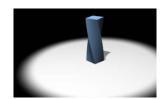
## **Simple Shapes as Characters - H1**





## Animating a Box as a Character - Part 1

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.

