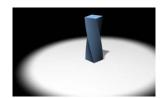**SoCal ROC**
Career Technical Education

3D Character Design

Animating a Box as a Character

In this assignment you're going to create an animated character using only a box. This will teach you some basic 3D Max modeling and animating skills.

YOU WILL NEED TO KNOW THE FOLLOWING:

1. How to make a box and adjust its' parameters.
2. How to use the "Move" transform tool.
3. How to use "Bend" , "Twist" and "Stretch" modifiers.
4. How to record animation using the "Timeline".
5. How to render your scene

PROCEDURE

1. Open "Key Filters" and click "All"
2. Create a tall shaped box on the plane, adjust the parameters as shown in the diagram.
3. Add a Bend, Twist, Bend & Stretch modifer to the "Stack".