

PLACING TWO MIXAMO CHARACTER ANIMATIONS INTO ONE 3D MAX SCENE

1. Upload your 1st character animation from Mixamo.
2. Open 3D Max and “import” the 1st Mixamo character animation.
3. Select the 1st and move sideways (making room for the 2nd Mixamo character) and rename “One”.

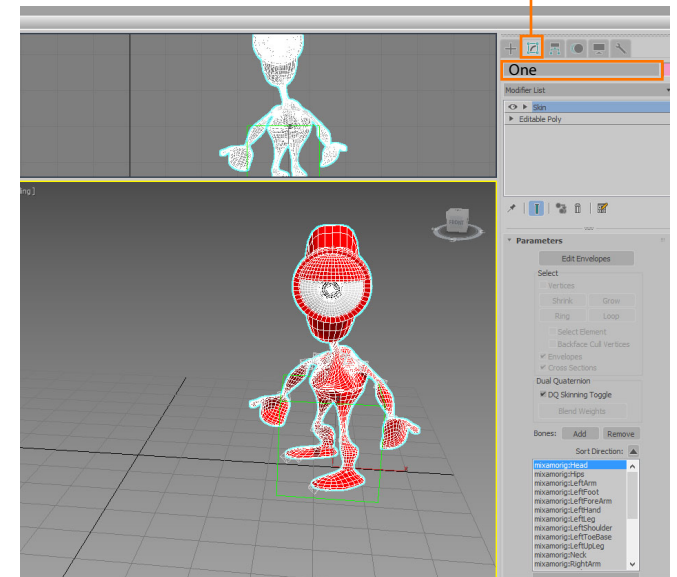
SAVE THE FILE AS A 3D MAX FILE & CLOSE.

4. Open a new 3D Max Scene
5. Import the 2nd Mixamo character animation.
6. Rename the 2nd character “Two”.

SAV THE FILE AS A 3D MAX FILE.

7. Go FILE>IMPORT>MERGE and merge the 1st character into this scene*.

*Your character might share the same bone names. If this is the case you will need to check the “Auto Rename All” funstion in the merge dialog box.



You now have both characters in the same scene.

