

MECH ANATOMY

The design of the Mech Character is based on the 'Mech" CAT rig. You'll notice that has a limb construction similar to the front legs of what anatomists call a "digitigrade" stance. Most limbed animals fall into one of three categories:

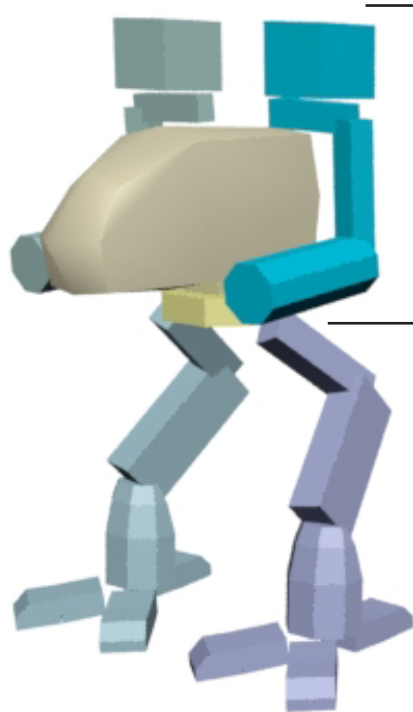
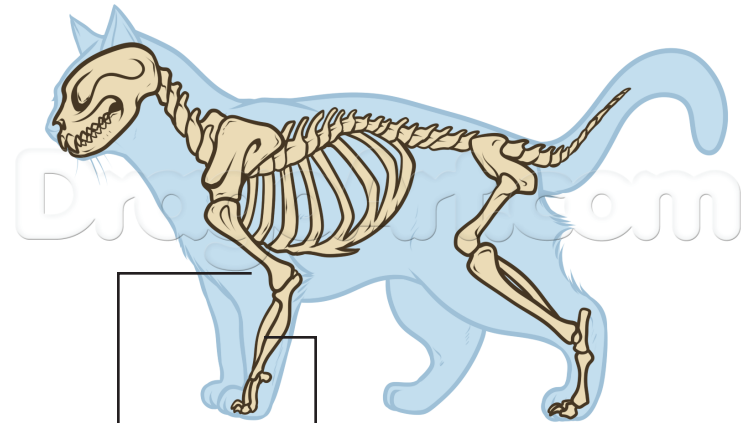
Plantigrade - Humans, Bears

Digitigrade - Dogs, Cats

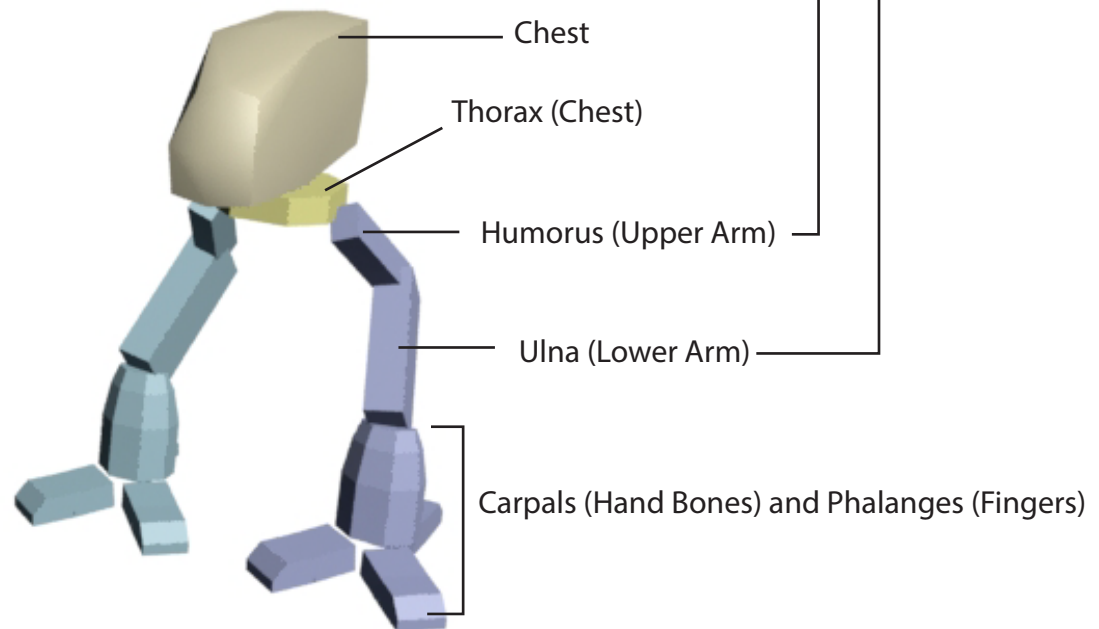
Unguligrade - Horses, Cows

3D Max's "Mech" rig resembles the front leg of a digitigrade.

To keep this 'first time using a CAT rig' project simple, we will delete some of the stock anatomy on the Mech rig and only use those indicated.



Delete the upper units.



Design your Mech close to the structure of the CAT Mech.