USING THE BIPED

Beginning Skill Level

3D CHARACTER DESIGN

3. Select the "Motion" panel

1. The Biped is found under "Systems"
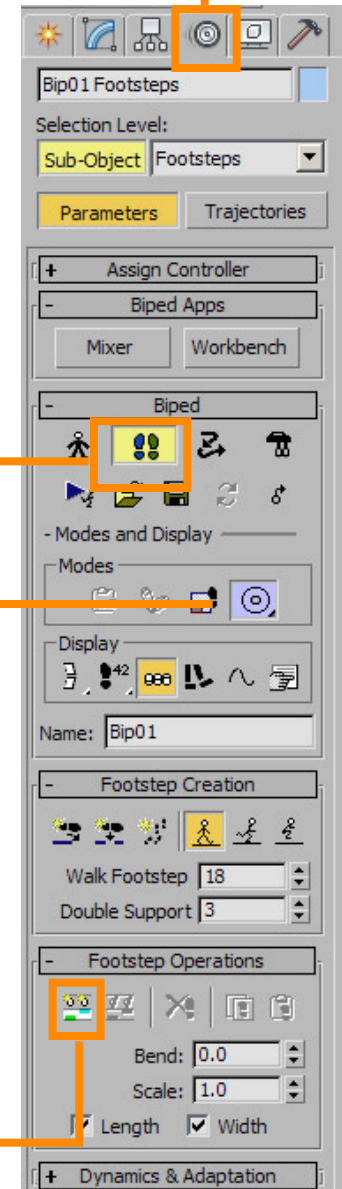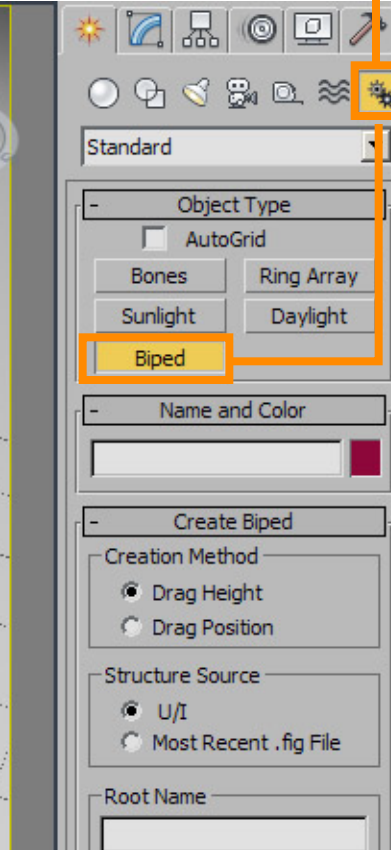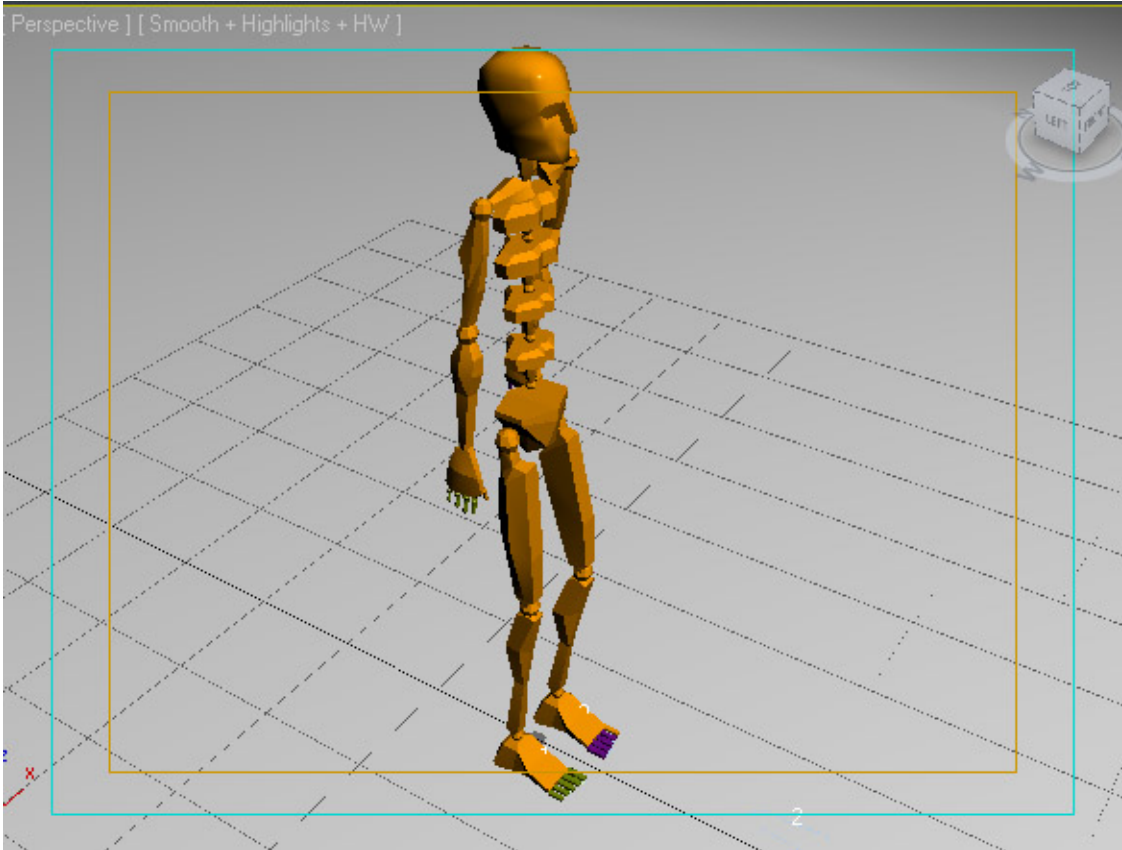
2. Select the Biped button in the Perspective viewport, click and drag a biped figure.

4. Open the "Foot Steps" panel and type in 12 steps.

5. Select "In Place Mode".

6. Click "Create Keys".

Last, click the Play button on the timeline.