

# Segmented Animation - A How-to Guide

So you are wanting to do complicated animations? :) Well hold on to yer undies, cus we are going to walk through it!

--This tutorial is for advanced users, and it is assumed you know the interface and how to do beginner level tasks in Max--

First off, make your mesh.

Then texture it.

Now make sure it's all welded together.

Make sure any "lose" peices are linked to the main mesh.

Make a point in the center of the mesh. Point should be setting on the 0,0,0 axis in Max, inside your mesh.

Name the point Root Bone.

Now click on create bones. You want to start by the root bone, and work your way out. It very important to do it this way.

Draw your bones in the appropriate places for the mesh.

Now, select your mesh and add the physique modifier to it.

Click attach to node, and select the root bone. Select rigid and then hit the initialize button.

Okies. You are set.

Edit your envelops so the vertexes of the mesh follow the proper bones.

You're ready to go! :)

Don't forget a bounding box also.

Now go animate.

-Lady E

PS: You can also use the Biped model in-place of the bones, if you so choose. Initializatio of the Physique is the same for both.