

TUTORIALS

CREATE A WALKING CHARACTER USING *EMOTION* MOCAP DATA

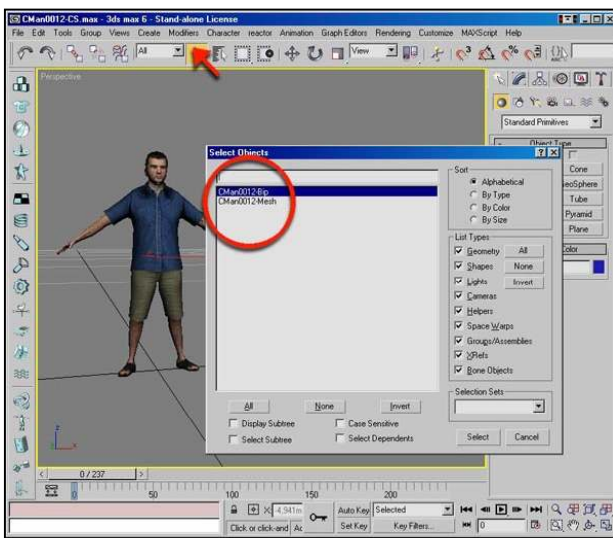
CREATE A WALKING CHARACTER USING EMOTION MOCAP DATA

To create a walking character on a long path you should use eMOTION mocap files that ends with the suffixes _Loop or -L.

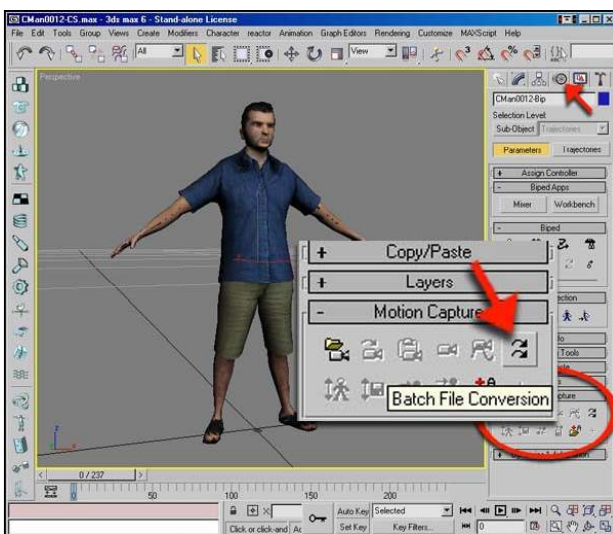
Ex:
emo0003-Straight walking_Loop_Male.bip
emo0001-MWalk-Slow-L.bvh

1. Open Metropolis Cs Character
(Ex: Cman0012-Cs.max)

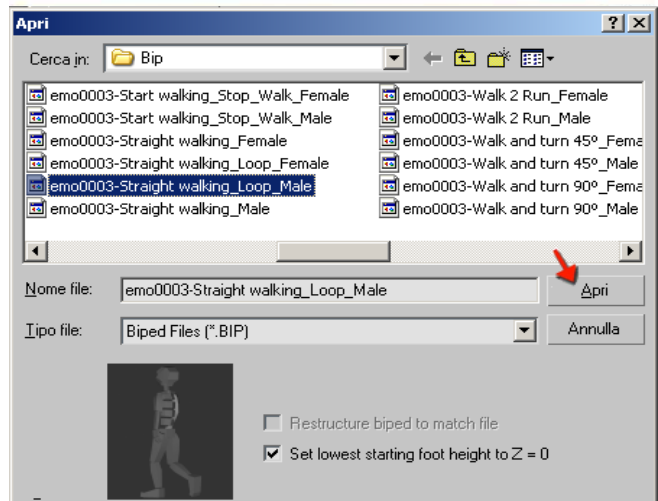
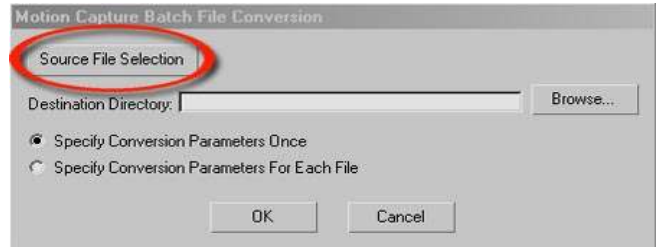
2. Select bip01 (root) BIPED from:
"select by name tool".



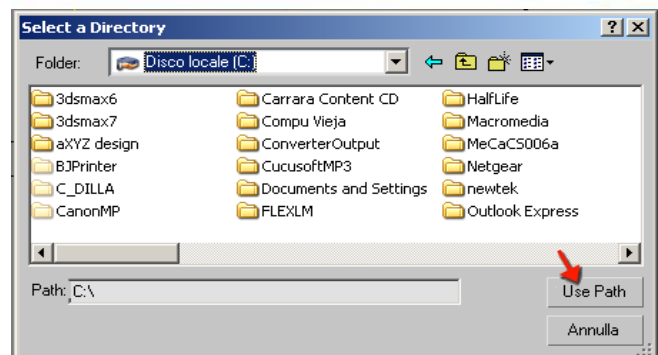
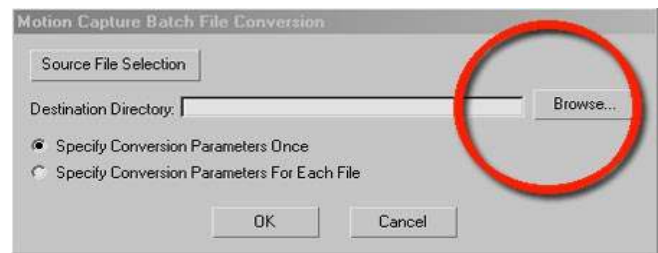
3. Select motion tools
>> Motion Capture
>> Select batch file conversion tool.



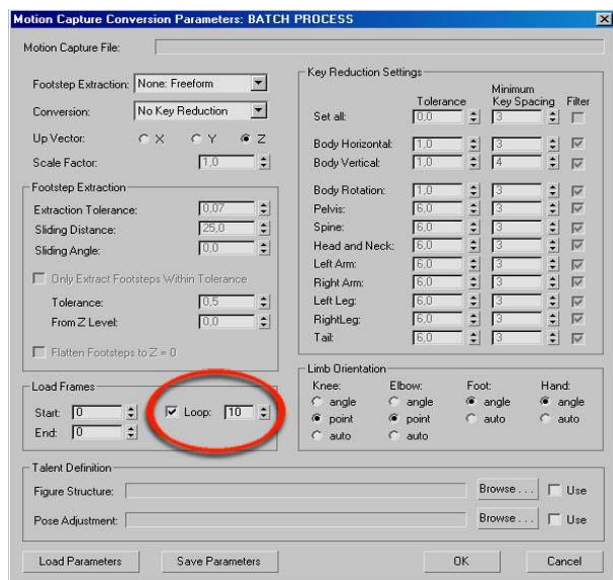
4. Select your source file in the batch file conversion dialog box.



5. Place the destination directory.



6. In the Motion Capture Conversion Parameters, select the number of walking loops you want.



If you were using mocap data in .bip format, that's all. Your character is now walking.

If you are using mocap data in .bvh format continue with steps 7, 8, 9 and 10.

7. Character geometry will be destroyed. Reset 3dsMAX without save.

8. Open Metropoly Cman0012-Cs.max again.

9. Select bip01 (root) BIPED from "select by name tool".



10. Go to motion tools
 >> Select biped menu
 >> Select Footstep Mode
 >> Load your converted mocap data file.

Ex:
 emo0001-MWalk-Slow-L.bip

Congratulations!
 You have just created a walking character using eMOTION mocap data.

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