

3D CHARACTER DESIGN

The Mech Project introduces you to “Box” or “Poly” modeling as well as 3D Max’s CAT (Character Animation Tools) system.

Procedure: Open the CAT Mech character rig. Match the anatomy of your model to that of the CAT model. Simplify by deleting the arms

1. Your Mech character should be modelled in separate anatomical units. In this example there is a chest, humerus, ulna, carpals and phalanges. Do not “attach” or “Group” the parts together.
2. Adjust the pivot point of each part to where it hinges onto the previous part.
3. Select the CAT Mech system from the CAT character Panel.
If you have to delete any parts from the CAT, select them and delete them.
4. Set both Mech model and CAT to 0,0,0.
5. Freeze your Mech model.
6. Starting with the “Pelvis” adjust and resize the CAT model to match your Mech model anatomy.
7. Unfreeze your Mech model.
8. Use the “Link” tool to link the various parts of your Mech to the matching parts on the CAT.
9. Select the CAT and open the Motion Panel.
10. Add a Motion Capture layer and turn on the Animation mode .

