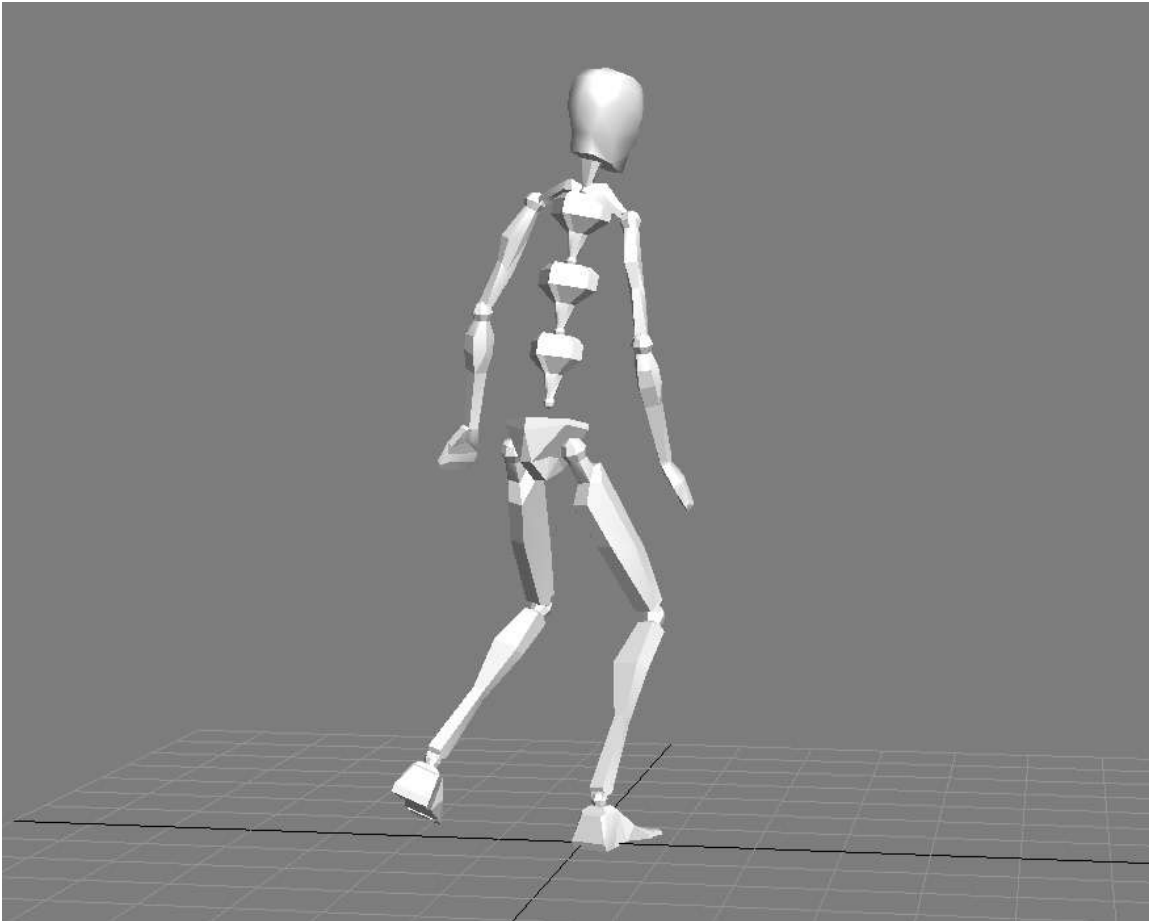
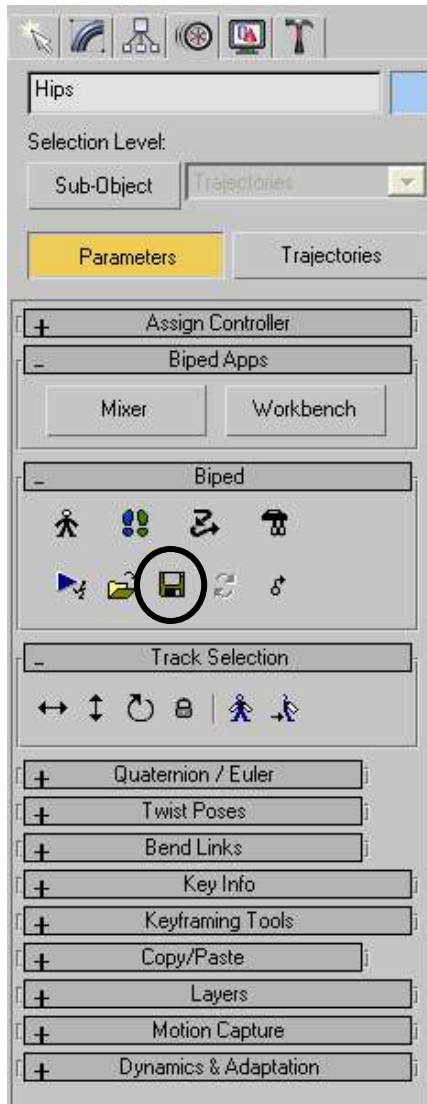


Tutorial 3

Importing your animation onto your Biped

- 1: Open the Max file you saved in tutorial 1. (The one with the renamed Biped in a T-pose)
- 2: Make sure you are not in figure mode. (This is important)
- 3: Import your FBX file. (This is the file you saved in Motionbuilder featuring your characterized Biped skeleton, actor and C3d data)
- 4: Make sure you select the correct 'Take' to import. (In import options make sure File Content: is set to 'Update scene elements')





Saving out as a .Bip

5: Save the animation out as a .Bip file and apply this to any Biped you like in 3dsMax.

Tip: Loading in your .Bip file through the Motion Capture panel will allow you to reduce keys which could help when you come to edit the animation later on.