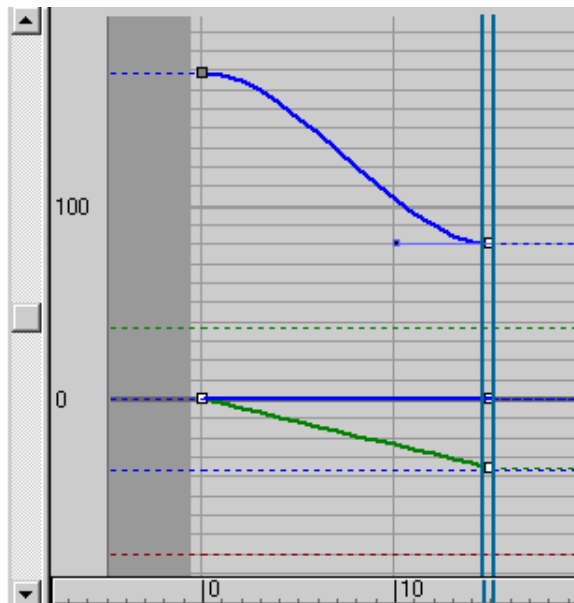
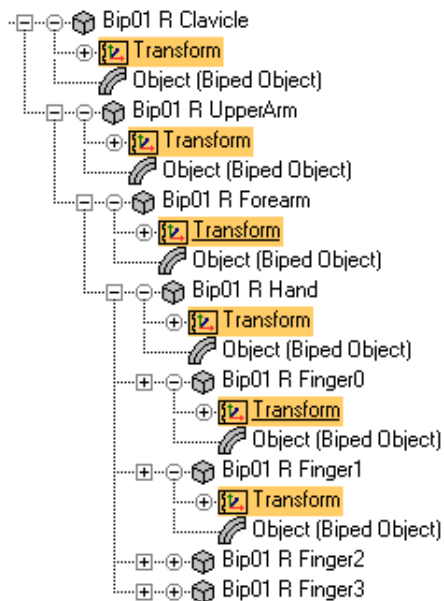


Keyframing Tools:

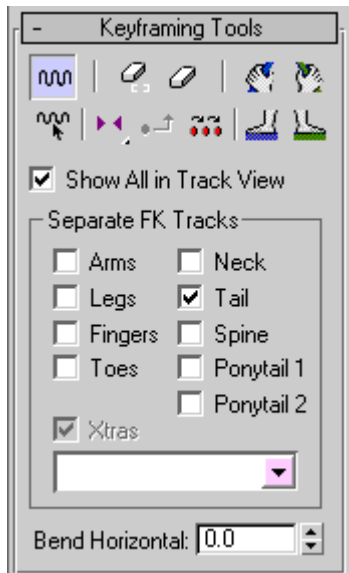
Use controls on the Keyframing Tools rollout to clear animation from a biped or selected parts, mirror biped animation, and cause the neck to rotate in body space rather than parent space. You can also bend the horizontal center of mass track around a selected horizontal key.

Separate Tracks

By default, Biped uses an optimized method for storing animation keys. For example, keys for the fingers, hand, forearm, and upper arm are stored in the Clavicle transform track. If you prefer instead to have a transform track available for each arm object, use the Separate FK Tracks settings to make these transform tracks available; separate tracks are displayed in Track View.



Interface



Enable Subanim

Enables Biped subanim. For more information about Biped subanim, see Using Controllers

Manipulate Subanim

Modifies Biped subanim. For more information about Biped subanim, see Using Controllers

Clear Selected Tracks

Removes all keys and constraints from the selected objects and tracks.

Clear All Animation

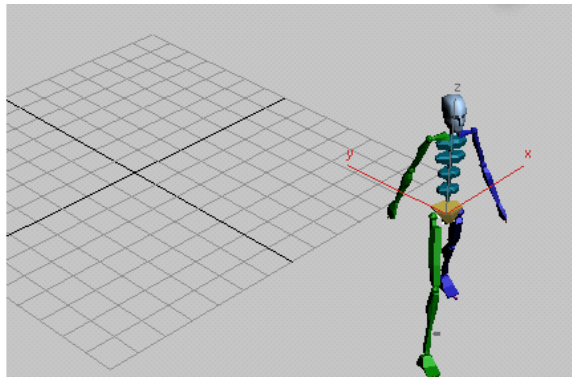
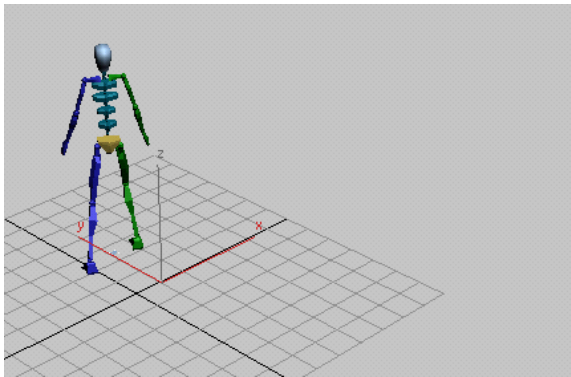
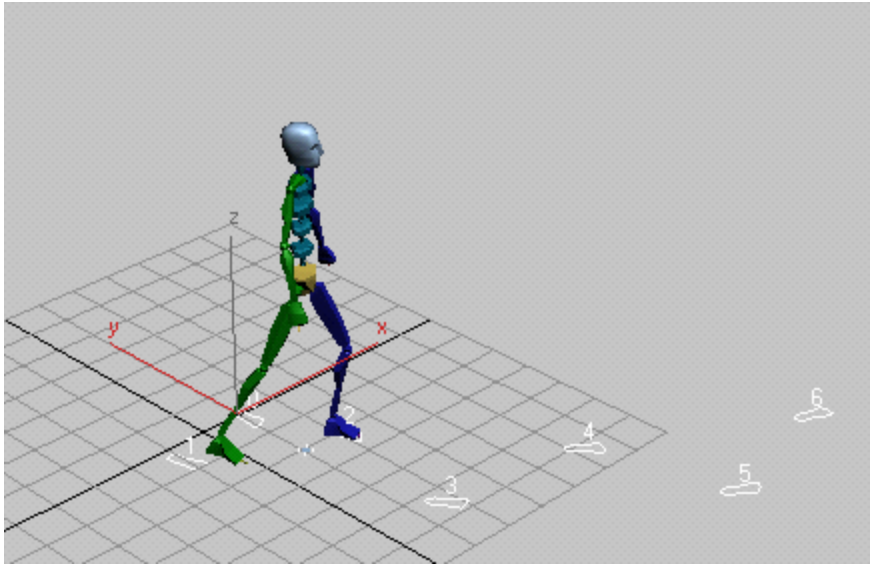
Removes all keys and constraints from the biped.

Mirror and Mirror In Place flyout

This flyout offers two options. Both options mirror the animation locally, so that the right side of the biped now does what the left side does, and vice versa. Also, if the spline leaned to the left, it now leans to the right. The same goes for the neck, pelvis, head, and so on.

Mirror Reflects the animation about the world-space XZ plane. This option reverses the biped's position by 180 degrees, so it now faces in the opposite direction.

Mirror in Place Reflects the animation locally, but at the initial frame, maintains the world-space position and orientation of the biped. The biped continues to face in the same direction.



Left: When you click Mirror, the animation and the biped turn completely around.

Right: When you click Mirror In Place, the biped still moves forward, but now it turns to the right.

Set Parents Mode

When a limb key is created, keys are created for the parent objects also, provided Set Parents Mode is turned on. Use Set Parents Mode when you turn on Separate FK Tracks.

Set Parents Mode stores the position of the entire limb when a biped limb is moved using inverse kinematics instead of rotated using forward kinematics. For example, if Set Parents Mode is off and Separate Tracks are turned on for the biped arms, then the arm will snap back to its original position if you transform the biped hand.

If Separate Tracks are turned on for a biped body part, then turn on Set Parents Mode. This lets you use the Move transform to position the biped limbs.

Anchor Right Arm, Left Arm, Right Leg, Left Leg

Let you temporarily fix the location and orientation of hands and feet. Use anchors when you are setting up animation with inverse kinematics object space, in which the arm or leg follows an object in the scene. Anchors ensure that the arm or leg keeps its alignment until you set the second key that establishes the object-space sequence.

You must turn on Set Parents Mode for these toggles to take effect.

Arms

Turn on to create separate transform tracks for the finger, hand, forearm, and upper arm.

By default, there is one finger track per hand. All finger keys are stored in the Finger0 transform track, the first link of the biped thumb.

Neck

Turn on to create separate transform tracks for the neck links.

Legs

Turn on to create separate toe, foot, and calf transform tracks.

Tail

Turn on to create separate transform tracks for each tail link.

Fingers

Turn on to create separate transform tracks for fingers.

Spine

Turn on to create separate spine transform tracks.

Toes

Turn on to create separate transform tracks for toes.

Ponytail 1

Turn on to create separate ponytail 1 transform tracks.

Ponytail 2

Turn on to create separate ponytail 2 transform tracks.

Xtras

Turn on to create separate tracks for an extra tail. See Xtras group.

Drop-down list Use this list to choose the specific extra tail for which you're creating tracks.

Bend Horizontal

Rotates selected keys horizontally about their up-axis. To use this, select the biped's COM, turn on (Trajectories) to see the path, use the Time Slider to select keys, and then adjust the Bend Horizontal value. The path curves.