



3ds Max Advanced Character Animation

Duration: 30 hours / 5 full days

To give life to a character begins with setting up a proper bone rig and having it deform the character geometry in a realistic way.

Course Description

This module covers all the main areas related to Advanced Character Animation in Autodesk 3ds Max.

This Course covers:

- Organic modelling with polygons and patches
- Effective character texturing with Unwrap UVW
- Mesh deformation techniques with Skin and SkinWrap
- Character animation setup (bones, manipulators, skin and related modifiers, flex)
- Morphing and Lip sync
- Advanced animation controllers, expressions and parameter wiring