

3D Animation II: Applications

Exam Topics

Midterm-

- Where and how do you create and edit a Biped (name, structure, etc.)?
- Where and how do you create and edit a Biped's animation (setting keys, curves, etc.)?
- How do you use a Biped's Center Of Mass to create keys for direction and rotation?
- What is a shortcut for navigating through the parts of a Biped?
- How do you lock a Biped's limbs in place?

Final-

- Where do you find and how do you adjust the Balance Factor?
- How and where can you Copy Posture of a Biped?
- What are the general rules for creating Walk and Run Cycles?
- What are the general rules for key framing a Biped?
- What is the best way to reposition a Biped after it is animated?
- How can you view the arcs of a Biped's motion?
- How do you lock a Biped's limbs in place?
- How do you adjust a Biped's tangents?