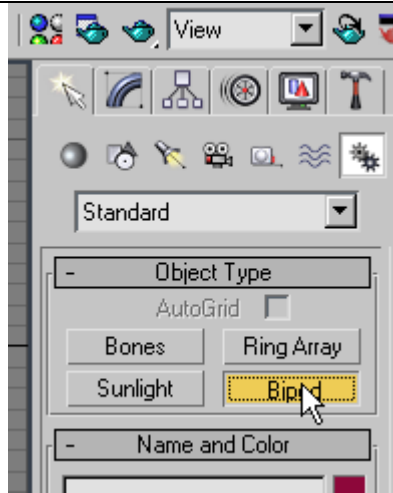
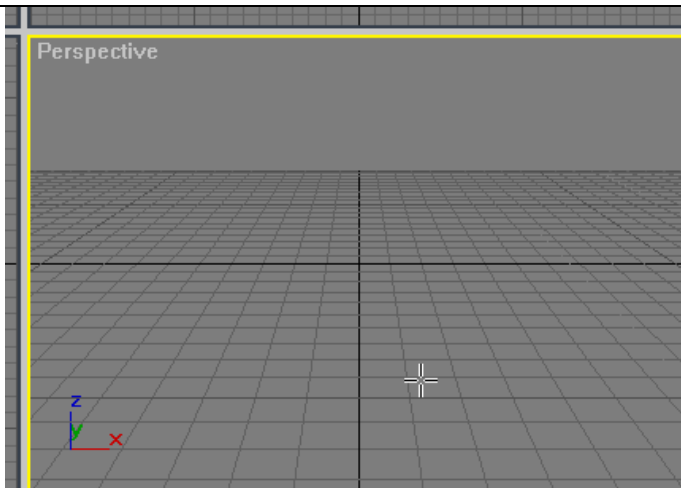


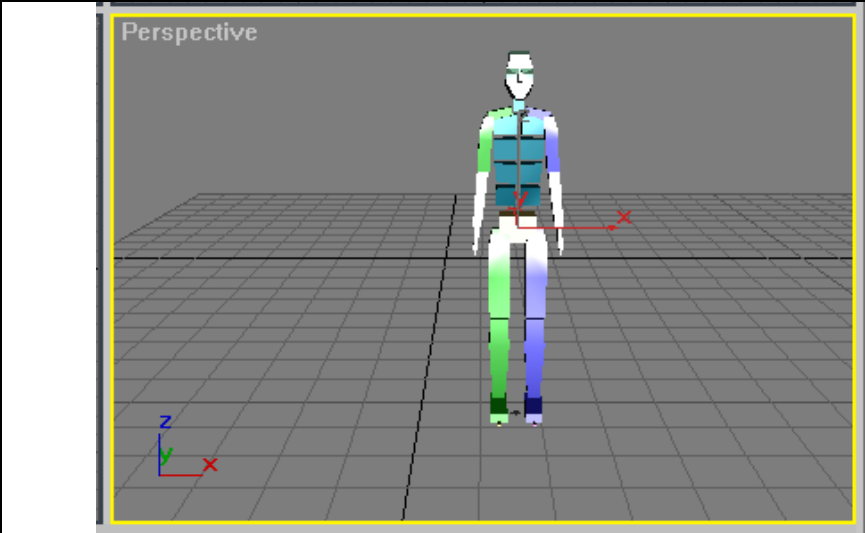
Open a new Max scene and select the Systems icon in the Command Panel



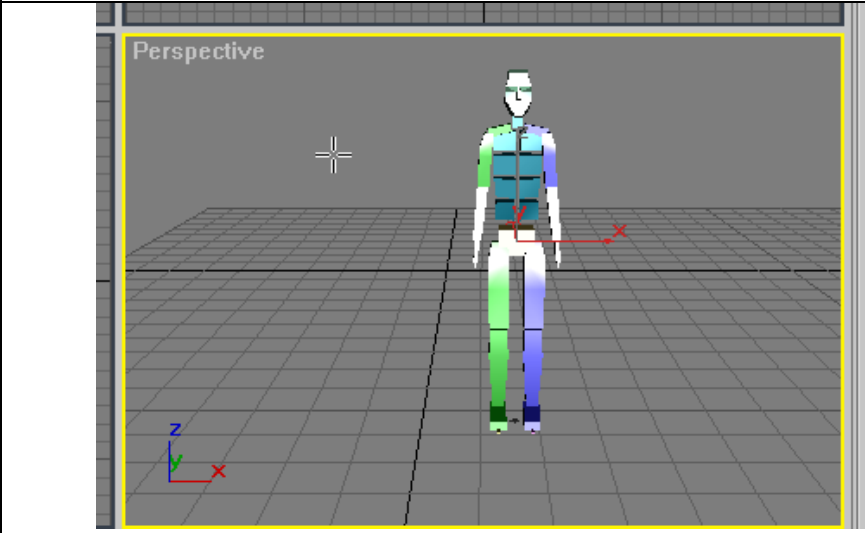
Then select Biped



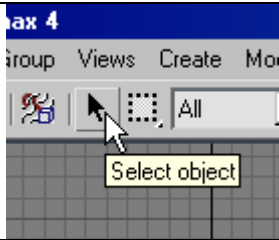
The cursor changes to a cross-hair. Near the bottom of the perspective window, click and drag upwards to create a biped as shown in the next window



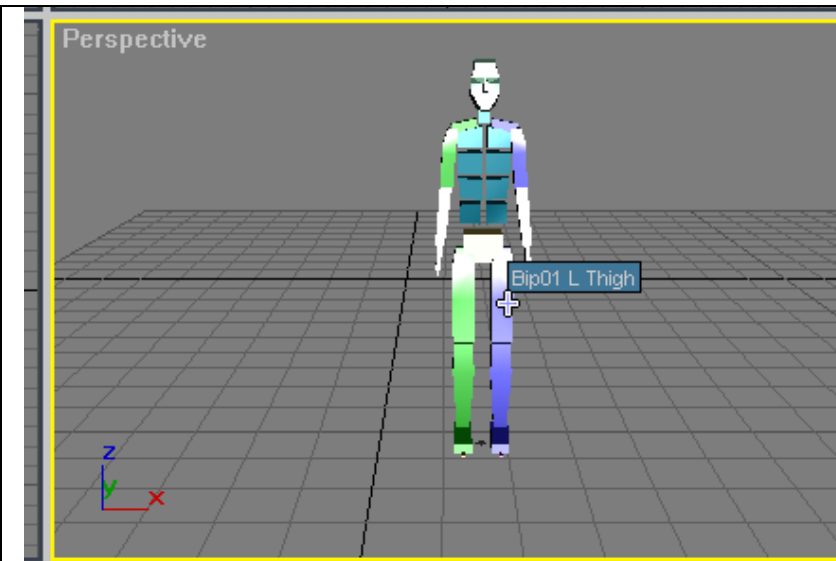
We should have something like this



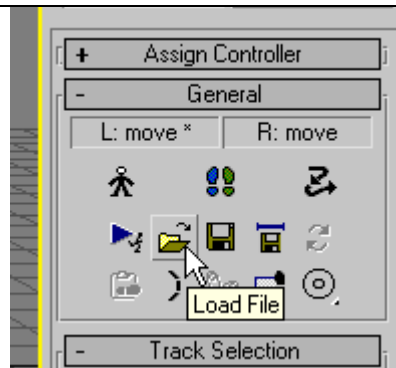
Your cursor still probably looks like a cross hair....don't click again in a window otherwise you will create another biped



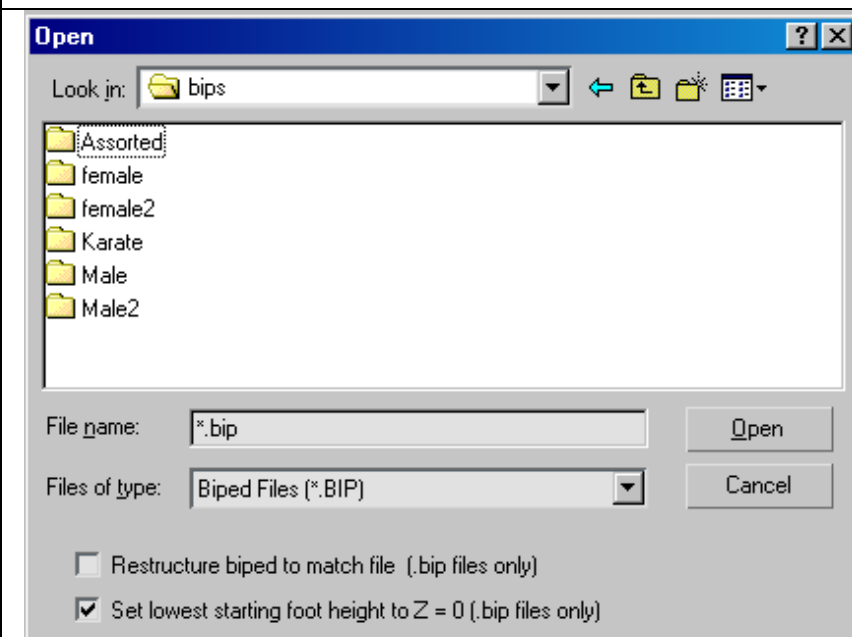
Lets click the Select Object icon to get out of the create biped mode



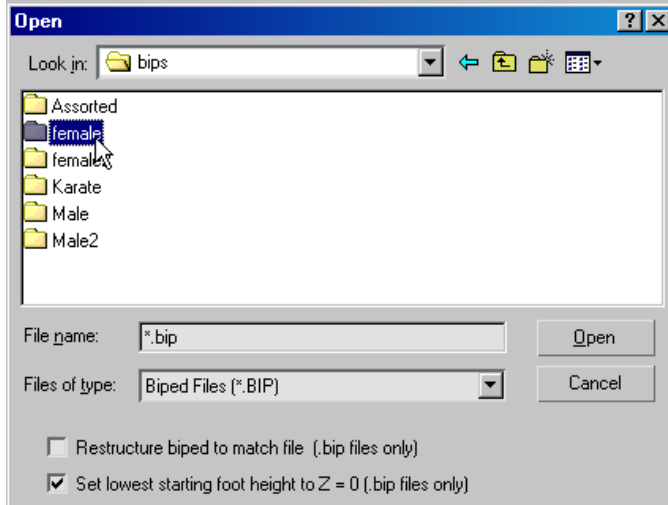
Click on any part of the Biped so that we can animate it



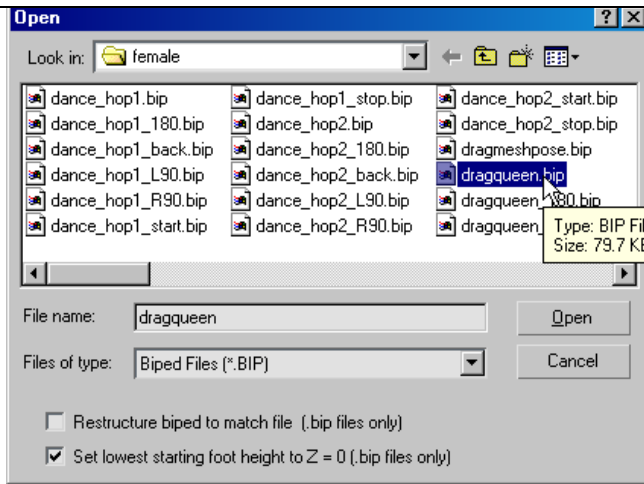
Under the General Rollout, pick load file



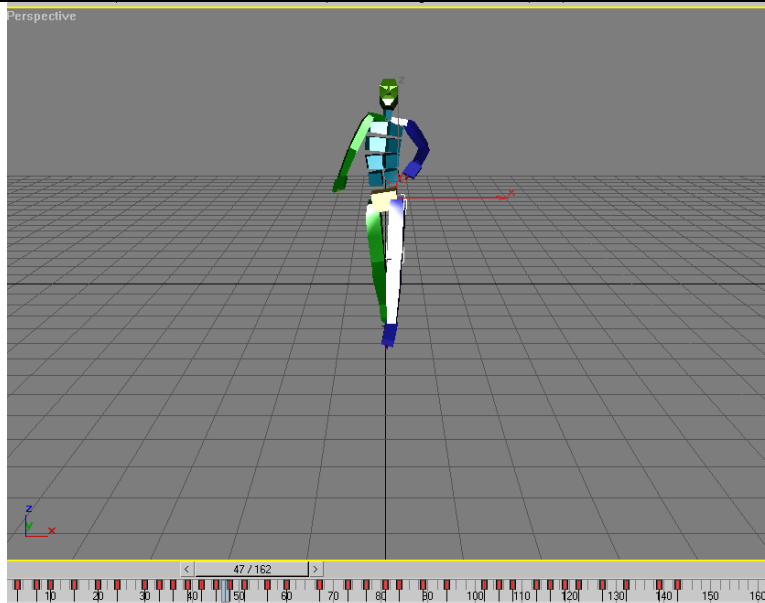
Find the Bips folder which is located in the Lesson 8 folder



Open the Female folder



Pick dragqueen and then open



View the dragqueen motion capture animation

