

## TABLE OF CONTENTS

|  |    |
|--|----|
| <b>CHAPTER 1 - CHARACTER MODELING</b> .....                                | 1  |
| DEFINITIONS AND TERMS .....  | 3  |
| Reference Pictures .....   | 4  |
| Practice A: Displaying the Reference Picture on a Plane in the Scene ..... | 4  |
| Practice B: Displaying a Reference Picture as a Background .....           | 5  |
| Tutorial M1: Displaying the Skater Reference Picture .....                 | 6  |
| START WITH A BOX .....   | 7  |
| Tutorial M2: Creating the Initial Box .....                                | 7  |
| Converting the Box .....   | 8  |
| Tutorial M3: Converting the Box to an Editable Poly .....                  | 8  |
| SHAPING WITH POLYGONS .....  | 9  |
| Accessing and Selecting Polygons .....                                     | 9  |
| Practice C: Selecting Polygons .....                                       | 10 |
| Extruding Polygons .....   | 11 |
| Practice D: Using Extrude and Bevel .....                                  | 12 |
| Tutorial M4: Creating the Arms .....                                       | 13 |
| Tutorial M5: Extruding the Legs .....                                      | 15 |
| SHAPING WITH VERTICES .....  | 16 |
| Tutorial M6: Shaping the Body with Vertices .....                          | 17 |
| SMOOTHING TOOLS .....  | 18 |
| NURMS Subdivision .....  | 18 |
| Practice E: Using NURMS Subdivision .....                                  | 18 |
| MeshSmooth .....   | 19 |
| Tutorial M7: Applying MeshSmooth to the Character .....                    | 19 |
| THE SLICE TOOL .....   | 20 |
| Practice F: Using the Slice Tool .....                                     | 20 |
| Tutorial M8: Slicing Detail on the Arms .....                              | 21 |
| Shaping Overhangs .....  | 22 |
| Tutorial M9: Shaping the Sleeves .....                                     | 22 |
| Tutorial M10: Shaping the Pant Legs .....                                  | 23 |
| THE HAND .....   | 24 |
| Tutorial M11: Creating the Thumb .....                                     | 24 |
| Tutorial M12: Slicing Polygons for the Fingers .....                       | 25 |

|  |    |
|--|----|
| Extruding Multiple Polygons                          | 26 |
| Tutorial M13: Extruding the Fingers                  | 26 |
| Detaching and Attaching mesh Parts                   | 27 |
| Tutorial M14: Copying and Pasting the Hand           | 27 |
| Tutorial M15: Shaping Socks, Shoes, and Body         | 29 |
| CREATING NEW EDGES                                   | 30 |
| Tutorial M16: Shaping the Collar                     | 30 |
| Chamfer and Collapse                                 | 32 |
| Tutorial M17: Creating the Collar Rim                | 32 |
| THE SYMMETRY MODIFIER                                | 34 |
| Practice G: Using the Symmetry Modifier              | 35 |
| THE MULTI/SUB-OBJECT MATERIAL                        | 36 |
| Tutorial M18: Making a Material for the Body         | 36 |
| MODELING THE HEAD                                    | 38 |
| Reference Materials                                  | 38 |
| THE SPHERIFY MODIFIER                                | 39 |
| Tutorial M19: Creating the Head                      | 39 |
| SMOOTHING GROUPS                                     | 40 |
| Tutorial M20: Smoothing and Shaping the Head         | 41 |
| CREATING FACIAL DETAILS                              | 42 |
| Tutorial M21: Defining the Facial Features           | 42 |
| Eye Sockets  | 43 |
| Tutorial M22: Shaping the Eye Sockets                | 43 |
| Nose Detail  | 45 |
| Tutorial M23: Shaping the Nose                       | 45 |
| The Mouth  | 47 |
| Tutorial M24: Extruding the Lips                     | 47 |
| FINISHING THE HEAD                                   | 48 |
| Tutorial M25: Reducing the Polygon Count on the Head | 48 |
| CREATING FACIAL MATERIALS                            | 49 |
| Tutorial M26: Creating Materials for the Face        | 49 |
| CREATING THE HAIR                                    | 51 |
| Tutorial M27: Creating the Hair                      | 51 |
| MERGING  | 53 |
| Tutorial M28: Merging the Head and Body              | 53 |

|  |     |
|--|-----|
| <b>CHAPTER 2 - CHARACTER RIGGING</b> .....               | 55  |
| TERMS AND CONCEPTS .....                                 | 58  |
| Coordinate Systems .....                                 | 58  |
| Local Axes .....   | 58  |
| Linking .....  | 59  |
| Bones .....  | 60  |
| Chains and Hierarchies .....                             | 60  |
| Kinematics .....   | 61  |
| Character Structure .....                                | 61  |
| BONE CREATION .....                                      | 62  |
| Practice G: Creating a Bone Structure .....              | 63  |
| Bone Tools .....   | 65  |
| Practice H: Editing Bones with Bone Tools .....          | 66  |
| Where Do You Put the Bones? .....                        | 66  |
| Tutorial R1: Creating the Leg Bones .....                | 67  |
| Tutorial R2: Creating the Spine Bones .....              | 72  |
| Tutorial R3: Creating Arm and Hand Bones .....           | 73  |
| IK CHAINS .....  | 77  |
| Practice J: Creating an IK Chain .....                   | 78  |
| IK Solvers .....   | 79  |
| The HI Solver .....                                      | 79  |
| Practice K: Creating Multiple IK Chains .....            | 80  |
| Tutorial R4: Creating IK Chains for the Legs .....       | 83  |
| CUSTOMIZATION TOOLS .....                                | 85  |
| Custom Attributes .....                                  | 85  |
| Parameter Wiring .....                                   | 86  |
| Practice L: Creating and Wiring a Custom Attribute ..... | 87  |
| Expressions .....  | 89  |
| Practice M: Using Expressions .....                      | 90  |
| Tutorial R5: Creating the Foot Rigs .....                | 93  |
| Tutorial R6: Adding Toe Roll .....                       | 97  |
| RIG CONTROLS .....                                       | 100 |
| What Should the Shapes Control? .....                    | 100 |
| Pivot Points .....                                       | 101 |
| Custom Shapes .....                                      | 102 |
| Tutorial R7: Creating a Spine Control .....              | 103 |

|   |             |
|---|-------------|
| CONTROLLERS   | .106        |
| List Controllers  | .106        |
| Practice N: Using List Controllers                            | .107        |
| Tutorial R8: Completing the Spine Rig                         | .112        |
| TOOLS REVIEW  | .116        |
| Tutorial R9: Rigging the Wrist                                | .117        |
| FINGER ROTATIONS  | .119        |
| Tutorial R10: Rigging the Finger Curls                        | .120        |
| THUMB ROTATION  | .123        |
| Tutorial R11: Determining the Thumb Rotation                  | .124        |
| Thumb Rotation Expressions                                    | .127        |
| Tutorial R12: Wiring the Thumb Curl                           | .130        |
| Tutorial R13: Completing the Arm Rig                          | .133        |
| Tutorial R14: Finishing the Rig                               | .139        |
| <b>CHAPTER 3 - SKINNING</b>                                   | <b>.141</b> |
| The Skin Modifier   | .143        |
| Envelopes   | .143        |
| Manual Vertex Adjustment                                      | .144        |
| Angle Deformers   | .144        |
| Practice P: Using the Skin Modifier                           | .144        |
| CHARACTER SKINNING  | .153        |
| Choosing Body Parts for Skinning                              | .153        |
| MeshSmooth and Skinning                                       | .153        |
| Skin Pose   | .154        |
| Tutorial S1: Setting the Skin Pose                            | .154        |
| Tutorial S2: Skinning the Character                           | .155        |
| Tutorial S3: Weighting Vertices Manually                      | .158        |
| Skin Mirror Mode  | .166        |
| Tutorial S4: Mirroring Envelopes and Vertex Weights           | .166        |
| Tutorial S5: Customizing Joints with the Joint Angle Deformer | .168        |
| Tutorial S6: Weighting on Multiple Bones                      | .170        |

|   |     |
|---|-----|
| <b>CHAPTER 4 - CHARACTER ANIMATION</b> .....                | 175 |
| <b>TOOLS IN 3DS MAX</b> .....                               | 178 |
| Keys .....  | 178 |
| Trackbar .....  | 178 |
| Tutorial A1: Working with Keys .....                        | 179 |
| Walk Cycle .....  | 183 |
| The Set Key System .....                                    | 184 |
| Tutorial A2: Creating a Walk Cycle .....                    | 185 |
| Track View .....  | 189 |
| Tutorial A3: Looping Animation .....                        | 190 |
| <b>ANIMATION PRINCIPLES</b> .....                           | 193 |
| Learning to Use the Principles .....                        | 194 |
| Tutorial A4: Animating an Action Sequence .....             | 195 |
| <b>MODIFIERS AND CONTROLLERS</b> .....                      | 198 |
| Modifiers .....   | 198 |
| Controllers .....   | 198 |
| Tutorial A5: Animating with Modifiers and Controllers ..... | 199 |
| <b>FACIAL ANIMATION</b> .....                               | 202 |
| Eye Animation .....   | 202 |
| Tutorial A6: Animating the Eyes .....                       | 203 |
| Facial Expressions and Speech .....                         | 207 |
| Tutorial A7: Morphing Facial Expressions .....              | 208 |
| <br>  |     |
| <b>RESOURCES</b> .....                                      | 217 |
| <b>INDEX</b> .....  | 219 |