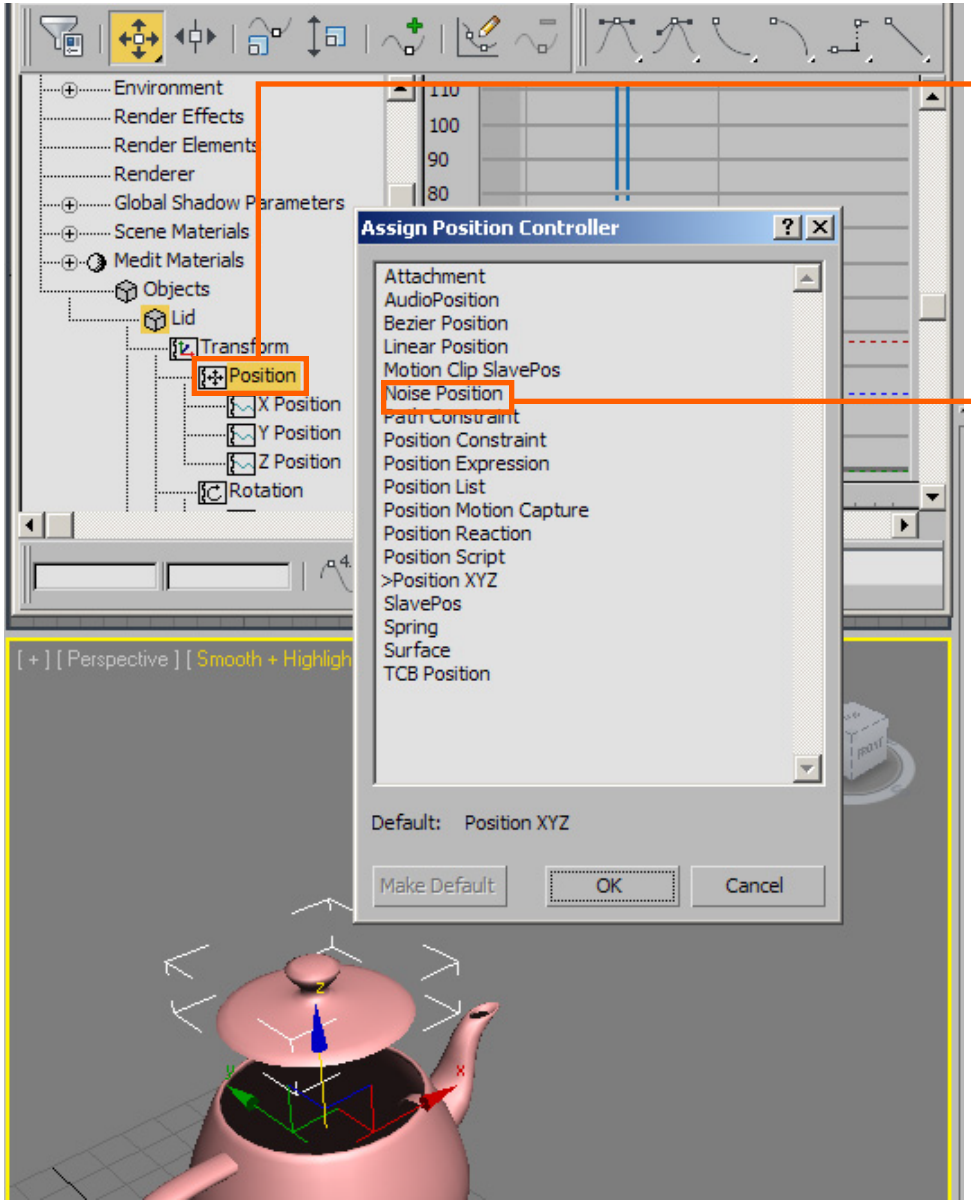
3D Character Design

Walking, Shaking, Steaming Teapot

(Point Value - 1 to 15 points)



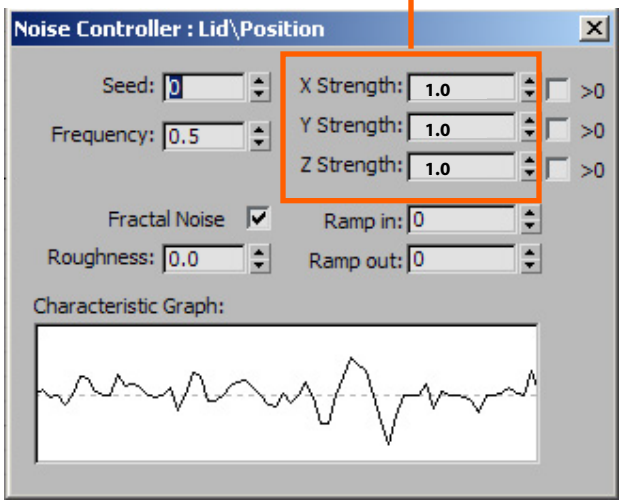
1. Convert the Teapot into an Editible Poly.
Detach the lid from the Teapot and rename it "Lid".

2. Open the "Curve Editor" and select the lids "Position" & right click, find the "Assign Controller " option and select it.

3. In the "Assign Position Controller" panel select "Noise Position".

4. The animation of the shaking lid is automatically made. Play it back and see.

5. The Noise Controller opens. You can adjust the parameters as needed. You'll probably have to set them very low - 1.0 - 2.0



6. Link the Lid to the Teapot

7. Prepare the Biped and link the Teapot to the Biped