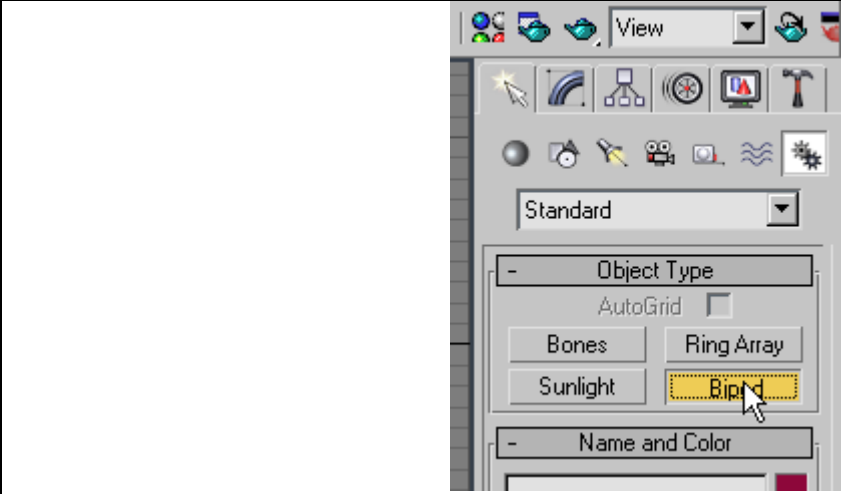
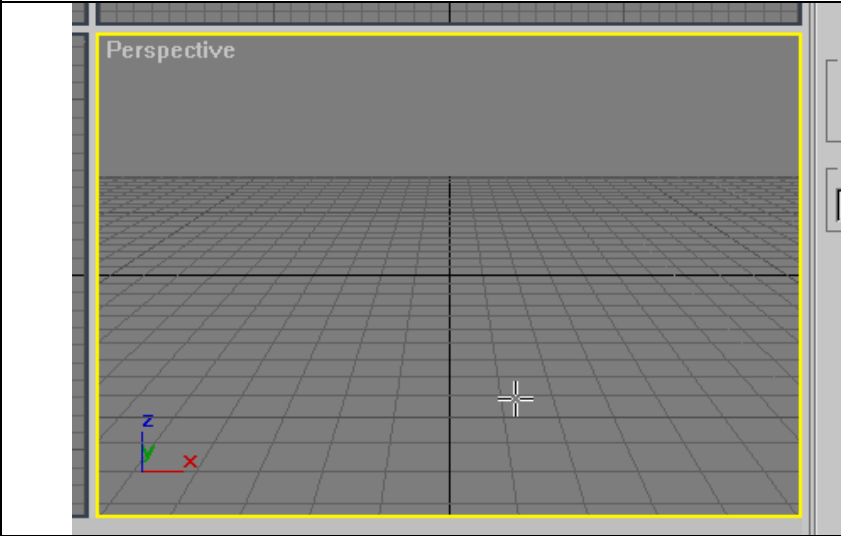


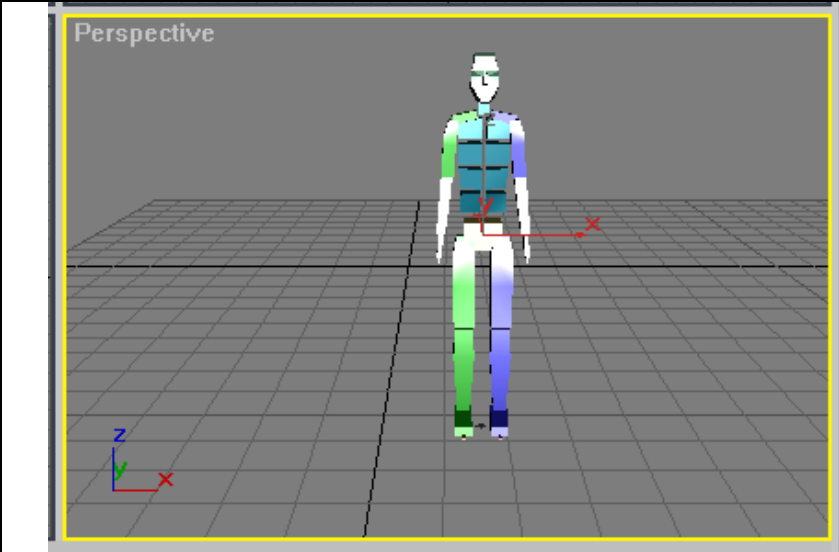
Open a new Max scene and select the Systems icon in the Command Panel



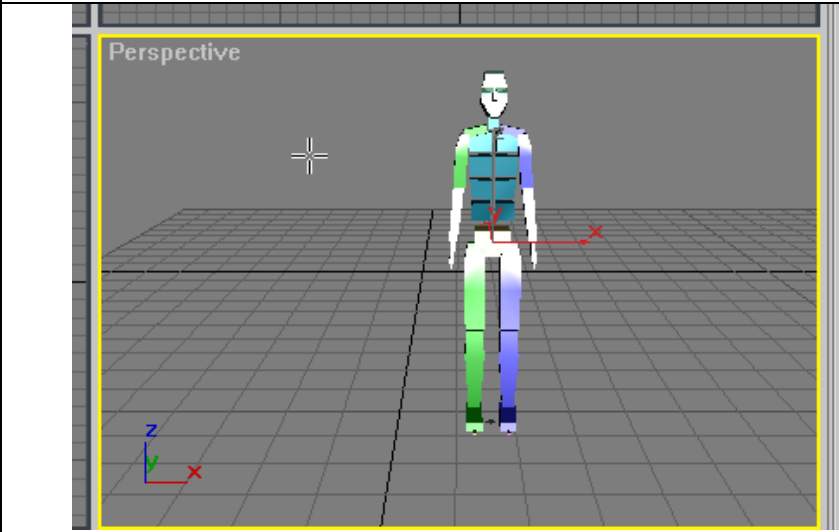
Then select Biped



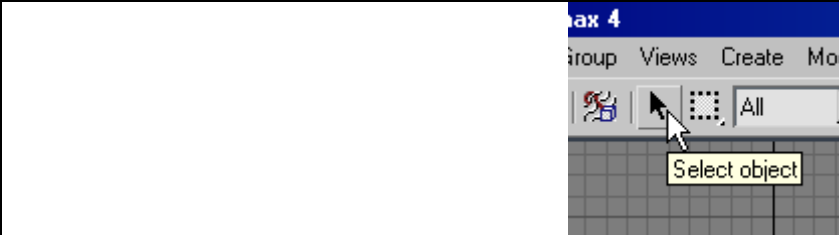
The cursor changes to a cross-hair. Near the bottom of the perspective window, click and drag upwards to create a biped as shown in the next window



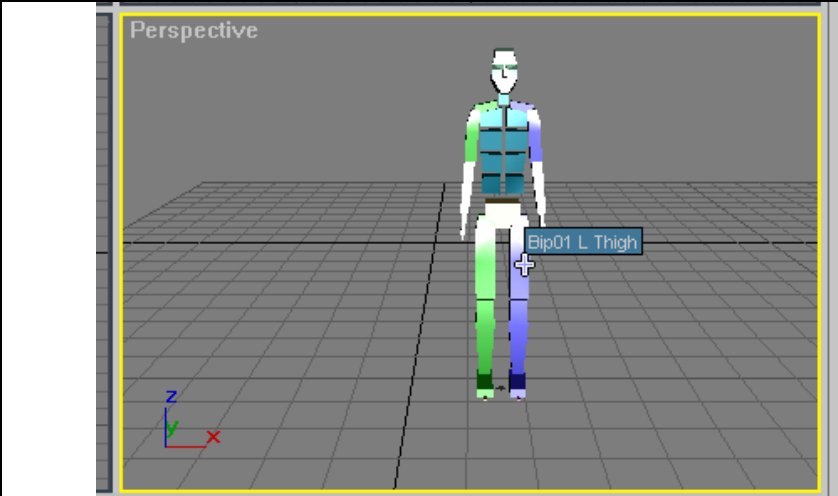
We should have something like this



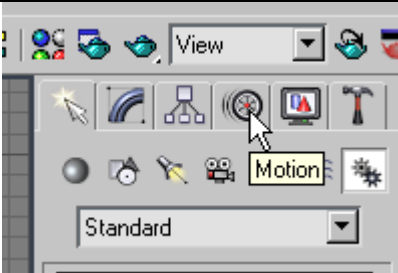
Your cursor still probably looks like a cross hair....don't click again in a window otherwise you will create another biped



Lets click the Select Object icon to get out of the create biped mode



Click on any part of the Biped so that we can animate it



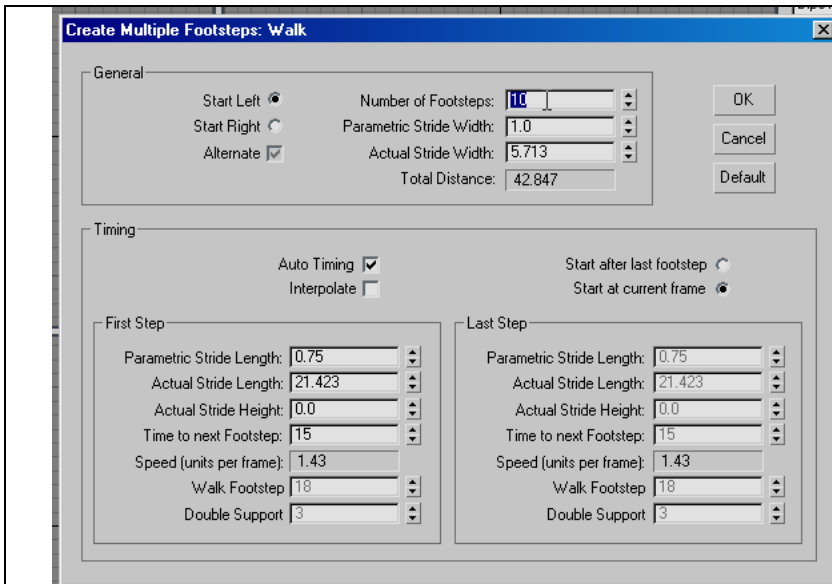
Once a piece of the biped as been selected, pick the Motion tab in the Command Panel



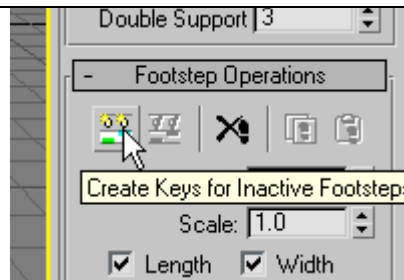
Click on Footstep Mode



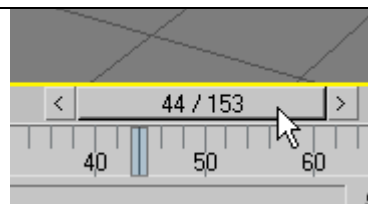
Then click on the Create Multiple Footsteps icon



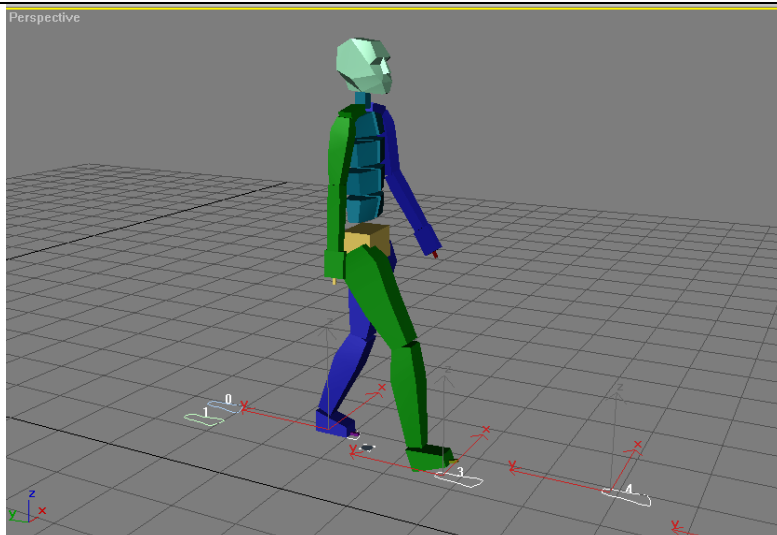
The Create Multiple Footsteps: Walk dialog box should open. Change the Number of Footsteps to 10 and click on OK to close this box



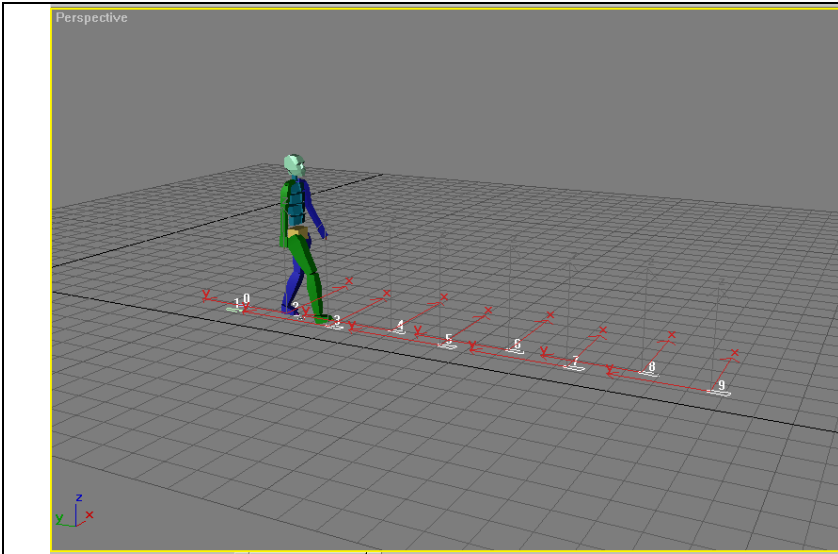
Click on the Create Keys for Inactive Footsteps icon



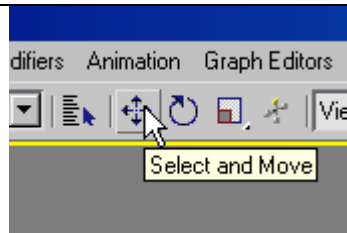
Drag the time slider back and forth.....



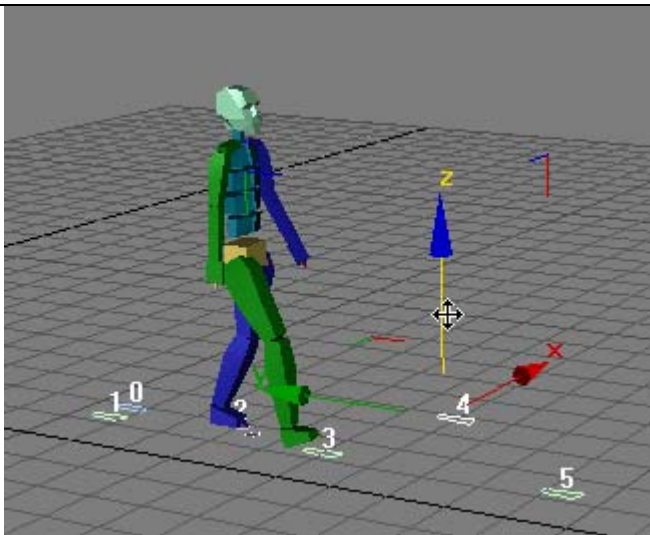
.....and we should see out biped walk



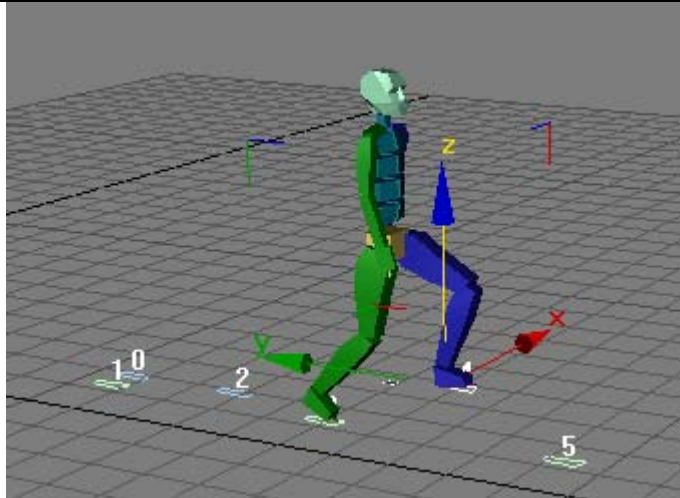
Zoom out so that we can see all of the footsteps. Now, lets edit the footsteps and move them around



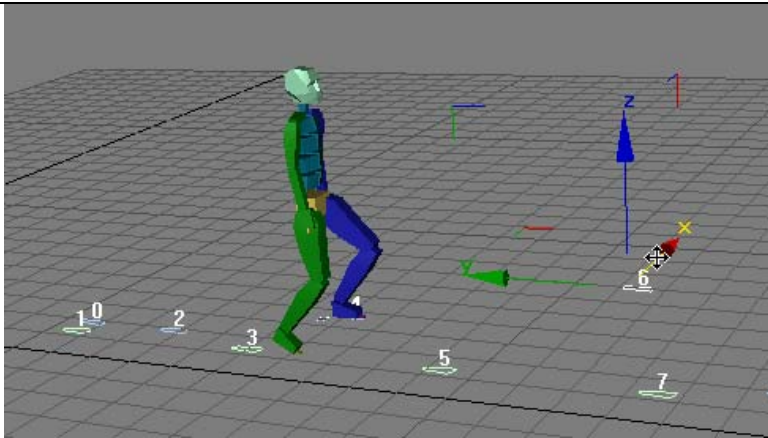
Pick the Select and Move icon



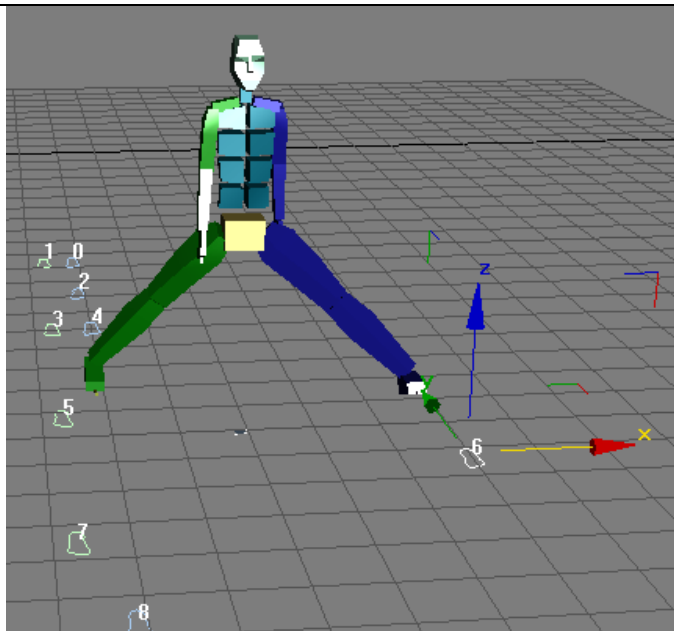
Click on one of the footsteps and drag it upwards along the z-axis




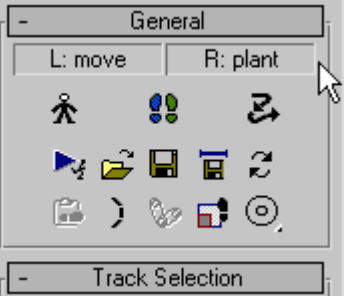
Drag the time slider and you should see the biped step up to the newly positioned footstep



Pick a different footstep and move it along the x-axis



The biped will try to follow the newly positioned footstep

		<p>When you are finished editing the footsteps, click on the footstep icon.....</p>
		<p>...to turn it off to get out of footstep mode. Save this file as Biped1</p>