



# Animating a Simple 3D Stick Figure

In this assignment you're going to create an animated character using a number of primitives. This will expand your basic modeling skills.

## YOU WILL NEED TO KNOW THE FOLLOWING:

1. How to set up and adjust a Biped
2. How to set "Local" coordinate system
3. How to use the "Skin" modifier and adjust envelopes.

## PROCEDURE

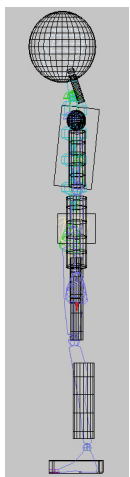
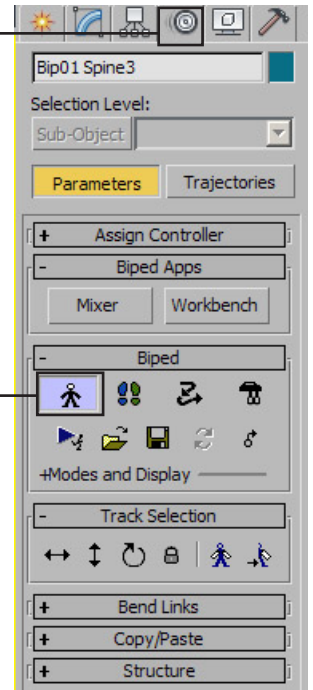
1. Make sure your figure is standing in the middle of the perspective grid.
2. From the "Systems" panel select the "Biped"
3. Place your cursor in the middle of the perspective grid, click and grow your biped.

*Try to match the pelvis of the Biped to the pelvis of your Stickman.*

4. In the Front viewport adjust your Stickman to match the position of the Biped.

### Now we will move the Biped to match the position of your Stickman

5. Open the "Animation" panel. \_\_\_\_\_
6. Click the "Figure Mode" button. \_\_\_\_\_
7. In the "Front Viewport" select the Biped.
8. Select the "Clavicle" and move it to match the Stickman's shoulder area. \_\_\_\_\_
9. Make the coordinate system is set on "Local".
10. Adjust the length of the upper Biped arm to match Stickmans.
11. Then adjust the lower Biped arm to match the Stickmans.
12. Move the Biped hand to match the Stickmans.



**The remainder of the Biped is adjusted in similar fashion.**

**Next, go to the a side view and adjust the Biped to match the Stickman**

