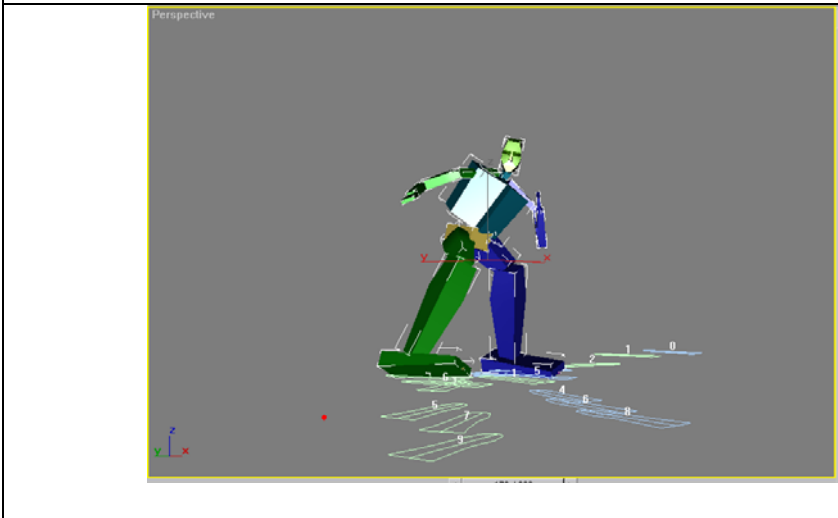
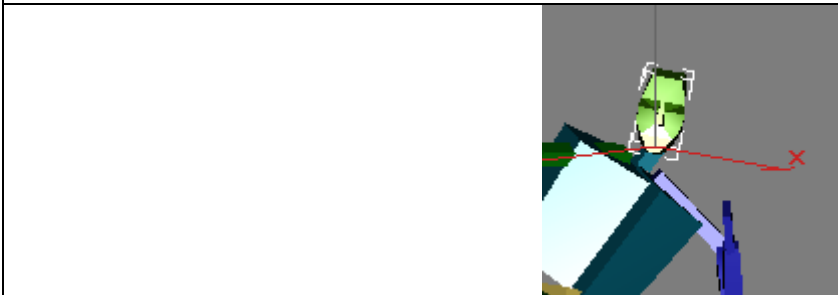


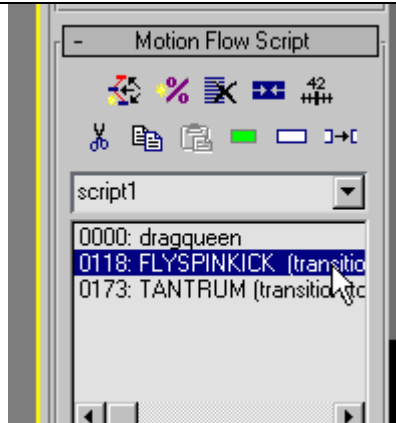
Open you Character1 file



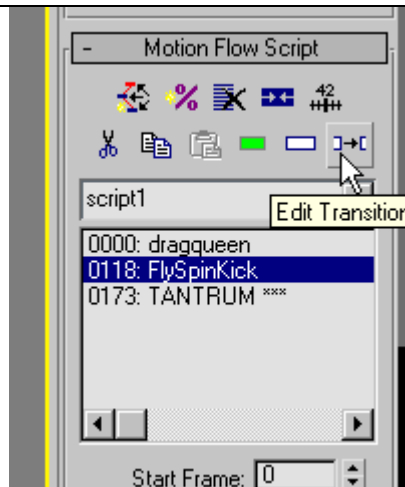
Hide the mesh



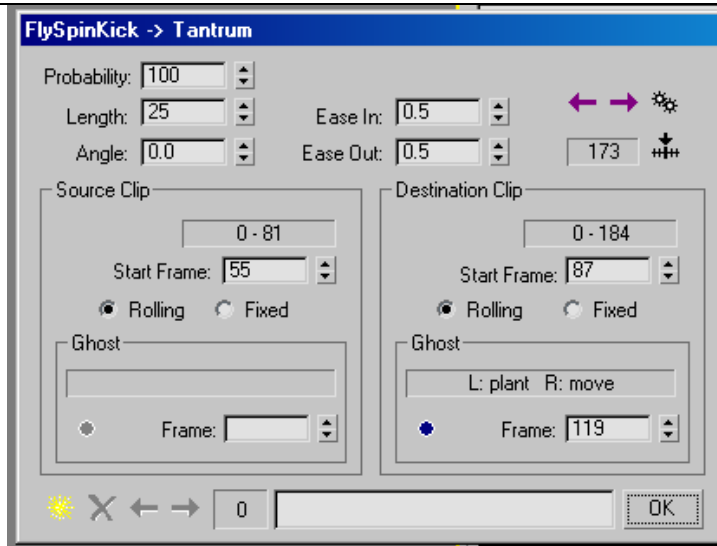
Select any part of the biped such as the head



Click on the second bip file to highlight it



Click on the Edit Transition icon

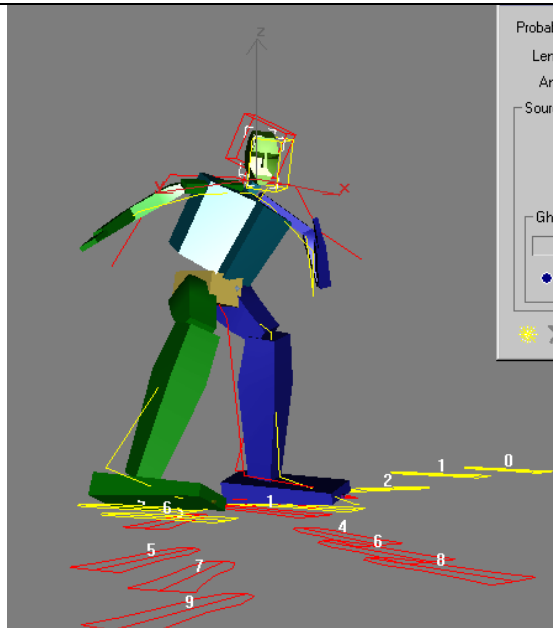


The transition dialog box opens. Lets look more closely at what it contains. Notice that its divided into source clip and destination clips.

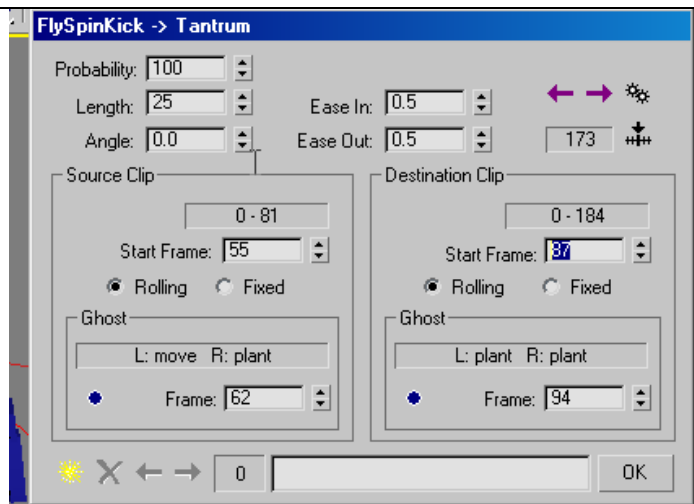
The source clip is the clip that it is transitioning from the and the Destination clip is the clip that the biped is transitioning to. The source clip is 81 frames and the destination clip is 184 frames.

The frame number in

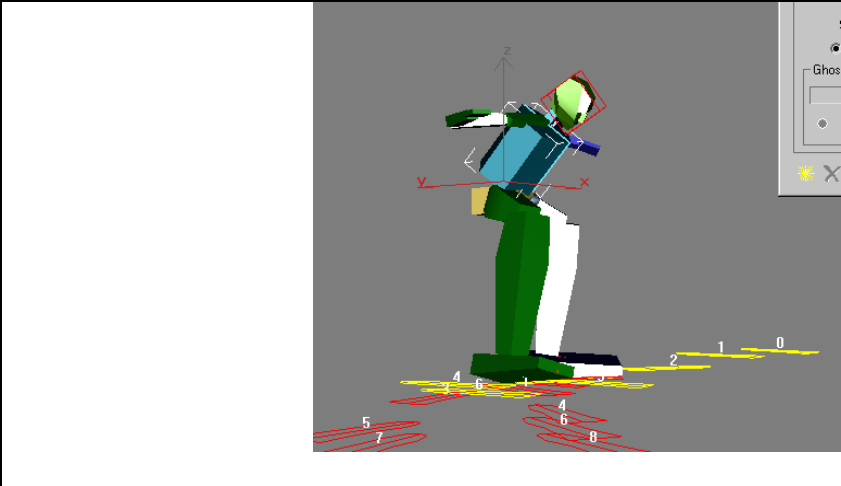
the Start Frames window indicates where in that clip it begins transitioning to the next clip. Here, Max starts blending the source clip at its frame 55 with the destination clip at its frame 87. Max automatically blends the end of the first clip into the beginning of the next clip



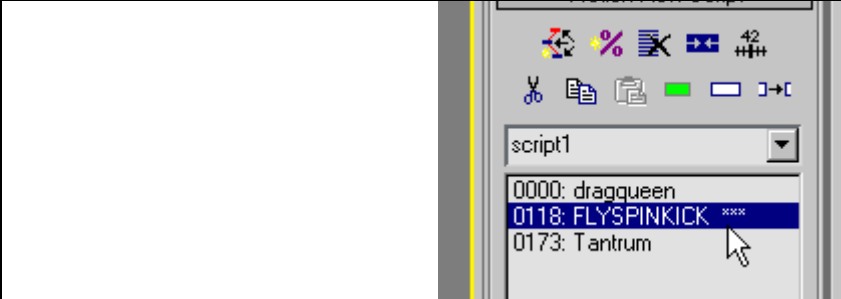
Looking in the active window we can see two stick figures, one red and the other yellow. These represent the overlapping motions of the two bip files. The yellow figure is the source file motion and the red figure is the destination file motion. Notice how the biped blends the movement of the first file into the movement of the second file



Max forced the Destination clip to begin at its 87th frame, thereby cutting off almost the first 3 seconds of that clip. Change the Destination Clip's Start Frame to 0



Now when we view the animation, we see the beginning of the second clip starting from its 0 frame



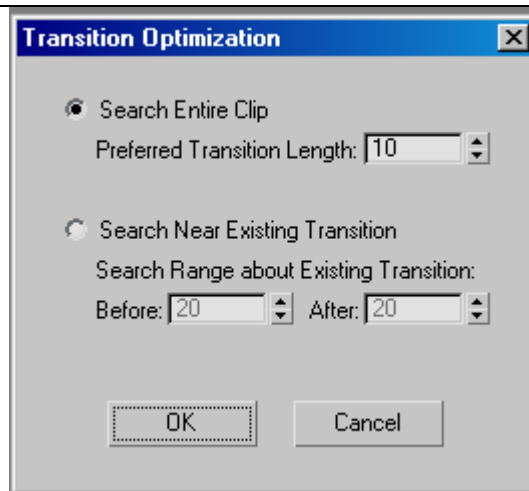
There is another way we can edit the transitions. If we select one of the clip files



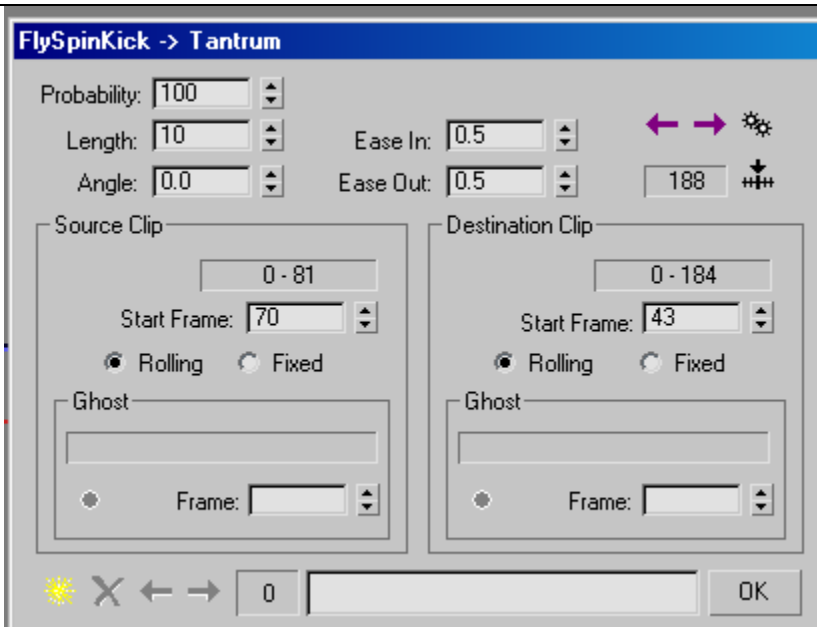
.....and then select the edit Transition icon



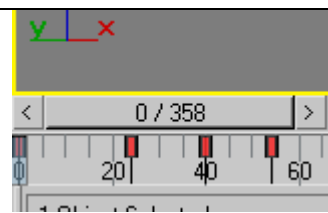
Click on the Optimize Transition icon



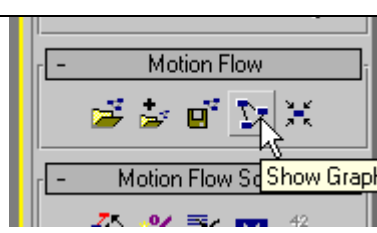
The Transition Optimization window opens. Max will try to find the best fit of ending footsteps from the source clip to match with the footsteps of the destination clip. This should give the smoothest transition between footsteps and avoid any sudden or jerky motion. Click OK to close this box



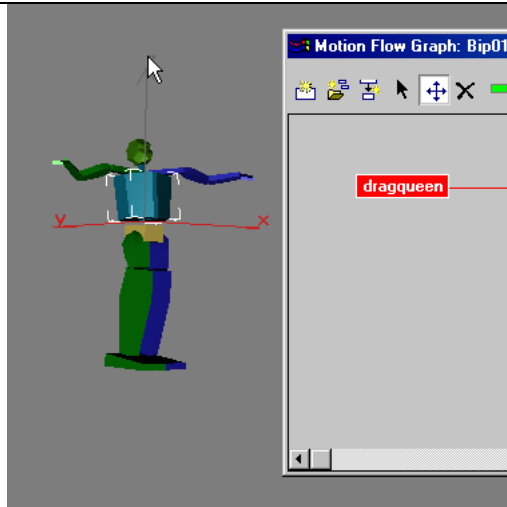
We can now see that Max found it best if we start the Destination Clip at its frame 43 so that it blends more smoothly with the end of the Source clip



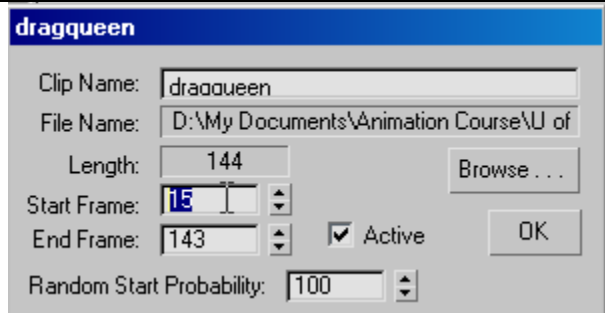
Drag the time slider and pay careful attention to the transition



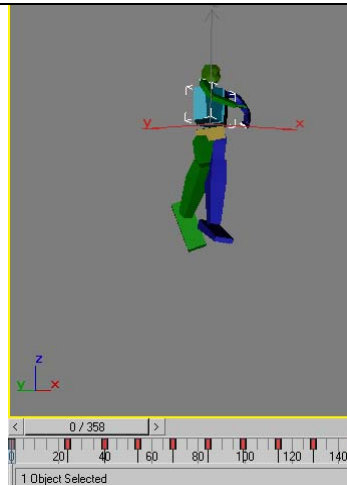
There's one more way that we can edit our clips. Select the Show Graph icon



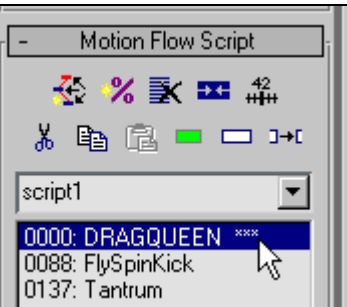
Select the dragqueen clip by right clicking on it. Note how the clip begins with biped's arms extended. We can choose to use whatever portion of a particular clip that we want





If we change the start frame to 15, this clip will begin at its 15th frame rather than its first thereby cutting of the first 14 frames



View the animation



Click on the dragqueen clip in the Motion flow Script

 <p>The screenshot shows a video editing software interface. At the top, there is a toolbar with various icons. A mouse cursor is clicking on the 'Edit Transition' icon, which is represented by a double-headed arrow. Below the toolbar, a list of clips is visible, including 'script1', '0000: DRAGQUEEN ***', '0088: FlySpinKick', and '0137: Tantrum'. A tooltip labeled 'Edit Transition' is shown over the icon.</p>	<p>Click on the Edit Transition icon</p>
 <p>The screenshot shows the 'dragqueen -> FlySpinKick' transition settings panel. The panel includes the following controls: Probability: 100, Length: 10, Angle: 0.0, Ease In: 0.5, and Ease Out: 0.5. Under the 'Source Clip' section, there is a range indicator '15 - 143' and a 'Start Frame' field set to '103'. There are also radio buttons for 'Rolling' (selected) and 'Fixed', and a 'Ghost' section.</p>	<p>We can now see that the dragqueen clip begins at its 15th frame rate than at its 0 frame</p>