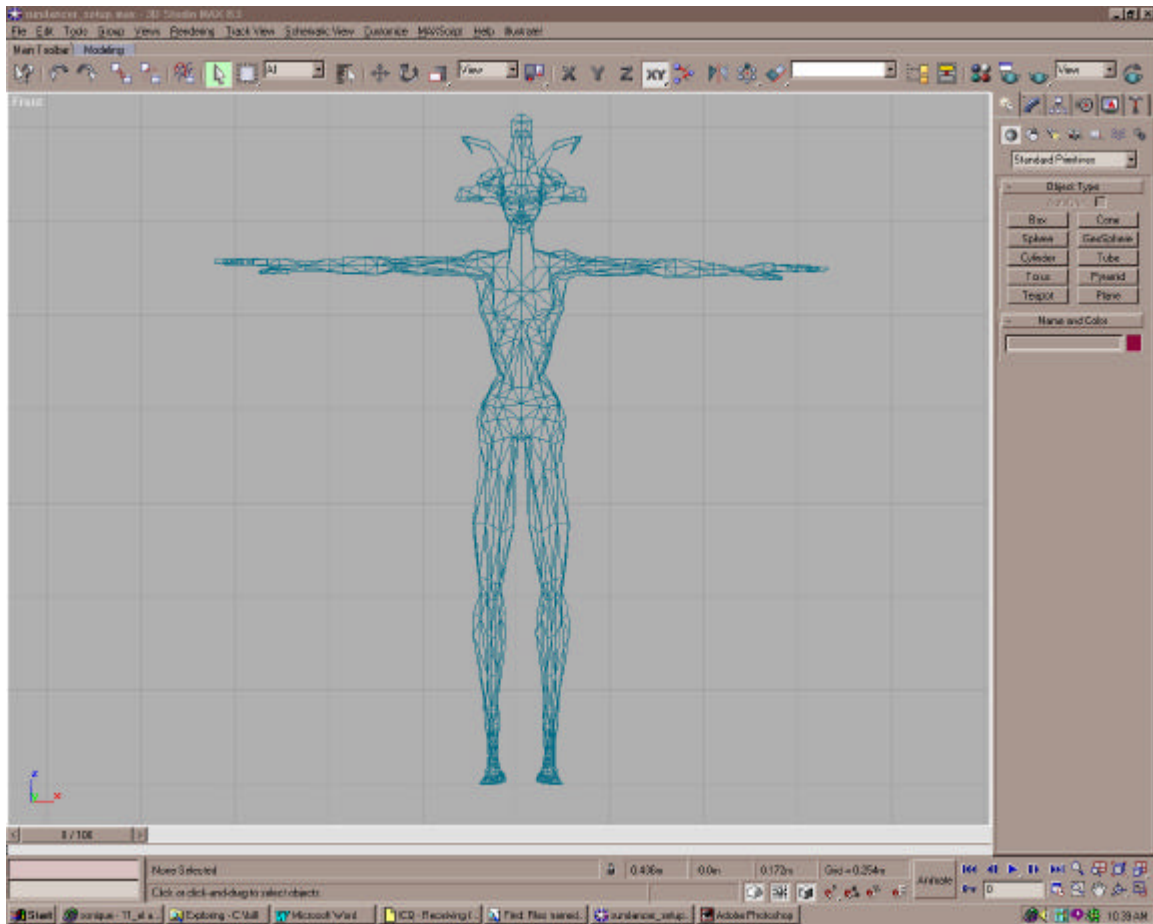


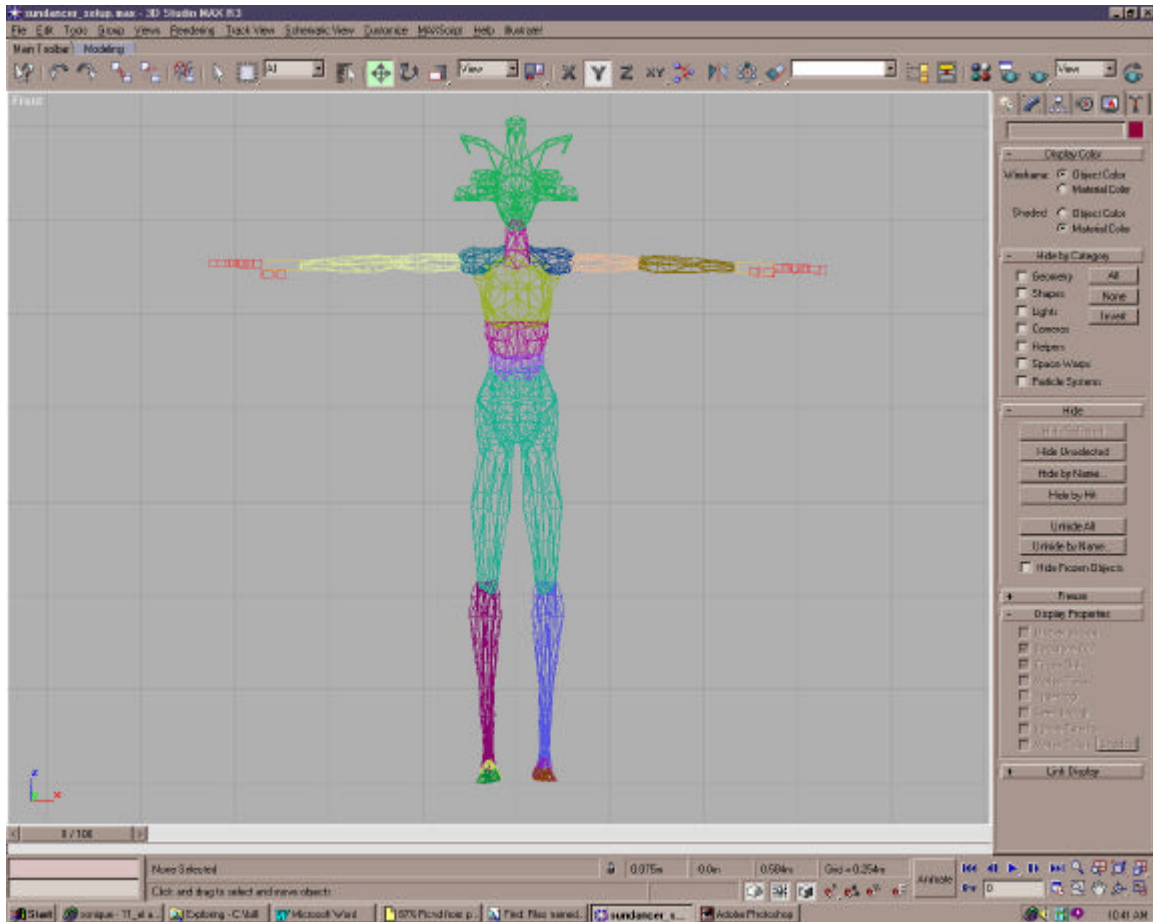
## Using Life Forms with Max 3.0

When you are using Life Forms to animate a character (other than segmented), you are basically just animating the skeleton. In other words, you create your mesh in 3D Max, create bones to drive the mesh, add a "skin" modifier to your mesh, animate the skeleton in Life Forms and merge the motion to your original "setup" file.

Here is an example:



The picture above shows a single skinned mesh without a skeleton. You can create a skeleton using simple boxes, however animating boxes can be somewhat confusing at times, as it is difficult to visualize your character while you are in the process of animating it. Another way you can create a skeleton is by making a copy of your mesh, slicing it into pieces that represent the body parts that you want to have control over, and linking it up as shown below.



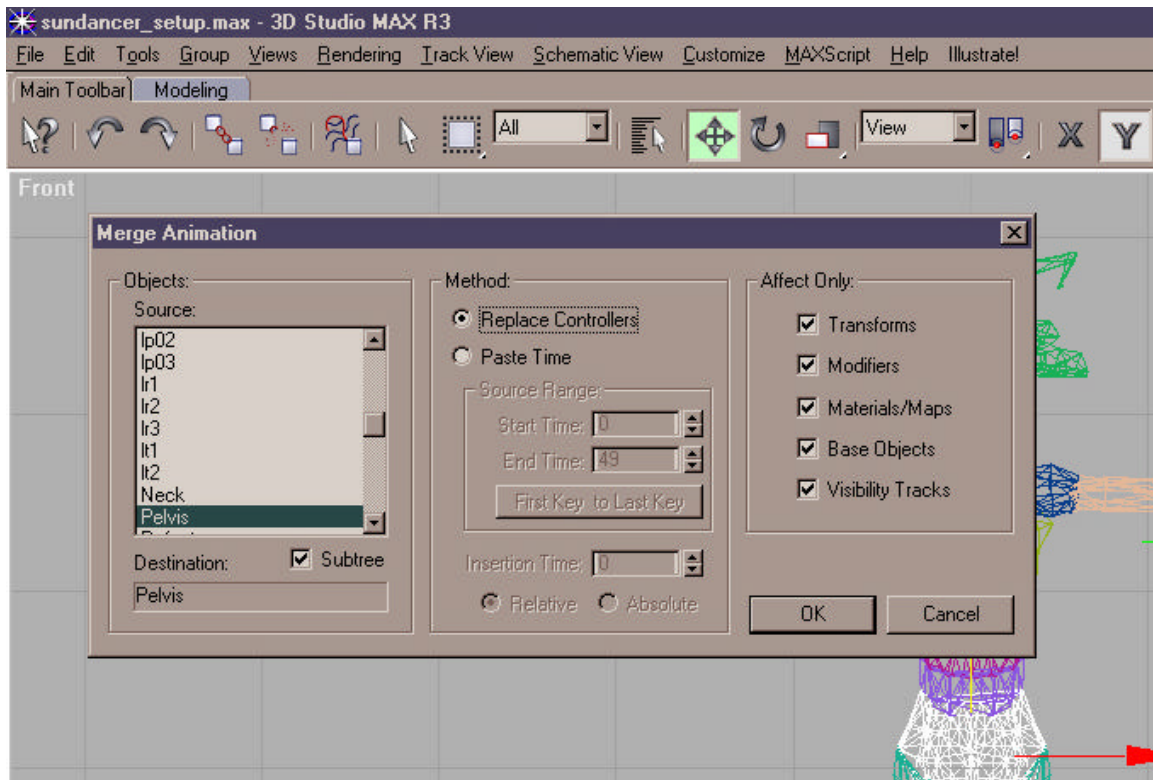
The next step would be to add a "skin" modifier to your original mesh and use the skeleton you have created to "drive" the mesh. Once you are happy with the way your mesh is moving with the bones, you can save this as your "setup" file.

Life Forms uses the 3ds format, so in order to animate the skeleton in Life Forms, you must export it as a 3ds file. You simply select the skeleton and go to file>export selected. (Max 2.5 and earlier do not have this option. They only can export everything in the scene, so you would first delete everything except the skeleton, and then export.)

Now, Open Life Forms, and select file>open, and choose 3ds from the file types, and find the skeleton. Add the motion you want in Life Forms, and export the result as a 3ds file.

Back in 3D Max, import the 3ds file exported from Life Forms, and save it as a Max file. You now have two Max files: the original "setup" file, and the file with the animated skeleton.

To get the motion from the animated skeleton, select the "root" object (the parent of all objects) in your original setup file, and then go to file>merge animation (formerly known as "insert tracks". Once you select the file, the following dialog pops up:



Choose the options displayed in this screen-shot. Make certain to select the pelvis, check off sub-tree.