



3ds Max Animation with Biped

Michele Bousquet, Michael McCarthy

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3ds Max is a leader in 3D animation for game development, design visualization, and visual effects and enables users to outperform the competition when it comes to high-volume visual effects production. From 3D storyboards and digital matte paintings to realistic digital environments, believable characters, and impressive crowds, this all-in-one software is professional and fast! The powerful Biped module in 3ds Max 8, with pre-linked and realistically constrained skeletons and its suite of motion tools, dramatically speeds up the animation process. In this book and accompanying CD, author and award-winning animators Michele Bousquet and Michael McCarthy look at the Biped, Physique, Crowd, and Motion Mixer tools and demonstrate how to animate character models quickly. They start with the basics of Biped, and then move on to footstep animation, freeform animation and the use of crowd behavior simulation tools. Readers will also learn how to use all the new tools of Motion Mixer for mixing motion files, and the Workbench for adjusting biped function curves, and learn specific animation techniques, including how to adjust physique for perfect deformation, fit a biped to any character model, create realistic motions, combine motions on any character, create crowd scenes automatically, and more!

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