



# 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.
3. Add a Bend, Twist, Bend & Stretch modifier to the "Stack".

