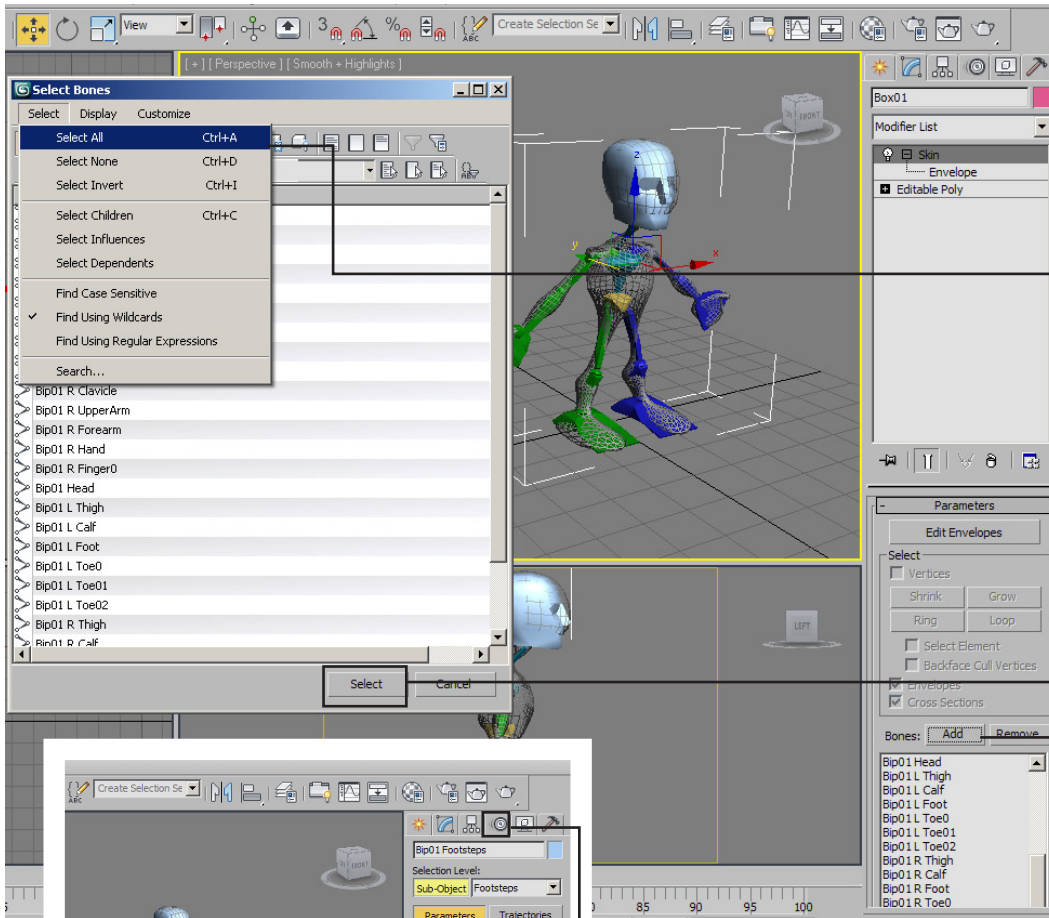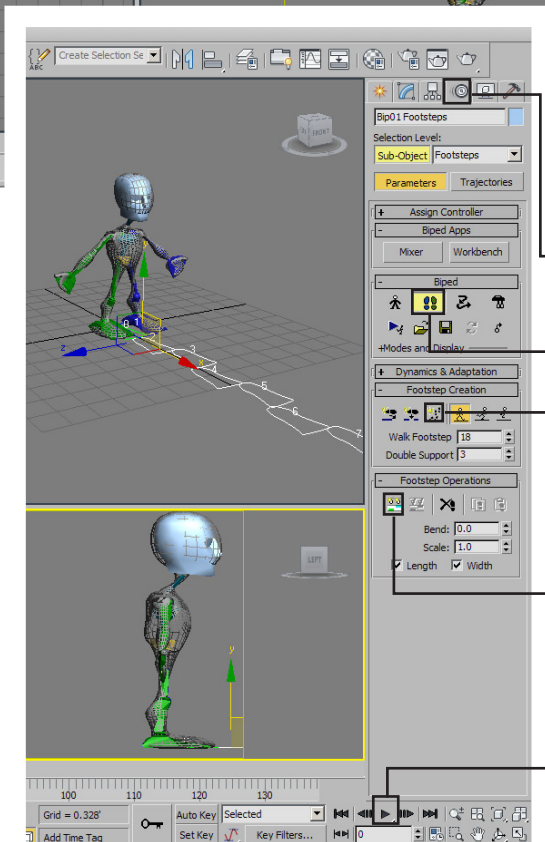**Career Technical Education**
SoCal ROC

3D Character Design
How to Set Up Biped (Skin)

Next, you will apply the "Skin" modifer to your character (Not to the Biped!). The skin modifier links the your character to the Biped.

1. The "Skin" modifier is on the modifer list.

2. Place the modifier and click on "Add" Bones.

3. Select "all the bones except the COM (Cneter of Mass) and click select.

4. Select the Biped and return the to "Motion" panel.

5. Click "Foot Step" mode.

6. Click make "Foot Steps" and set to 10.

7. Click the "Create Keys" button.

8. Click the "Play" button.