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animation from MotionBuilder and importing it to 3ds Max. See the following major sections: 3ds Max skeletons (page 102), 3ds Max Bipeds (page 112), 3ds Max Characters (page 125), and Animating 3ds Max Characters in MotionBuilder (page 135). Generic workflow Maya and 3ds Max 2012 both have one-step interoperability features that

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Tutorial Scene Files. Download the 3ds Max 2013 Supplementary Files ZIP. It is recommended that you download the files to your My Documents (Windows XP) or Documents (Vista / Windows 7) folder, to emulate the recommended workflow. You will need to navigate to your download location when you are asked to set the Project Folder in the lessons.

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