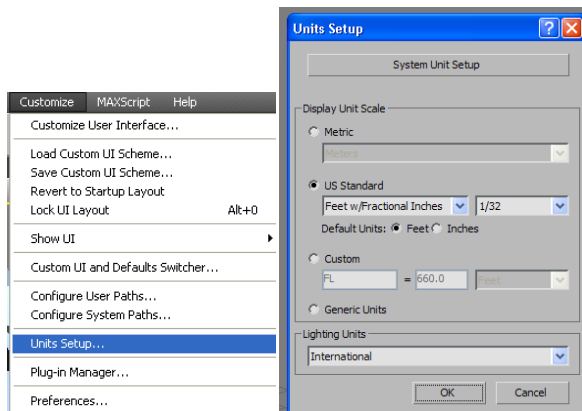
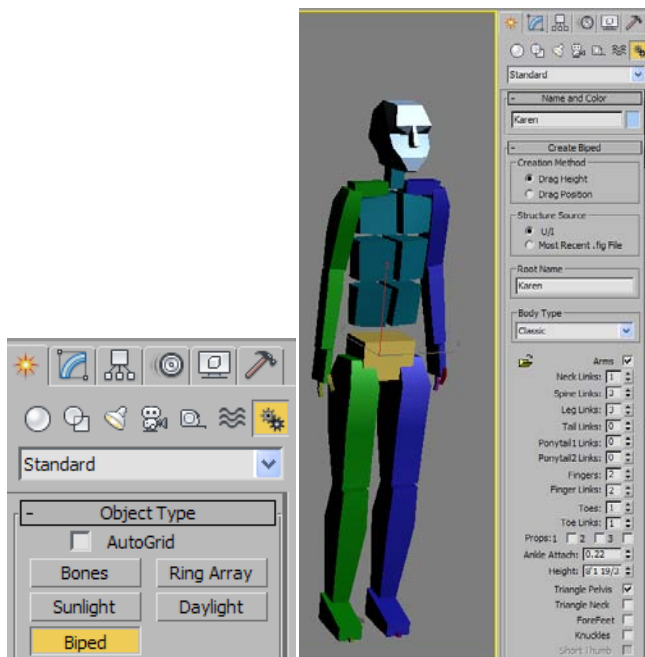


## Biped Week 4 – creating a unique Biped Figure

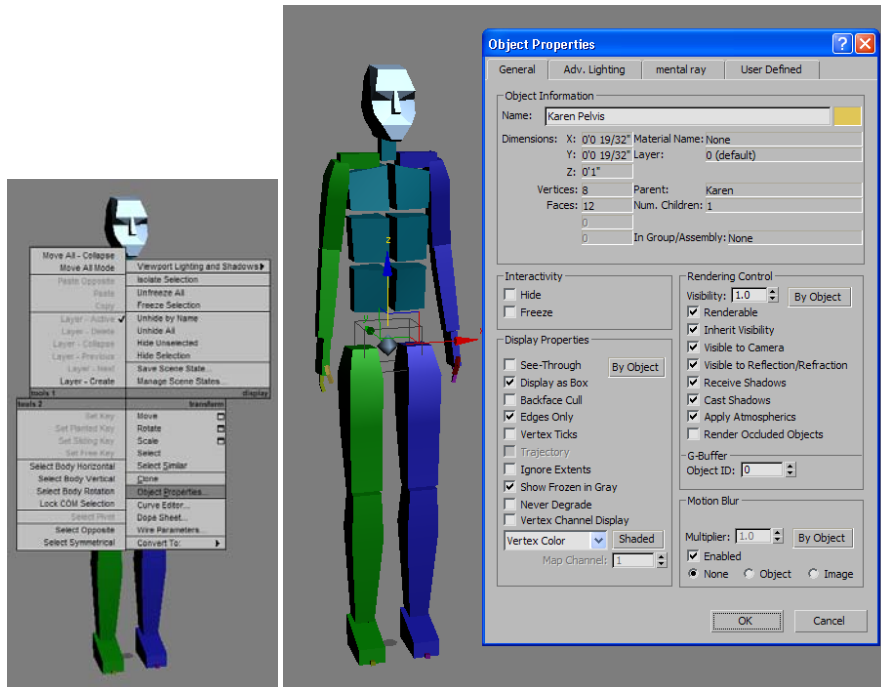
Change Grid units to Feet



Create – Systems- Biped

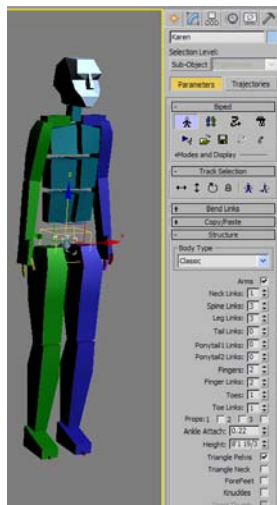


Make the cube at pelvis invisible so that you can select the “crotch diamond”



To edit the Biped, select any part of the figure:

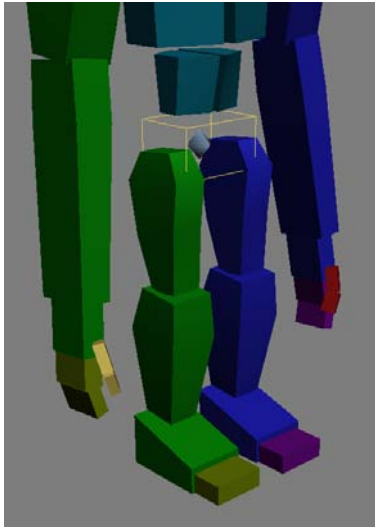
Control Panel - Motion Tab select Figure Mode– Structure.



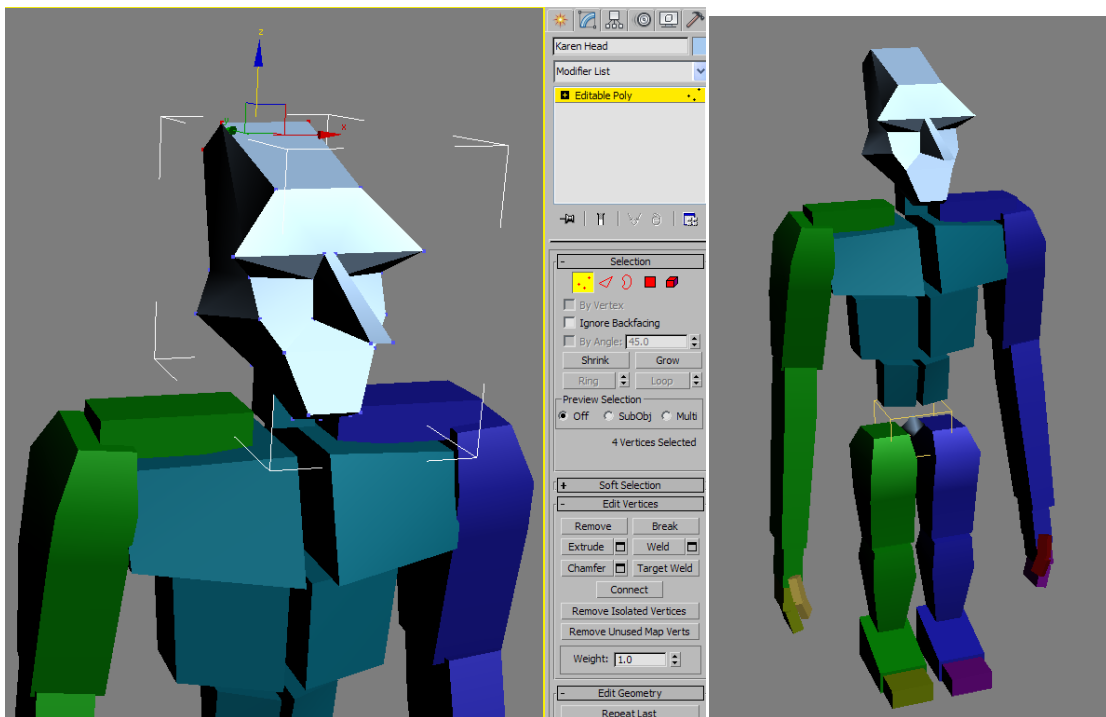
Use transform tools to shape your humanoid character.

You can use the page up and page down keys to cycle through selection.

Pay attention to the hands and feet – create mittens and shoes.



You can reshape the head by converting it into an Editable Poly



What a cutie pie!