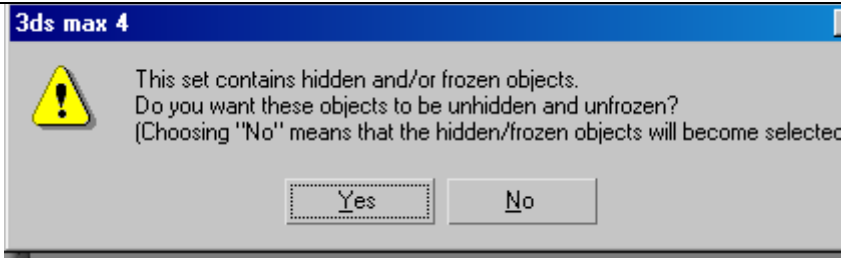


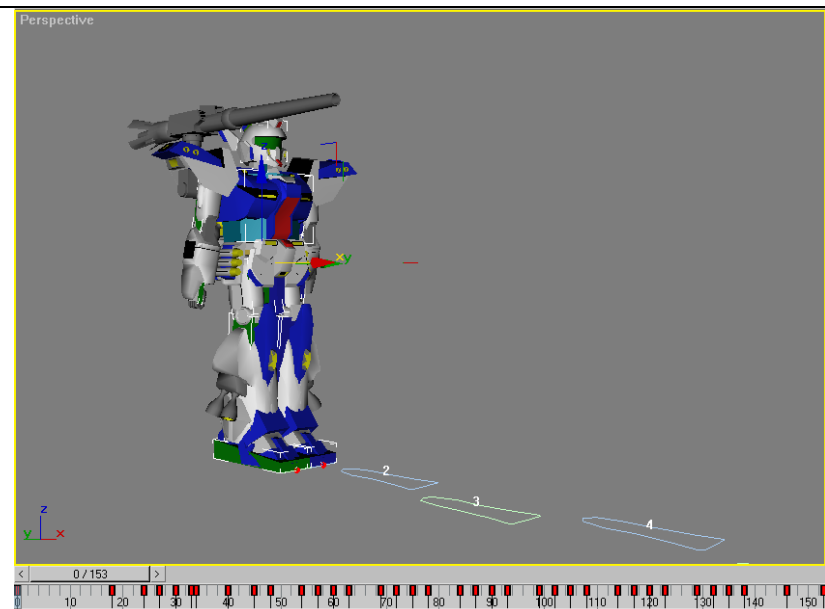
Open the Gundam file
in the Lesson 9 folder



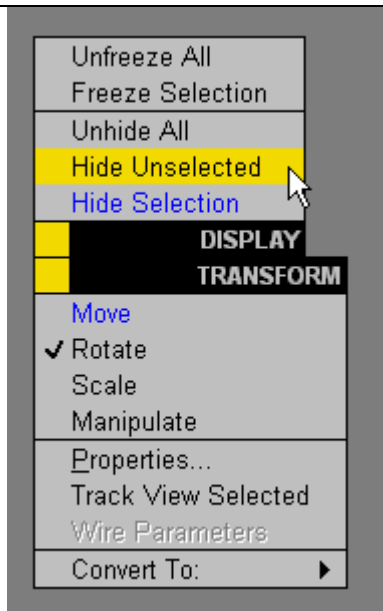
Select the Biped
Selection Set



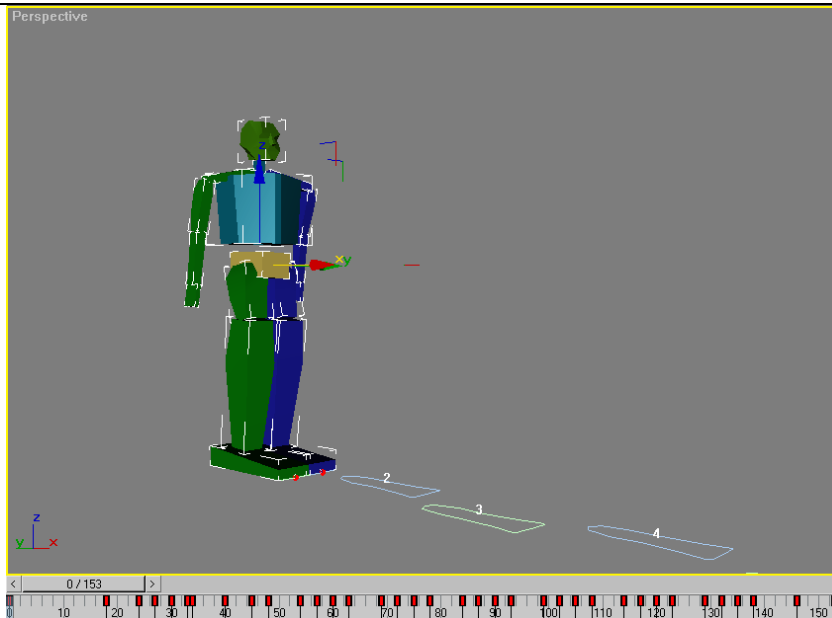
Click on Yes



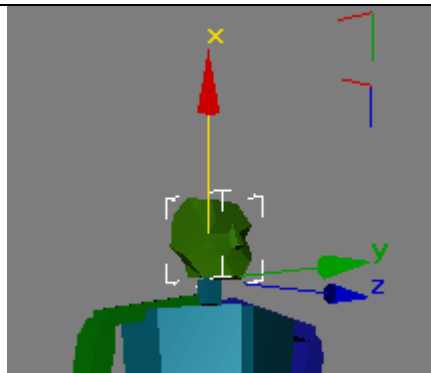
We should see the
mesh and the biped



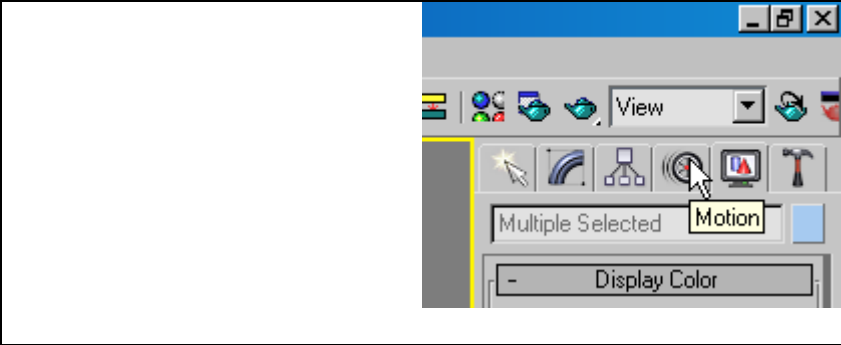
We want to hide the mesh so select Hide Unselected



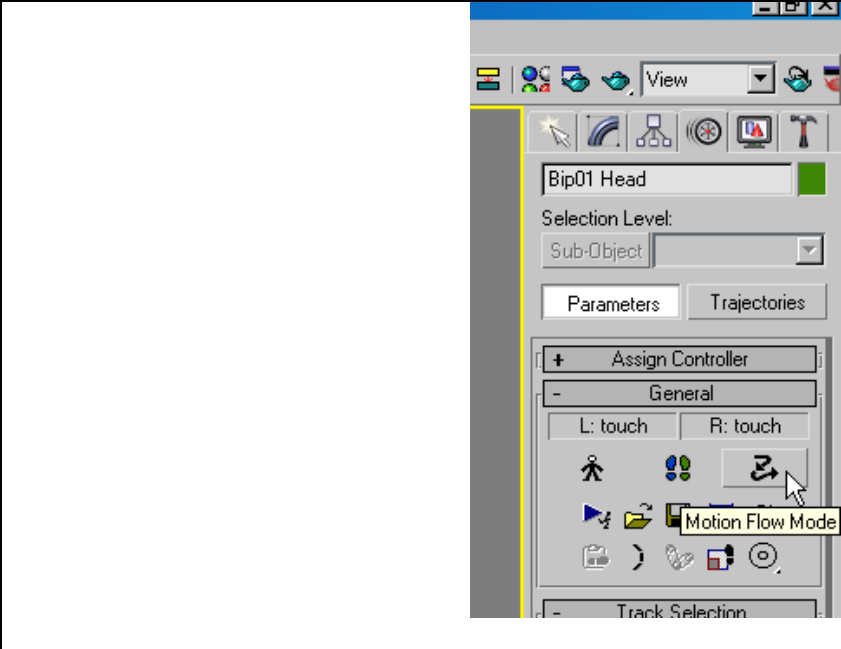
We now should see only the biped



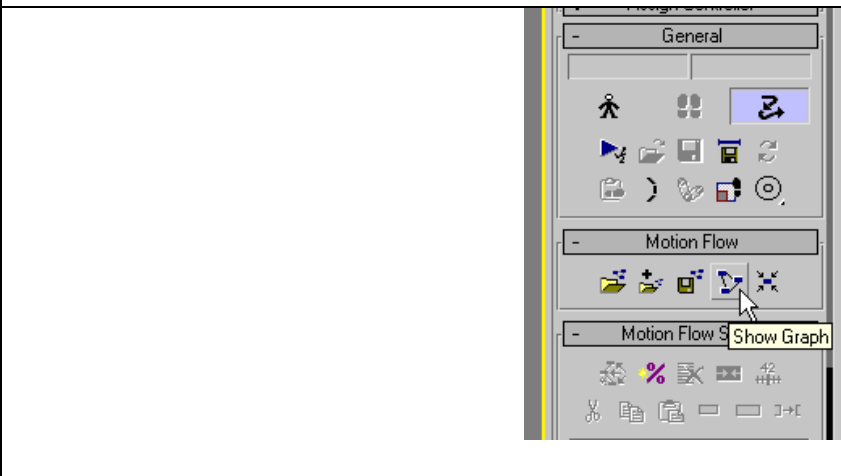
Select any part of the biped so that we can edit its motion. I selected the head. It doesn't matter which part of the biped we select.



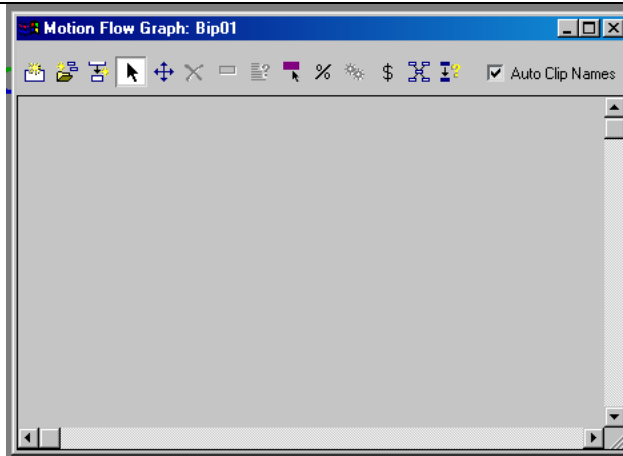
Open the Motion rollout in the Command Panel



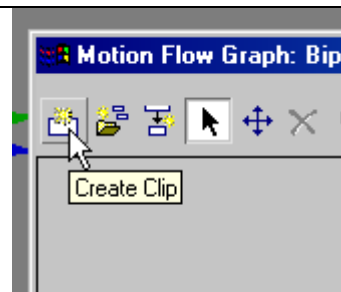
Click on the Motion Flow Mode icon



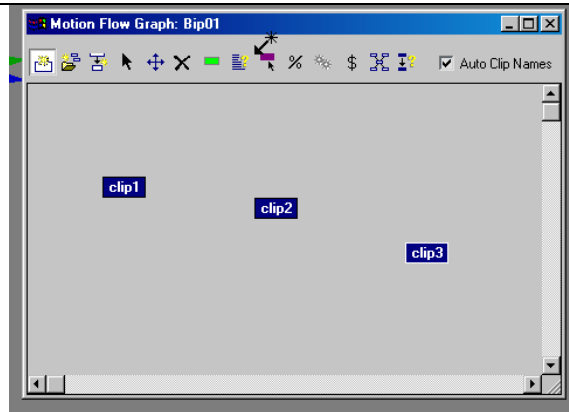
Click on the Show Graph icon



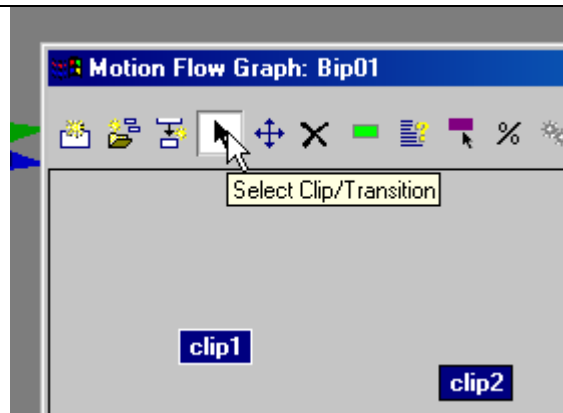
We now have an empty Graph. We will add a series of Bip files to this and then connect them so that they run continuously



Click on the Create Clip icon



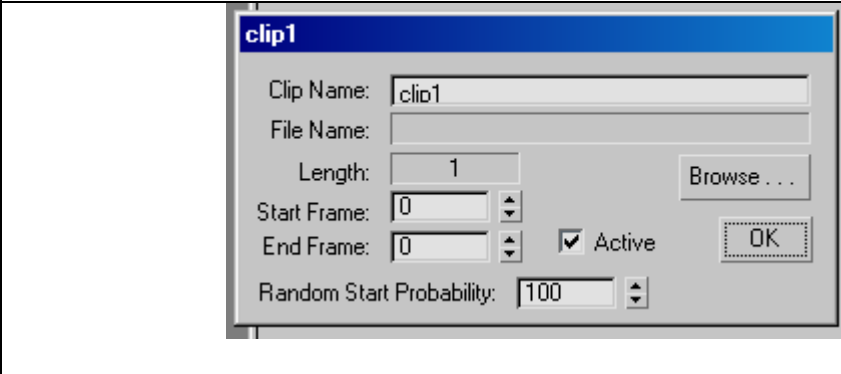
Click thee times in three different place to create clip icons. We can add as many as we like but three will do for now



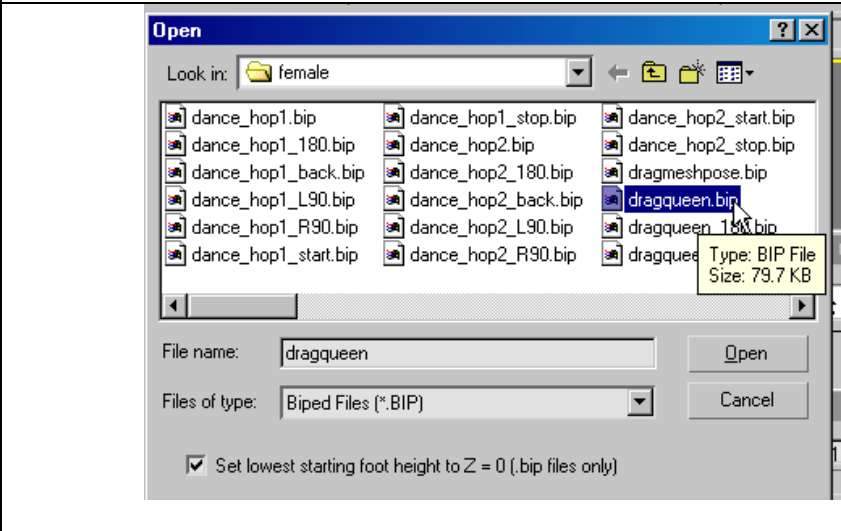
Clip on the Select Clip/Transition icon



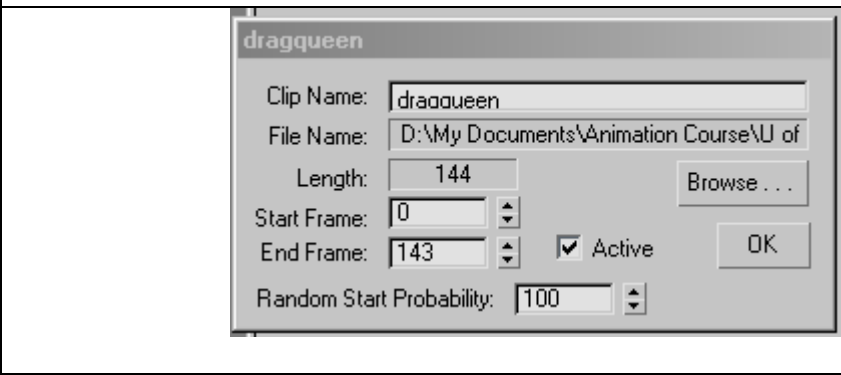
Right click on clip1



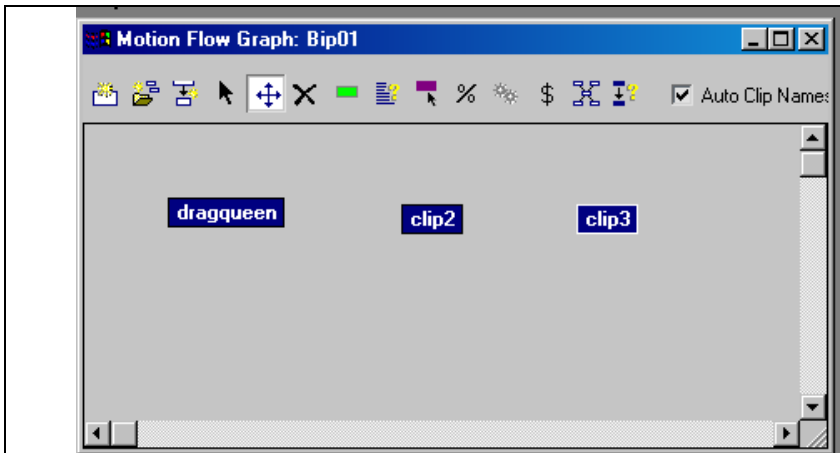
The clip1 dialog box opens and we can now load our first bip file. Click on the Browse... icon



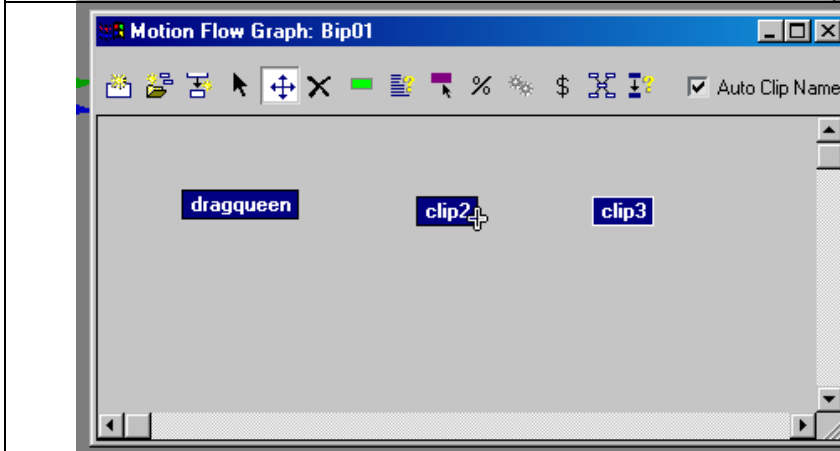
Select your first bip file from the Bips folder



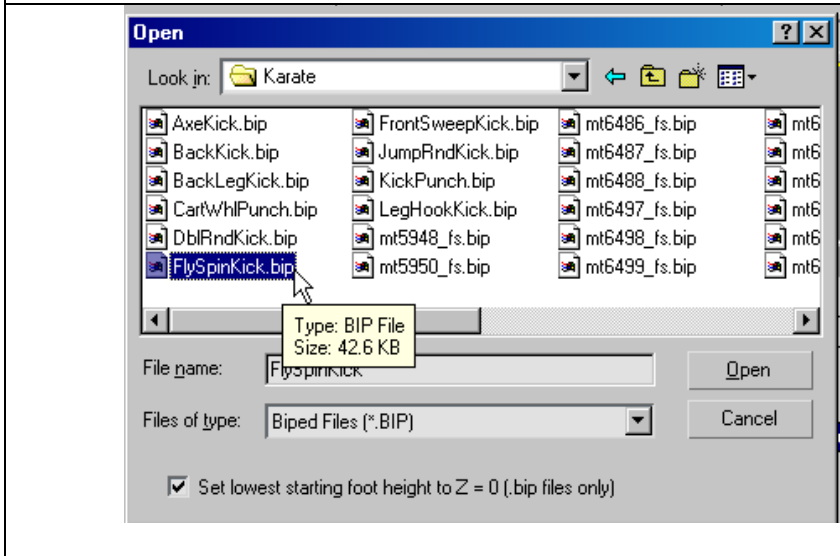
We now have our first bip file loaded, click ok to close this dialog box



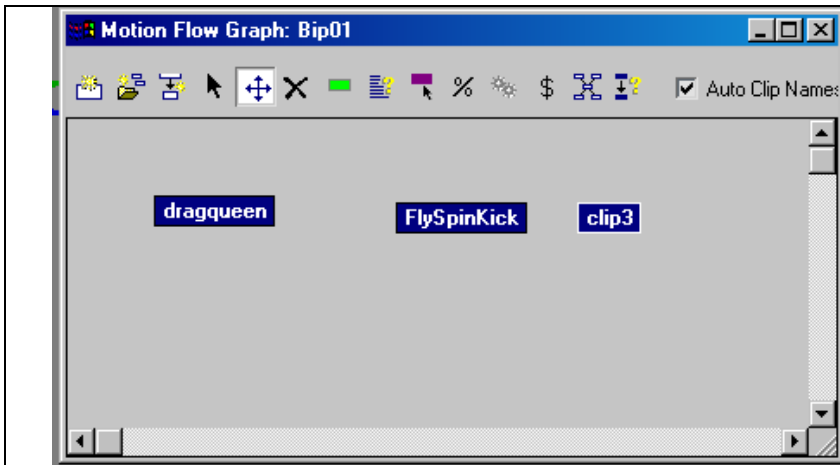
We are now back at the Motion Flow Graph



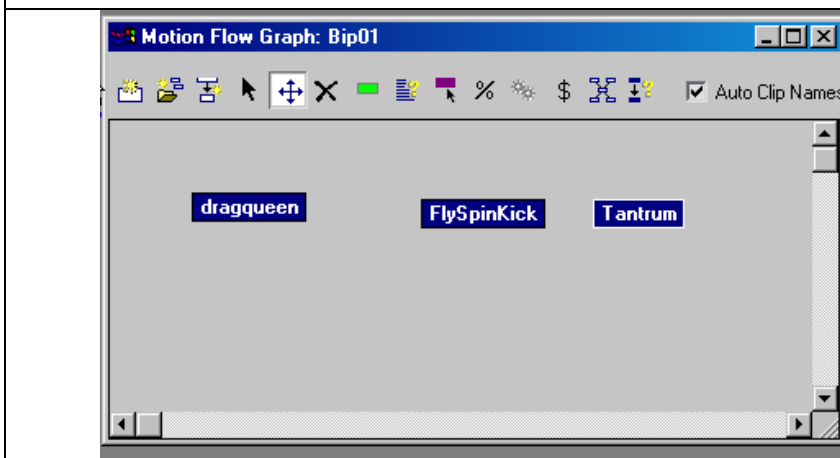
Right click on clip2



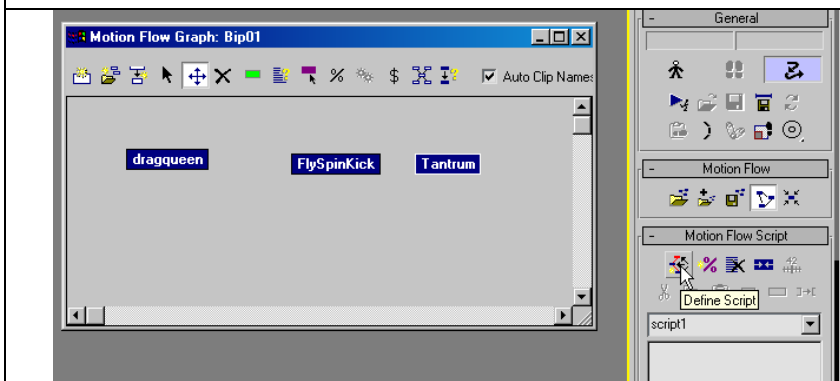
Select your next bip file, then click on open



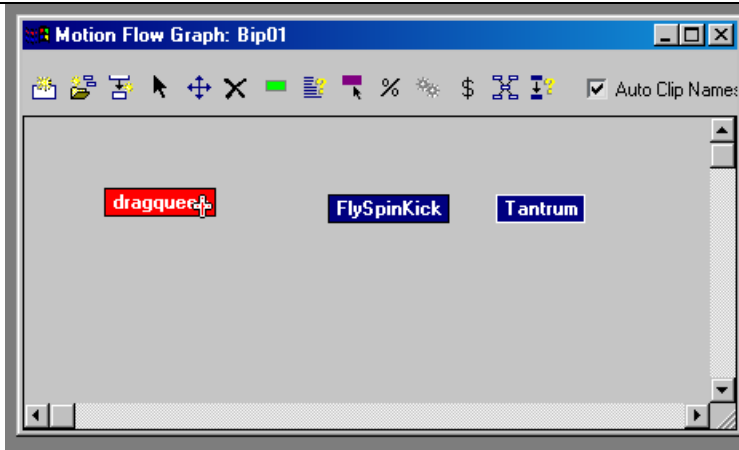
Finally, select clip3 and load your last bip file



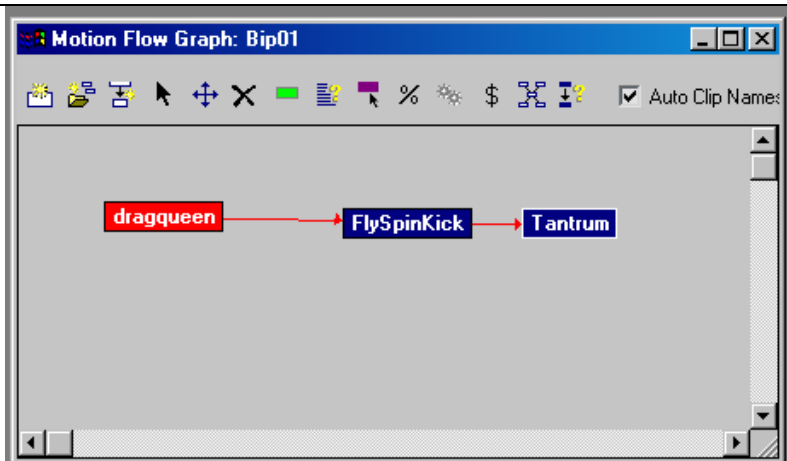
We now have three bip files loaded



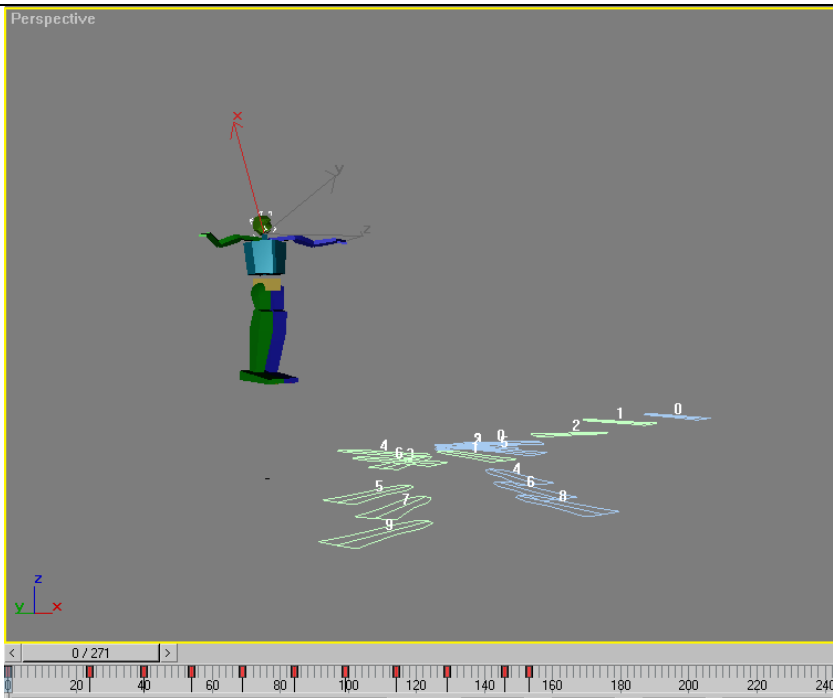
Next, click on the Define Script icon. We will use this to set the order of the bip files



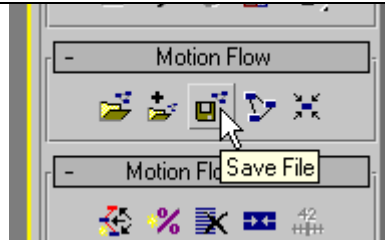
Clip on the bip the file that you want to play first, then second, and then last



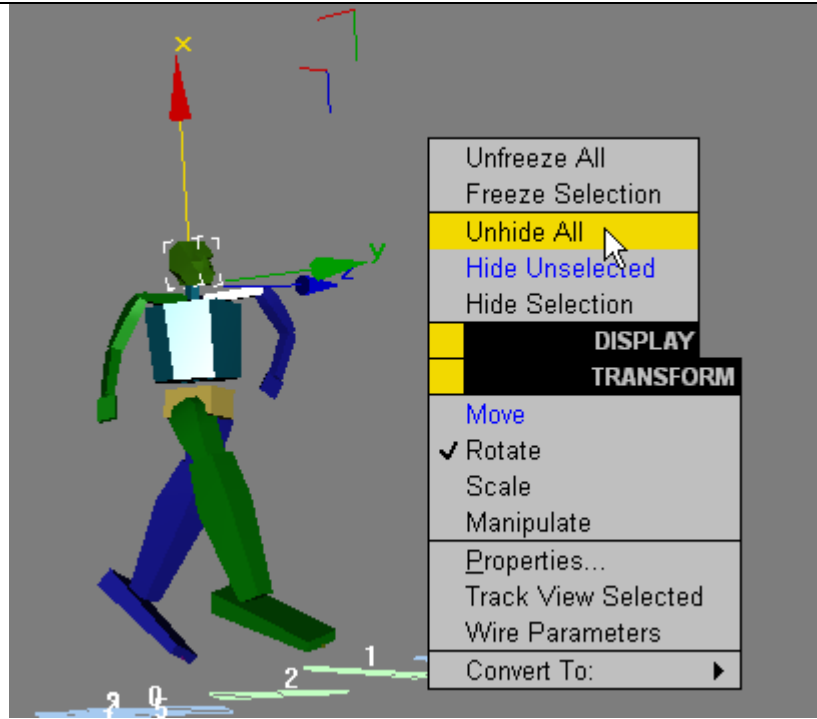
We should have something like this. Close this dialog box



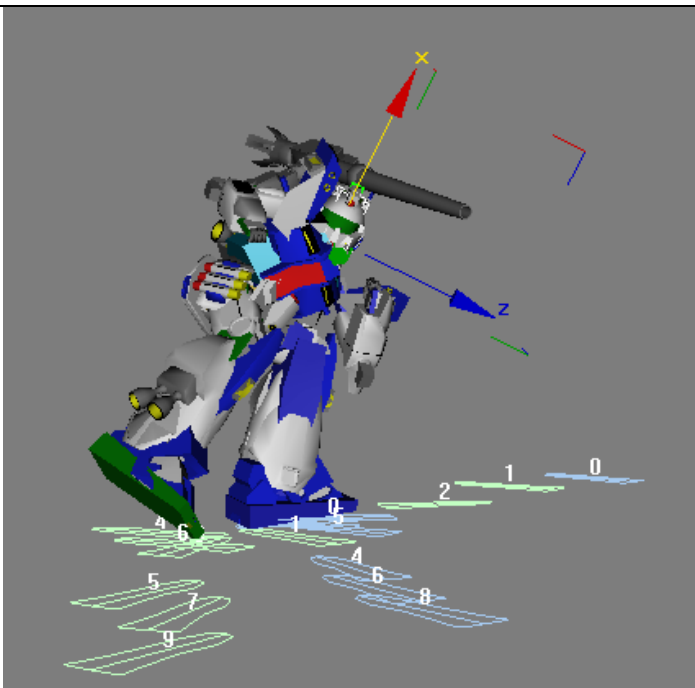
We should now see our biped with the footsteps. If you drag the time slider, the biped should move through the 3 bip files



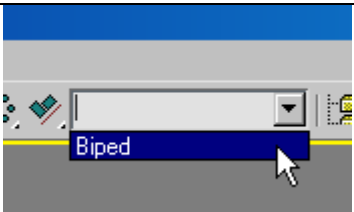
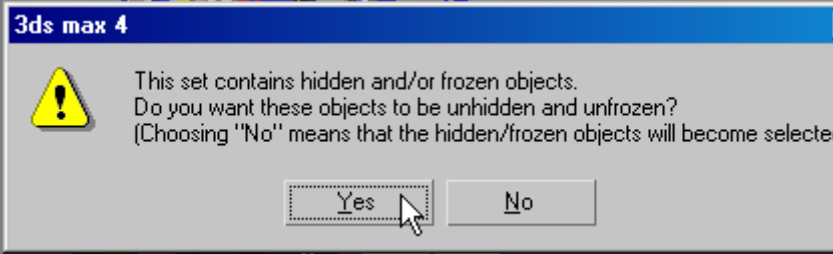
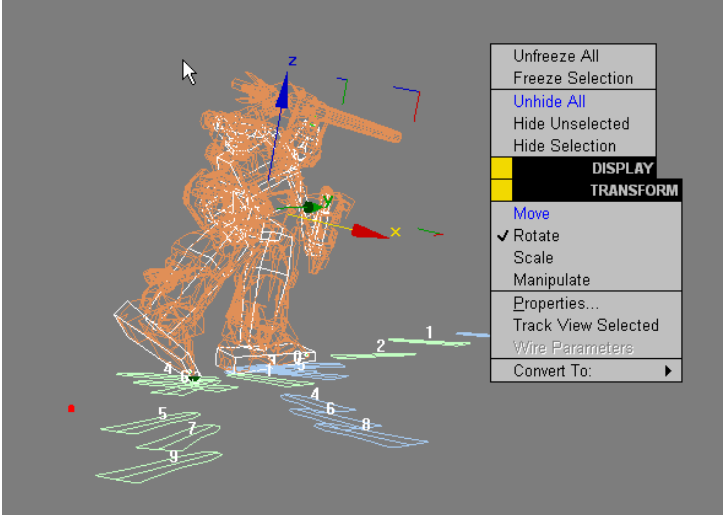
We need to save this Motion Flow script. Click on the Save file icon and save this motion flow script in your folder

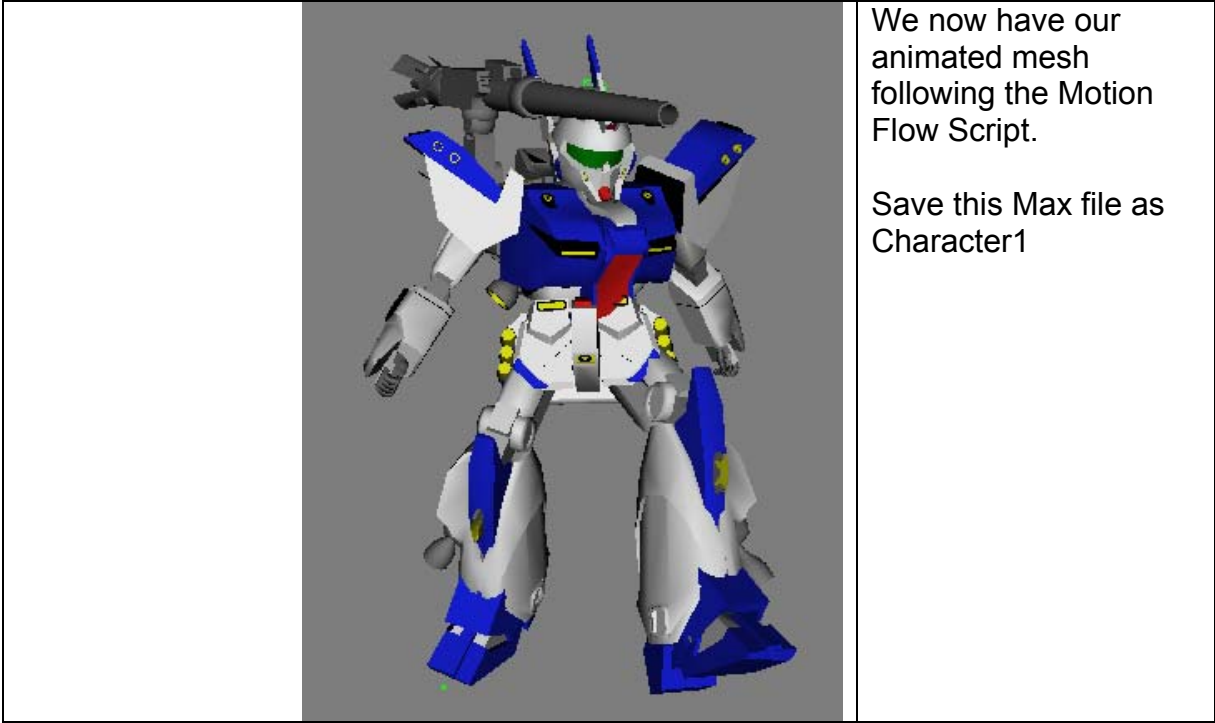


Right click anywhere in the active window and then select unhide all to unhide the mesh



We should now see the biped and the mesh

	<p>Select the Biped Selection Set</p>
	<p>Click on Yes</p>
	<p>Then right click in the active window and select Hide Selected</p>



We now have our animated mesh following the Motion Flow Script.

Save this Max file as Character1