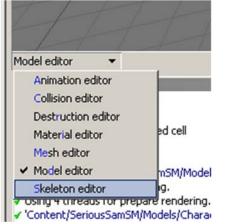
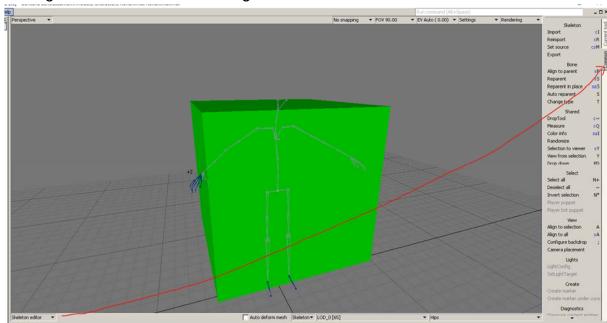
Preparing Default Skeleton for usage

We need Sammy bone for our model, so we need to export it from the editor

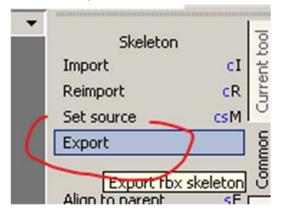
1. Go into Skeleton Editor



2. Then go to "Common" tab at far right of window



3. Click at "Export"



4. Save it inside the same folder you did. For better management, name your file with suffix of "_Skeleton"

Export FBX/ASF					×
F:/ 💌 🖻 🔁 🗇 💠 📌 🕓 🎟	,e 🖻	Filter			
Content/SeriousSamSM/Models/Chara	acters/R	ohaniMai/			•
Name	Ext	Size	Date		
🗀		<dir></dir>			
File name: Content/SeriousSamSM/Models/Characters/RohaniMai/RohaniMai_Skeleton			Save		
FBX file (*.fbx)				•	Cancel

5. Export preferences will appear. For better import compatibility, usually I using old 2014 and tick Export ASCII

Export preferences	
Name	Value
Filter:	
CFbxExportPreferences	-
Show preferences on export	
Add model mover if it's missing	
Materials	
Model editor animations	
Model editor meshes	
Mesh layers	Selected
Normals	Per vertex
Fbx compatibility	2014 -
Export ASCII	✓
Skeletons	All
Animation storage	Files
Cross envelope	MotionBuilder
<u>.</u>	OK Cancel

6. Now, Open 3dsMax and import the fbx that we exported before. If you export the skeleton at the character folder you created, usually it will be default at: \steamapps\common\Siberian

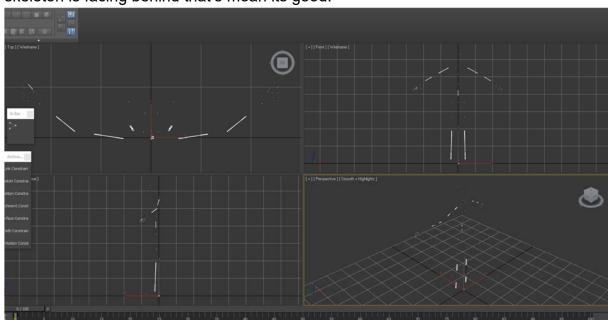
Mayhem\Content\SeriousSamSM\Models\Characters*Your Character Folder*

New Reset Den Save Save As	Import files into 3ds Max Import files into 3ds Max Import	ternal 3ds Max scene. e current 3ds Max
Import	^	SeriousSamSM\Models\Characters\RohaniMai 🗸
ess	Name	Date modified Type
	RohaniMai.bmf	13/7/2023 10:58 PM BMF Fil
- Personal	RohaniMai.mdl	13/7/2023 10:59 PM MDL Fil

7. FBX import window settings will appear, make sure File Content set to "Add and Update Animation". Then go to Animation tab and tick it if it did not. Lastly, under "Bone Creation" tab and Bone Conversion, please choose "Leave as Bones" . Then click OK. (The setting is for 3dsmax 2012. Other version probably difference but may have same settings)

FBX Import (Version: 2013.3)				?	×
					^
Presets Current Preset:	User defined			~	
Current reset	and we made				
r-	Stat	istics			
File Name: File Directory: VRohaniMai File Version: File Creator: File Custom Writer: File Custom Writer: File Custom Writer: File Creation Time: File Creation Time: File Creation Time: File Units: System Axis Direction: System Mais Direction: System Units: System frame rate: File frame rate: File content:	RohaniMai_Skeleton.fbx F:\Steam\steamapps\common\s FBX SDK/FBX Plugins version 20 No 2023/7/13 23:20:14 Y-up Centimeters Z-up Inches 30.0 30.0 66 Elements		t\SeriousSamSM\Models\(Characters	
-	File content:	ude Add and update animat	tion	v	
Adds new content and updates of				1	
-	+ Geometry - Animation			į.	
	Animation	v t			
(+		Options		1	
[+				1	
- n	- Bone creation			i	
	✓ Lock width and height				
	Bone conversion: Leave as bones				
	Width: 1.0				
Height: 1.0					
	Taper %:	0.9			
[+	Carr	eras]]	
[+	Lig	hts]	
Edit			ок	Cancel	

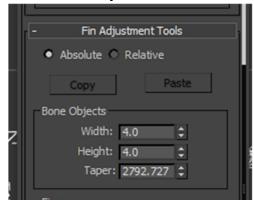
8. Skeleton looks so thin almost unseen, but as long you can see it and the skeleton is facing behind that's mean its good.



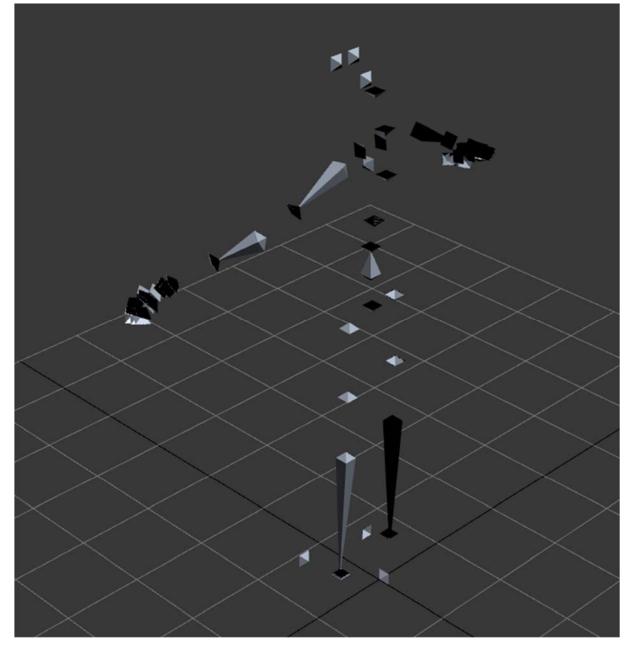
 We need to resize the bone skeleton view so it will be easy to select. While all the bones still selected, go into Animation tab > Bone Tools (this is for 3dsMax 2012 but may difference on other version, you might need to search for it)

5	Animation	Graph Editors	Rendering	Cust
\mathbf{b}	Load A	nimation		1
	Save A	nimation		-
	IK Solv	ers		>
	Constr	aints		>
	Transfo	orm Controllers		>
	Positio	on Controllers		>
	Rotatio	on Controllers		>
	Scale (Controllers		>
	Anima	tion - CAT		>
	Simula	tion - MassFX		>
	Param	eter Editor	Alt+	1
-	Param	eter Collector	Alt+	2
	Wire P	arameters		>
	Anima	tion Layers		
	Reaction	o <mark>n Manager</mark>		
	Bone T	ools		
-	Set as	Skin Pose		
	Assum	e Skin Pose		
	Skin P	ose Mode		
	Toggle	Limits		
T	Delete	Selected Animat	ion	
	Walkth	nrough Assistant.		

10. Go into Fin Adjustment Tools tab, and set Width and Height to 4.0



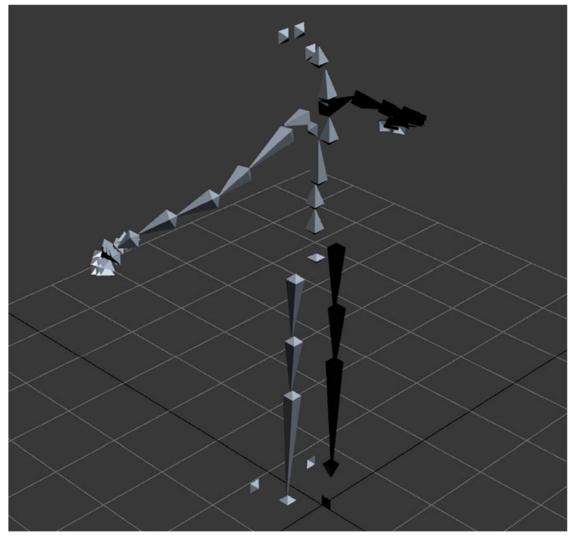
Now looks select-able:



11. We may yet can make it properly better some more. It can be done by reimporting the fbx and adjusting the few settings. Go Import your fbx again and set the setting of File Content to "Update animation"

6	[
New +	Import files into 3ds Max		
Reset	Import Import non-native file formats into 3ds Max.		
Open +	Merge Insert objects from external 3ds Max files into the current scene.		
Save Save As	Replace Replace objects in the current 3ds Max scene with objects from an external file.		
import +			
	em trame rate: 30.0 frame rate: 30.0		
	content: 66 Ele	ments	
		Indude	
			~
Upda	ates only animation on matching obje	icts in the scene.	
4 0+		Geometry	Ti I
		Animation	٦.
			-

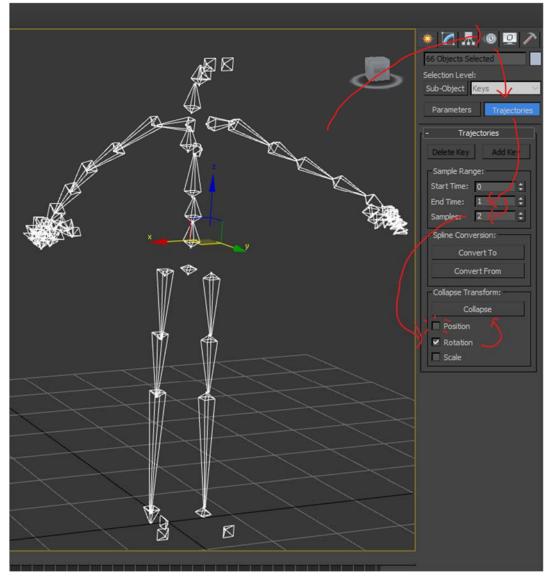
Now better!



12. "Save as" your file!



13. Ok lets save default pose! To do it, we need select all the bones, Go to Motion tab (the one looks like wheel icon), trajectories tab, set End Time to 1 and Samples to 2, Un-tick Position and tick only Rotation, then click "Collapse" to bake animation



14. After baked, while all bones still selected, go to Animation > Save Animation.



15. Done edit default bone