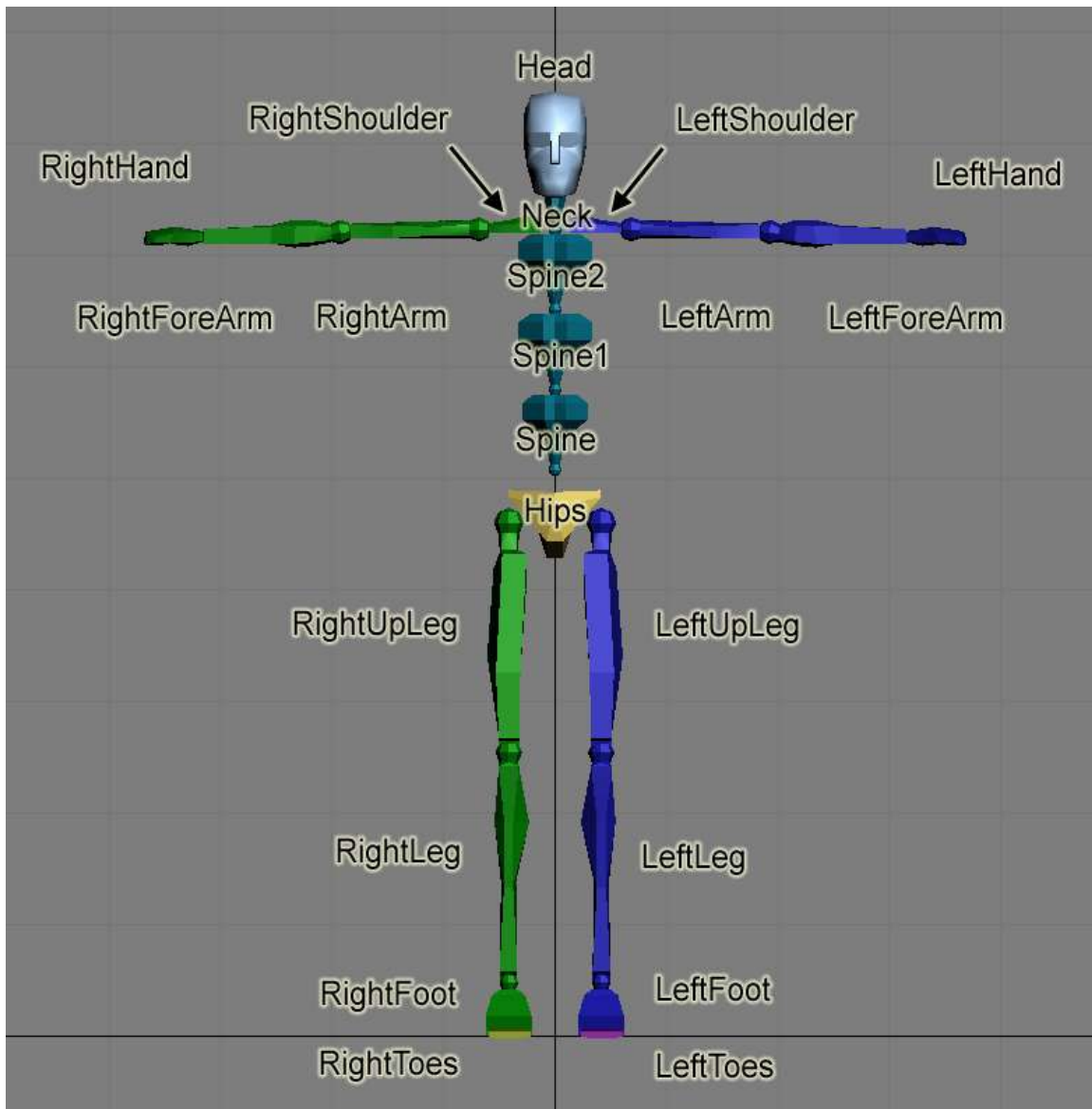


4: Pose your Biped in a T-Pose by rotating the arms up. (See below)

5: Exit Figure mode.

6: Rename your biped bones. (See below)

Important: Make sure you rename Bip01 to Hips. (Ignore the pelvis)



Important: Naming is case sensitive so pay attention to capital letters when typing

7: Export your scene as an FBX file

8: Save your Max scene (you will need this later) and then open your FBX file in Motionbuilder.