

TUTORIALS

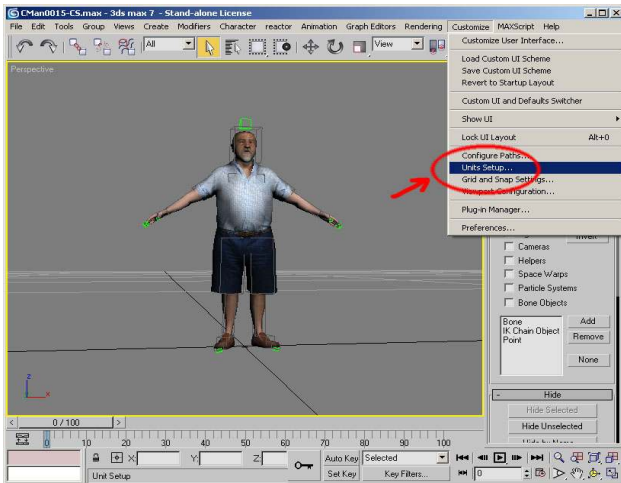
SCALING AND MOVING CHARACTERS - PHYSIQUE MODIFIER

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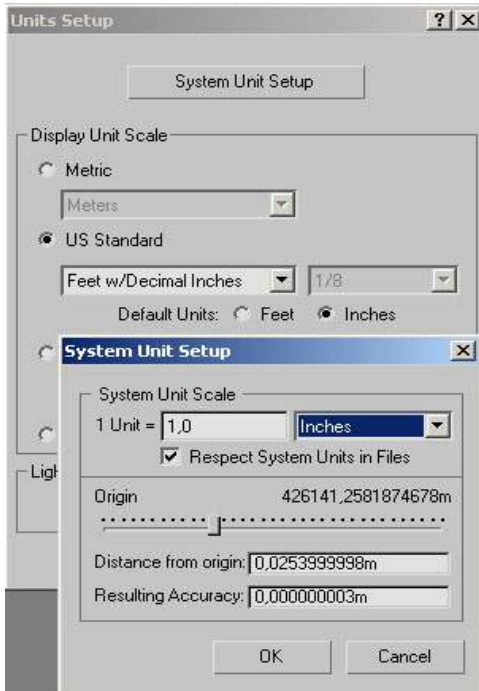
1) aXYZ Metropoly models are designed in meters,

- 1 meter = 39.370079 inches
- 1 meter = 3.28084 feet (UK and US)

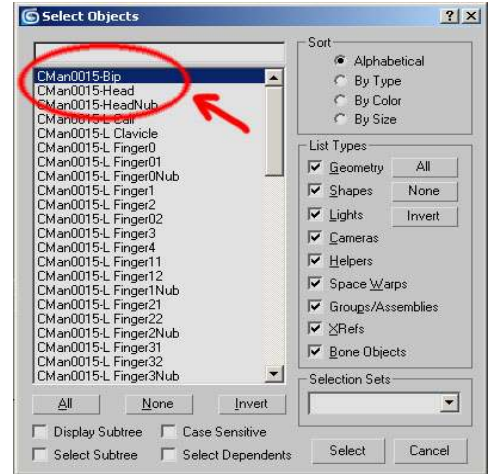
2) Open a model
3) Go to CUSTOMIZE and select UNITS SETUP.



4) Set DISPLAY UNIT SCALE and SYSTEM UNIT SETUP to your drawing unit.



5) Select character's root. For example CManXXX-Bip.



6) Go to Motion and in the Biped menu select FIGURE MODE.

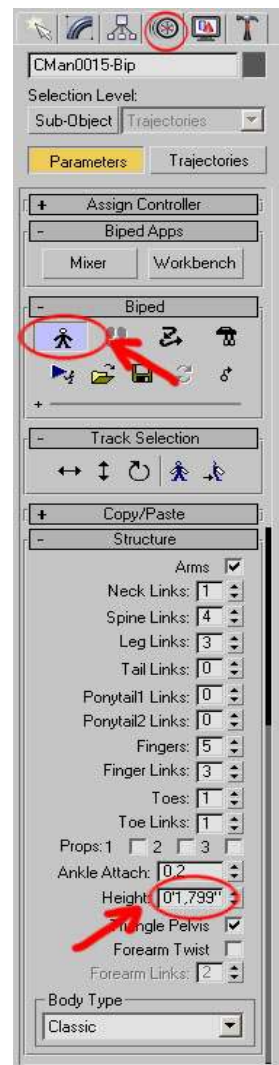
7) Inside STRUCTURE menu you can modify the character's height.

If the character is 1,788m you must enter:

1,788m x your drawing unit

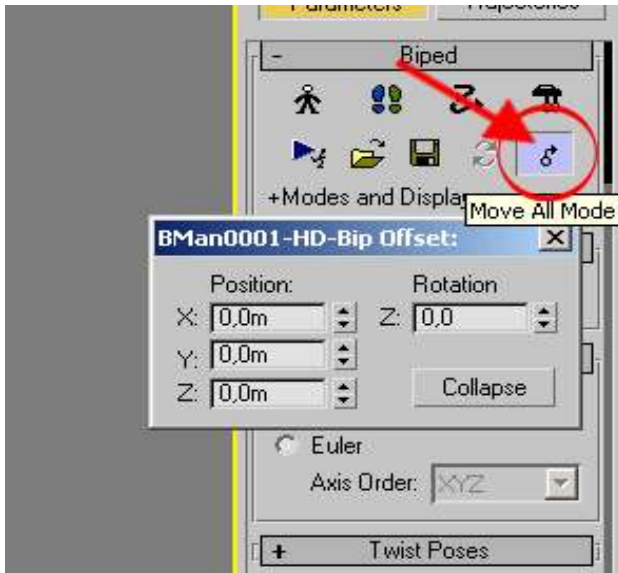
8) Save character.

9) You can now merge it into your scene without problems.



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10) To move a character use the "Move all Mode" inside MOTION > BIPED rollout.



Congratulations!
You have just learnt to scale and move a character in 3D Max.

aXYZ design
www.axyz-design.com

Tech support:
tech@axyz-design.com

Customer care:
customercare@axyz-design.com