

## Custom Animations 3P (Third-Person) View

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You will need Character Studio to do this... OR 3ds Max 7+, which has it built in. Before we get started, I suggest you read the Basics of Animations.

### Building Master Chief:

- Open 3DS Max and under the create tab you should see systems, click that, then click on biped.
- Click on the radio button (circle button) that reads "Drag Position".
- Keep structure source at U/I.
- I don't think "Body Type" matters but I used skeleton.
- Make sure the arms check box is checked.
- Make sure he has one Neck Link, 2 Spine links 3 Leg links, 0 tail links, 0 ponytail1 links, 0 ponytail2 links, 0 fingers, 1 finger link, 1 toe and 1 toe link.
- Keep ankle attach at 0.2.
- Make sure it's height is 70 (MC is 70 units).
- I used triangle pelvis but I am not sure if this matters.
- Make sure forearm twist is unchecked.
- Default of 2 forearm links at the bottom (don't think these values are used with out forearm twist).
- Create the biped structure by dragging to his position.
- Make sure his feet are above the grid (press the G key to see it or make it disappear).
- If his feet are not above the grid, his feet in-game will be below the ground.
- Click on bip01 (the root object). Select the rotation tool, type in the number "90.

Now here is the strangest part: Since Master Chief doesn't have any toes, and 3DS Max will NOT let you delete the Biped structure toes without deleting the entire Biped you need to take these steps:

- First select both toes and click unlink.
- Then right click and convert to Editable Mesh TWICE. If you do not, when you export Blitzkrieg will tell you there are too many actors in the scene.

Now you have finished making a rough structure of Master Chief's bones. You may have to scale his shoulders a bit for the right look in-game.

To do this, simply select the Biped and click the motion tab. Under the heading Biped, click figure mode. Now you can scale his bones and adjust them. Remember that if you do not use figure mode you cannot scale. As for animating DO NOT use the already done animations (.bip files) and you cannot use the footsteps. You must set each keyframe by keyframe by rotating or moving.

ANIMATE AWAY!

*Note: BACK UP YOUR cyborg.model\_animations file BEFORE CONTINUING!*

## Exporting:

After you are pleased with your animation, you will need to make this folder structure: **data\characters\cyborg\animations**. After you've done that go back into 3DS Max and hit File > Export. Make sure the file type is JMA *not* JMS. When saving your JMA file make sure you make it a simple name you can understand easily because you will see these names in Guerilla. Example: pistol-melee.jma Export your JMA file to the characters\cyborg\animations folder you just made. Now open up Tool and type:

```
tool animations characters\cyborg
```

Tool should read something to this effect (plus more deleted animations):

```
WARNING: the animation 'G-driver acc-left-right' is no longer used
WARNING: the animation 'G-driver acc-front-back' is no longer used
WARNING: the animation 'CT-driver unarmed idle' is no longer used
WARNING: the animation 'CT-driver exit' is no longer used
WARNING: the animation 'B-driver unarmed idle' is no longer used
WARNING: the animation 'B-driver exit' is no longer used
WARNING: the animation 'B-driver enter' is no longer used
some animations were deleted from the graph; do you want to save it
anyway? (y/n)
```

When you type Y it should say:

```
model animation compression saved 0 bytes
```

If you want to add new animations without deleting all of the old ones and creating a new animation graph, get Kornman's animation editor (download: <http://www.halomaps.org/index.cfm?pg=3&fid=577>)

For a tutorial on how to use the animation editor refer to:  
[http://ghost.halomaps.org/tutorials/tuts/epgs/kornman00\\_animeditor.pdf](http://ghost.halomaps.org/tutorials/tuts/epgs/kornman00_animeditor.pdf)  
<http://www.halo2ce.epgservers.com/tutorial/?index=8>

Tutorial by KiLLa

*From the Halo Wiki  
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