

---

Subject: Skeleton?

Posted by [bigwig992](#) on Thu, 05 Jun 2003 15:10:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Is there a .max skeleton out there? One probley comes with the HowTo folder, but there are just too many boxxes and meshes, I don't dare fool around with it. I just want the skeleton so I can make simple animations for my infantry to perform. Kind of like Dante's "Ninja Officer" in his camera test. Thanks in advance.

---

---

Subject: Skeleton?

Posted by [Madtone](#) on Fri, 06 Jun 2003 00:32:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

in 3D Studio Max there is a plugin called Character Studio, take a look at your manual for instructions on it and also how to get it working.

Its preety cool, i have made a few animations, take a look at my 2 animations i have uploaded to ModX

My First Attempt:

<http://modx.the-pitts.net/showthread.php?s=&threadid=341>

My Second Atempmt:

<http://modx.the-pitts.net/showthread.php?s=&threadid=359>

---

---

Subject: Skeleton?

Posted by [bigwig992](#) on Fri, 06 Jun 2003 02:29:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Nevermind, I found it, now me and Gernader get to work on our secret projects.

---