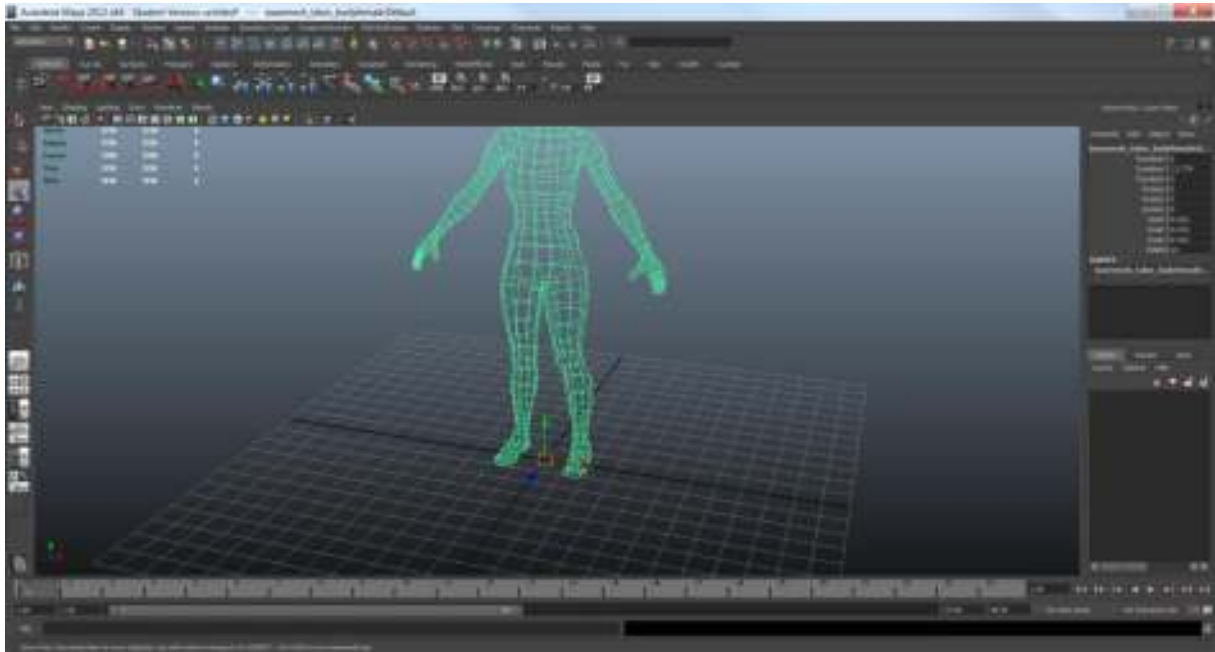
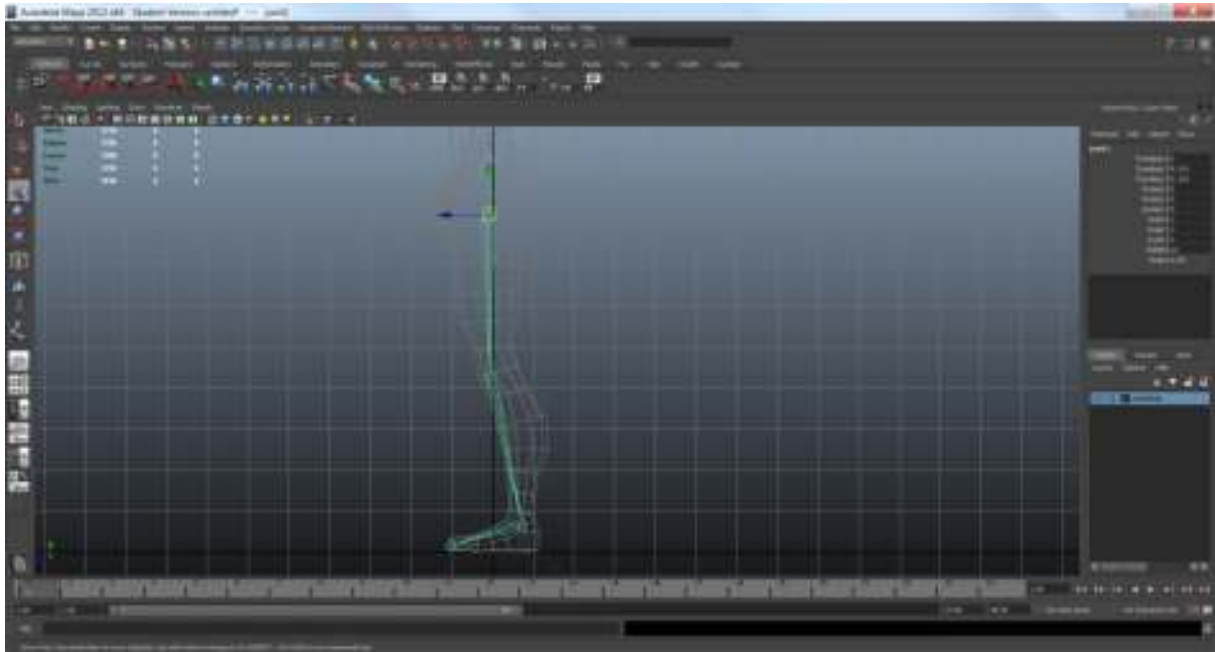


1. Go to file>import and find the model you want to import (if you are looking for the model used in the example you will find it in your flash drive in lesson 4 folder)
2. Click import

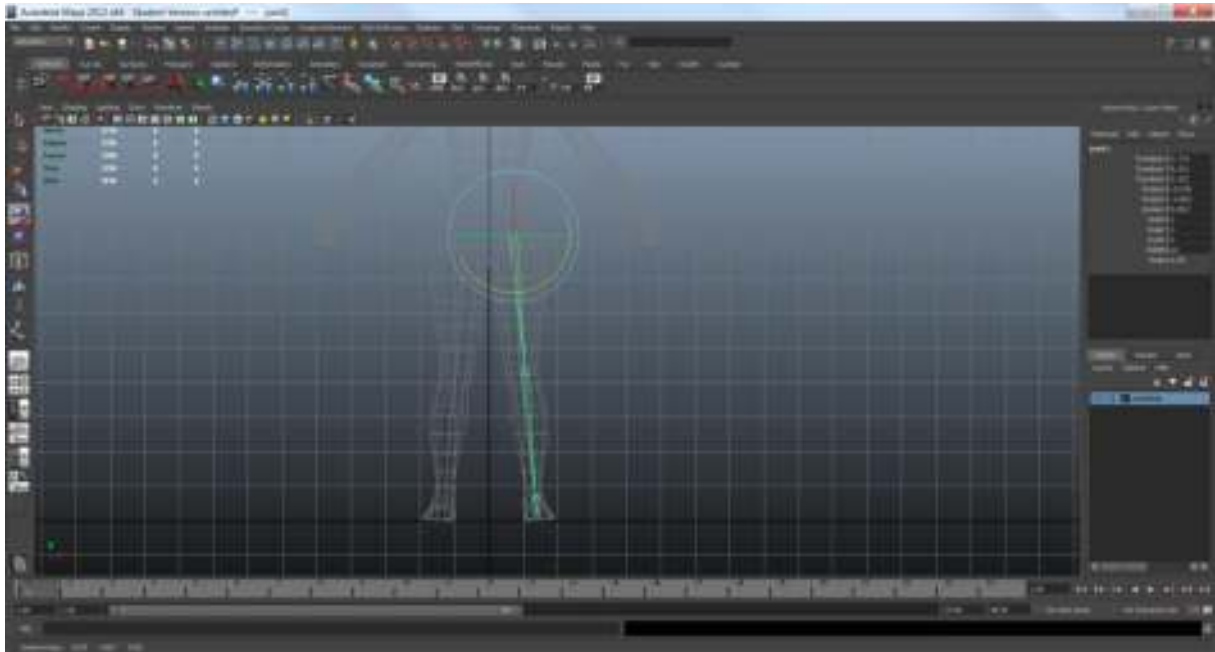


3. Scale the model down and place it on the center of the stage with the feet just touching the grid
4. Center the model's pivot on the grid by selecting the model, holding the 'D' key to mode the pivot, and holding the 'x' key at the same time to use the move tool to snap the pivot to the center of the grid
5. With the model selected, click on the 'create new layer and add object button'. This will make a new layer and put the model in it
6. Double click on the layer name to rename it 'CharMesh'
7. In the second box on the layer, left click until it reads 'T', this puts the layer in template mode, you can see the mesh, but not select it

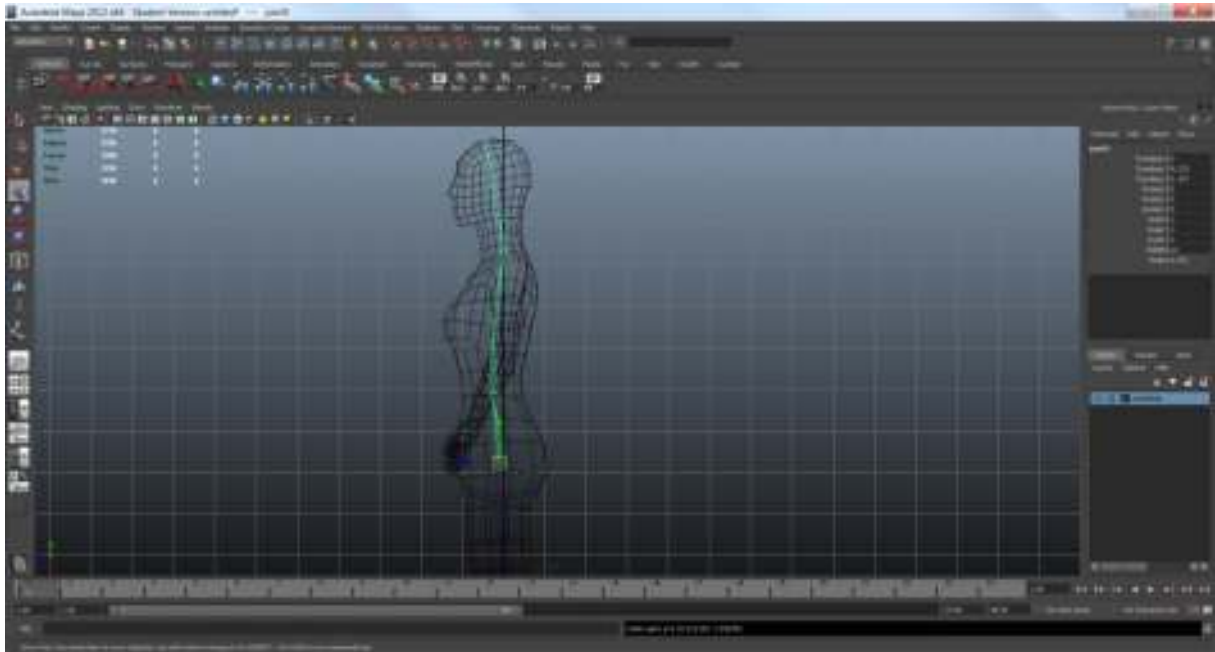




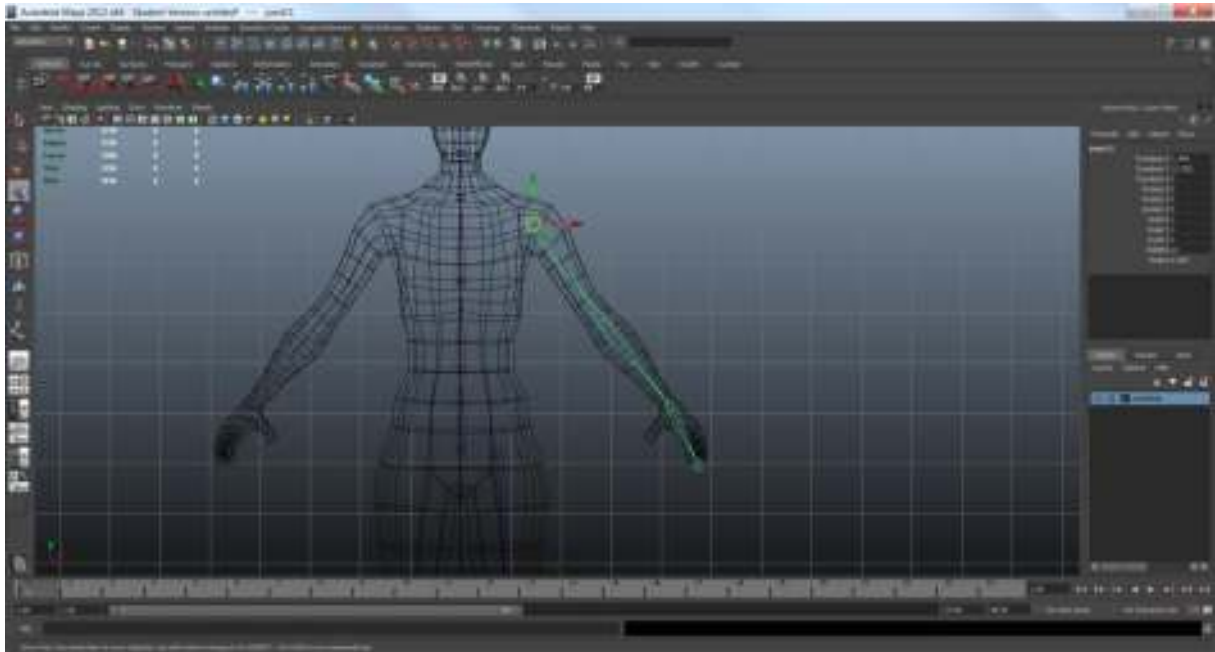
9. Use the space bar to go into your side view
10. Go to skeleton>joint tool
11. Starting at the top of the leg, begin clicking joints down the leg until you get to the toe
12. When you click on the toe joint, press the return key to complete the joint creation



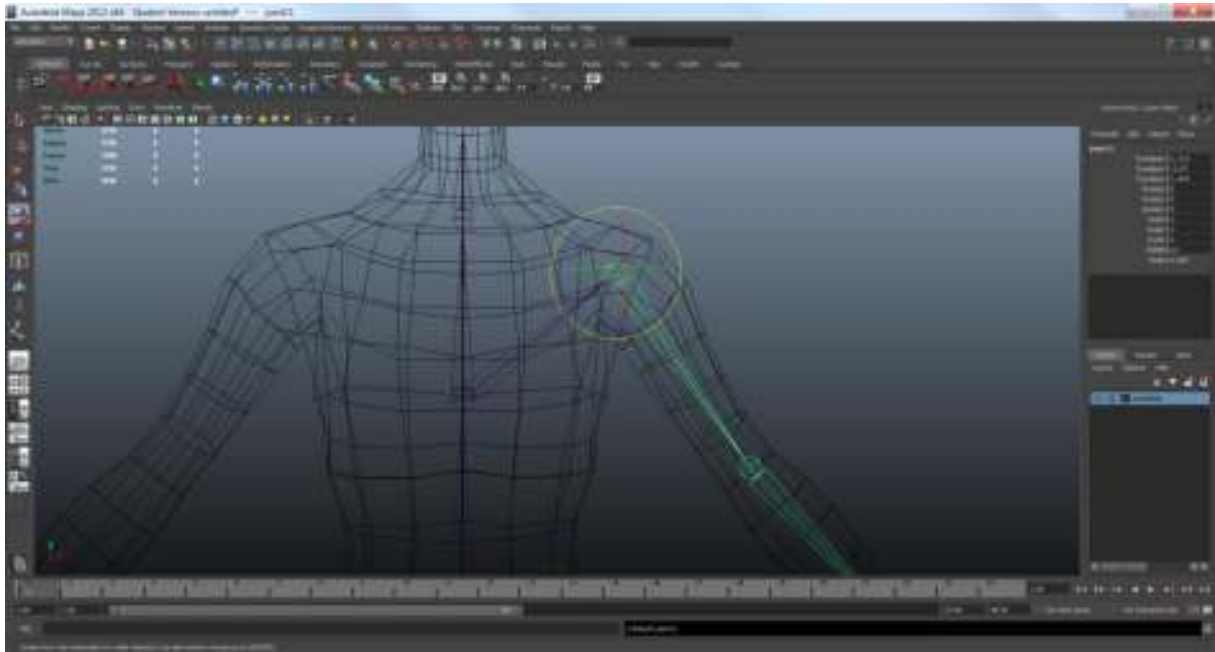
14. Go into the front view and use the move tool ('w' key) to move the top joint along the x-axis to the center of the leg as shown
15. Switch to the rotate tool ('e' key) rotate the leg along the z axis (the blue one) to get the knee and ankle into position
16. Select the ankle joint and do the same to get the toe joint to the center of the foot



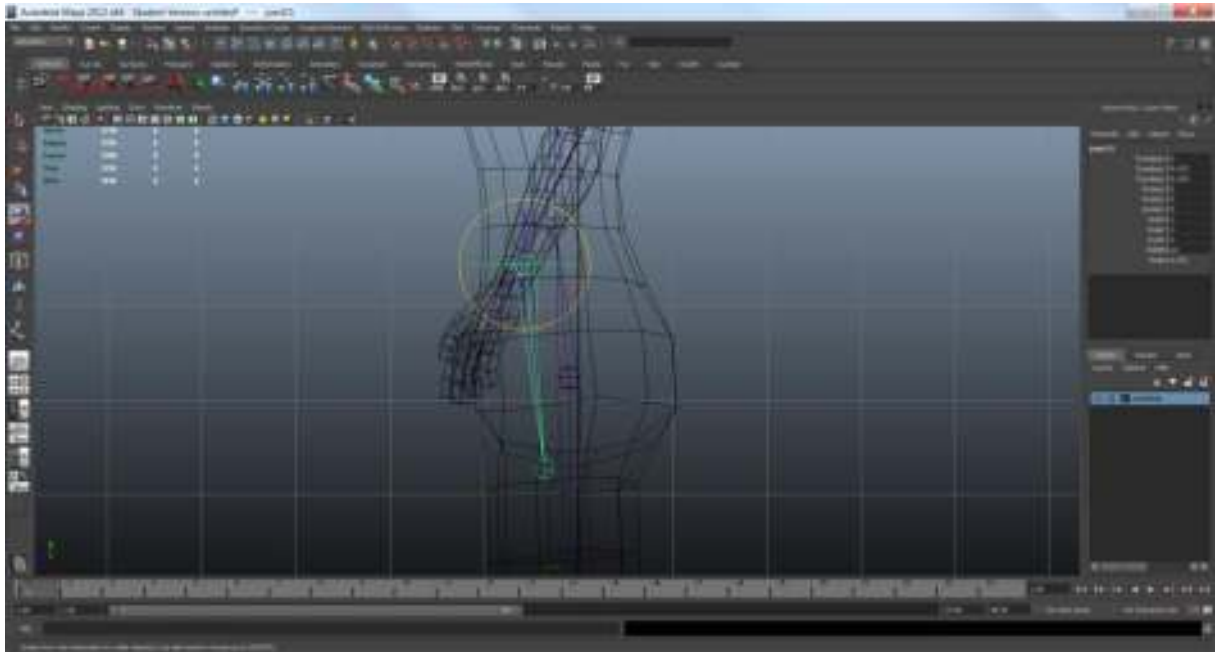
18. Go back into side view and reselect your joint tool
19. Draw out the joints as shown making sure not to accidentally click on any existing, you may find it easier to place the first joint by clicking on empty space and holding and dragging the joint into position



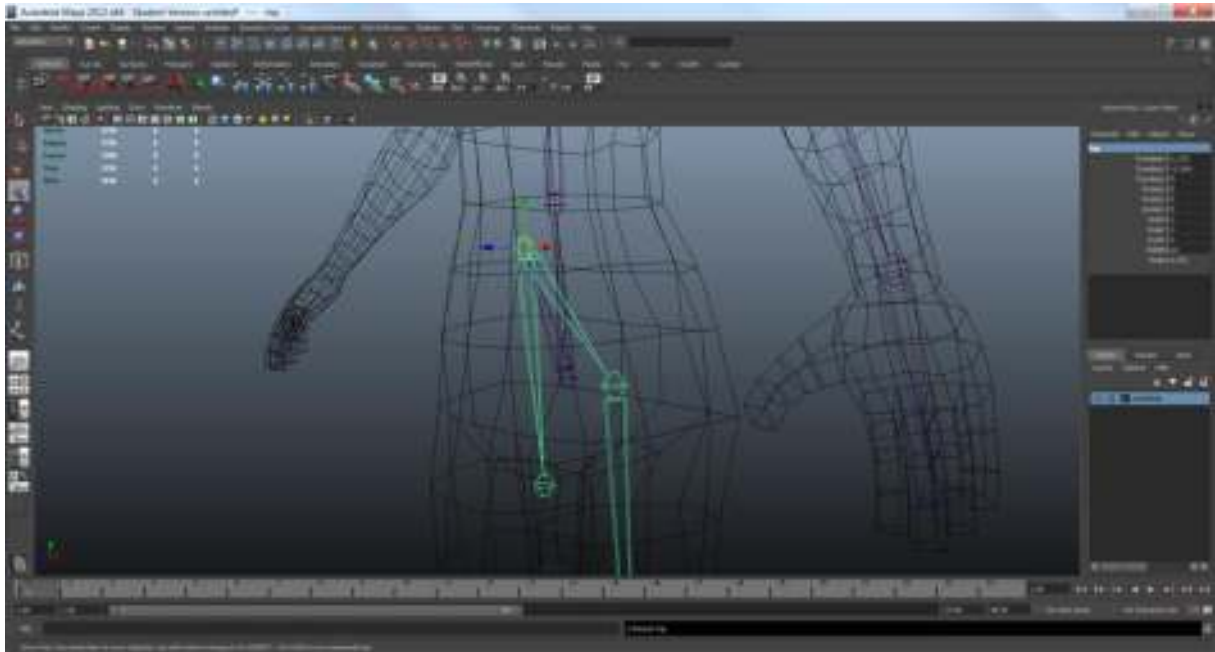
21. Switch to the front view and add new joints as shown above
22. Switch to the perspective view and rotate the joints until they get into the correct position at the center of the mesh, DO NOT USE THE MOVE TOOL, it will mess it all up!



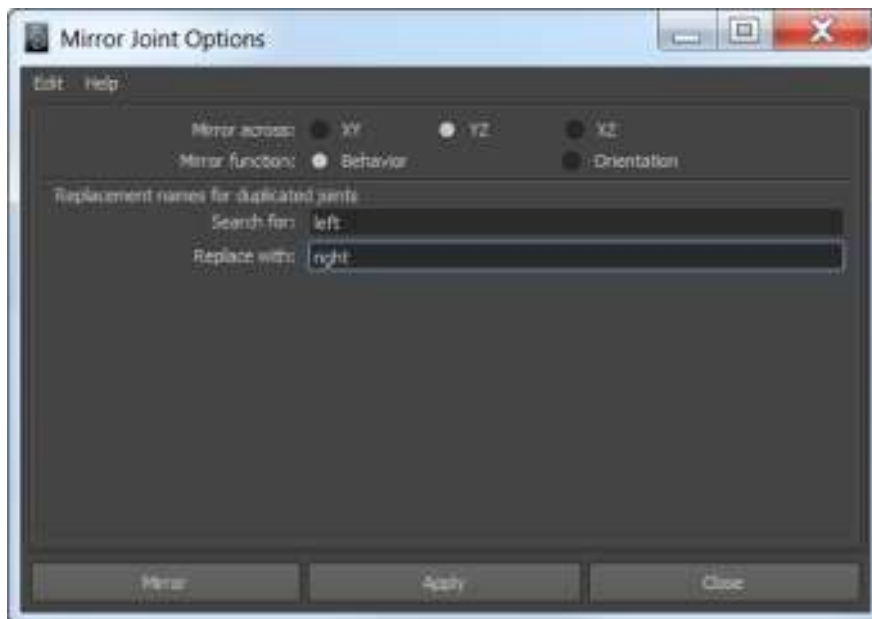
24. Parent the shoulder to the chest joint by first selecting the shoulder joint, then holding shift and selecting the chest joint. Once both joints are selected in this order press the 'p' key to parent the shoulder to the chest.



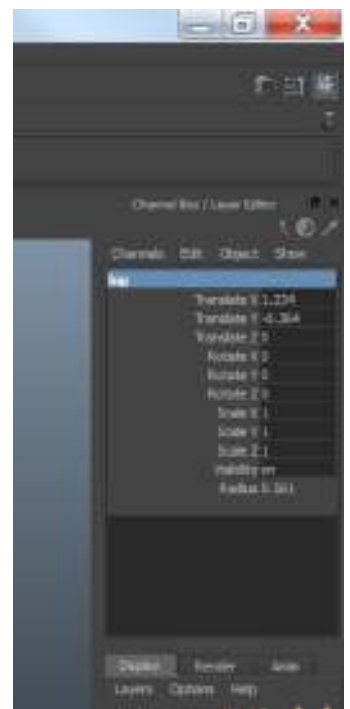
25. In the side view, create the hip joint by placing a new joint chain in front of the spine as shown.



26. Connect it all together by selecting the top hip joint and then the root joint and hitting 'p' for parent
27. Click the top leg joint and then the same hip joint and parent this as well.

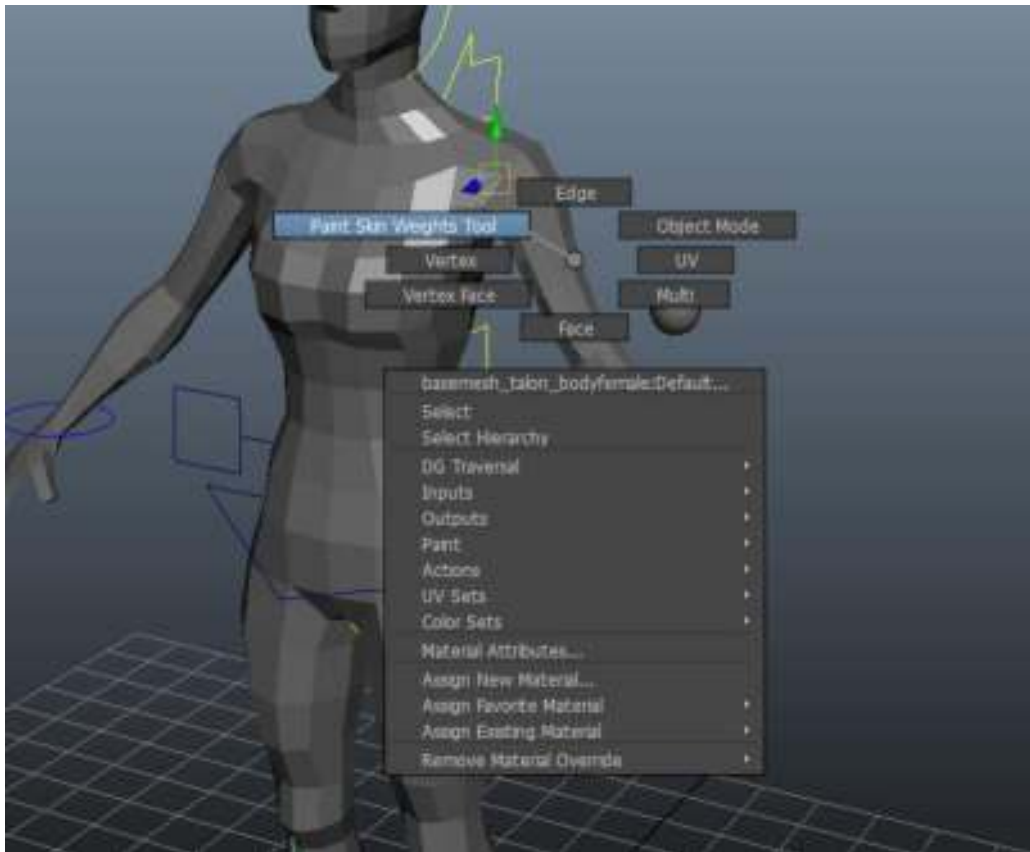


28. Go through the joints and rename them in the channel box (shown on the right). The convention I used was Root, hip, hipEnd, left_leg, left_knee, left_ankle, left_toe, spine, chest, neck, head, headEnd, left_shoulder, left_elbow, left_hand, left_handEnd.
29. Select the left shoulder and mirror it to the other side by going to skeleton>mirror joint and clicking the box next to it.
30. In the dialog box that appears choose 'YZ' for you mirror across
31. The mirror tool can rename your newly created joints for you by putting 'left' in search for, and 'right' in replace with (this will only work if you used 'left' in the names of your joints)
32. Once you have mirrored your arm joints select the top leg joint and mirror that as well.
33. Congrats! Our skeleton is done!

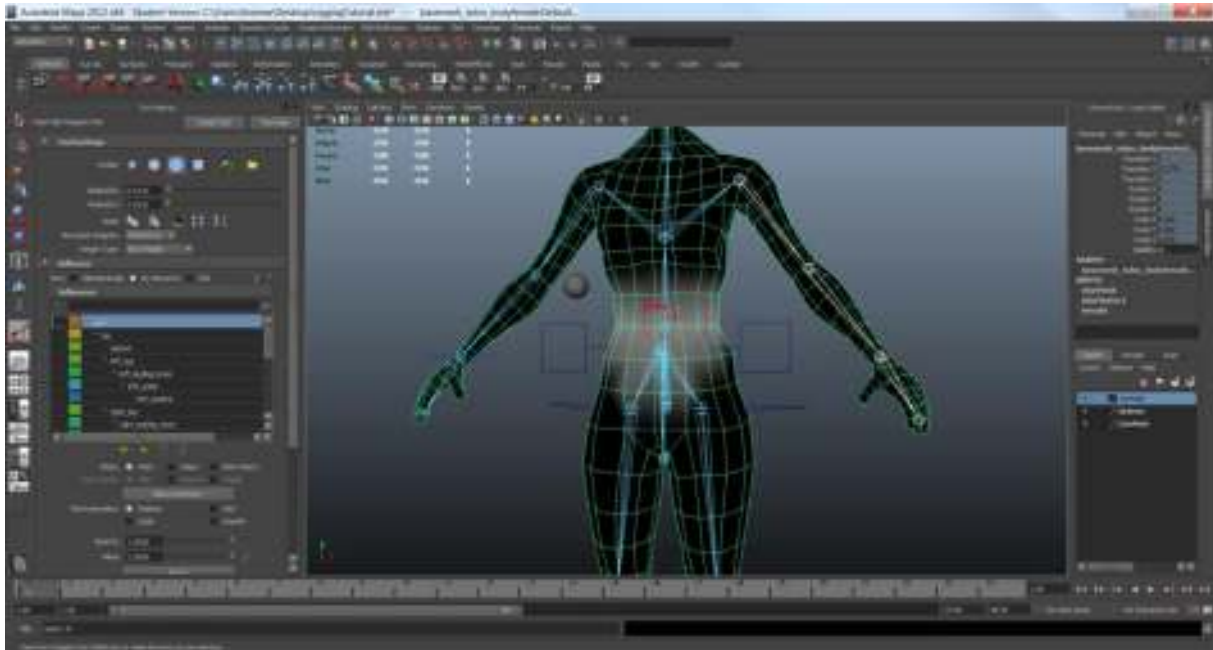




105. Select the root joint and shift select the mesh
106. Go to skin>bind skin>smooth bind and click the box
107. In the dialog options change "max influences" to '2'
108. Click 'bind skin'



109. Hold down the right mouse button on the mesh and choose 'paint skin weights'



110. We are now on the last step before animating, weight painting
111. By dragging our mouse while holding the left mouse button we can paint influences for each joint onto different vertices. Holding ctrl while doing this will invert the action (removing influence instead of adding it)
112. Holding the 'b' key and dragging will let you change your brush size. Holding shift while dragging will smooth out your influences
113. Select your joints from the left panel and paint your weights onto the vertices
114. Pure white means 100% influence, black means 0% influence
115. The root joint should not have any influences
116. Paint all of your influences in between joints in the direction of the triangles
117. Repeat, for success, play around with it till the character move satisfactorily.
118. Done!