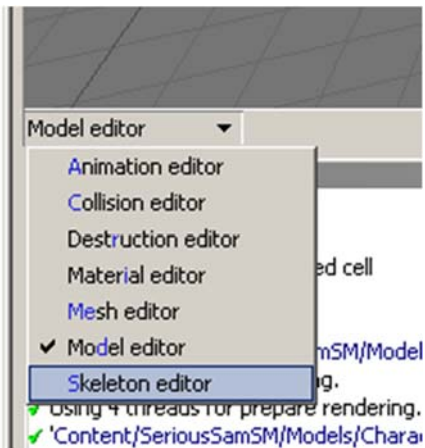


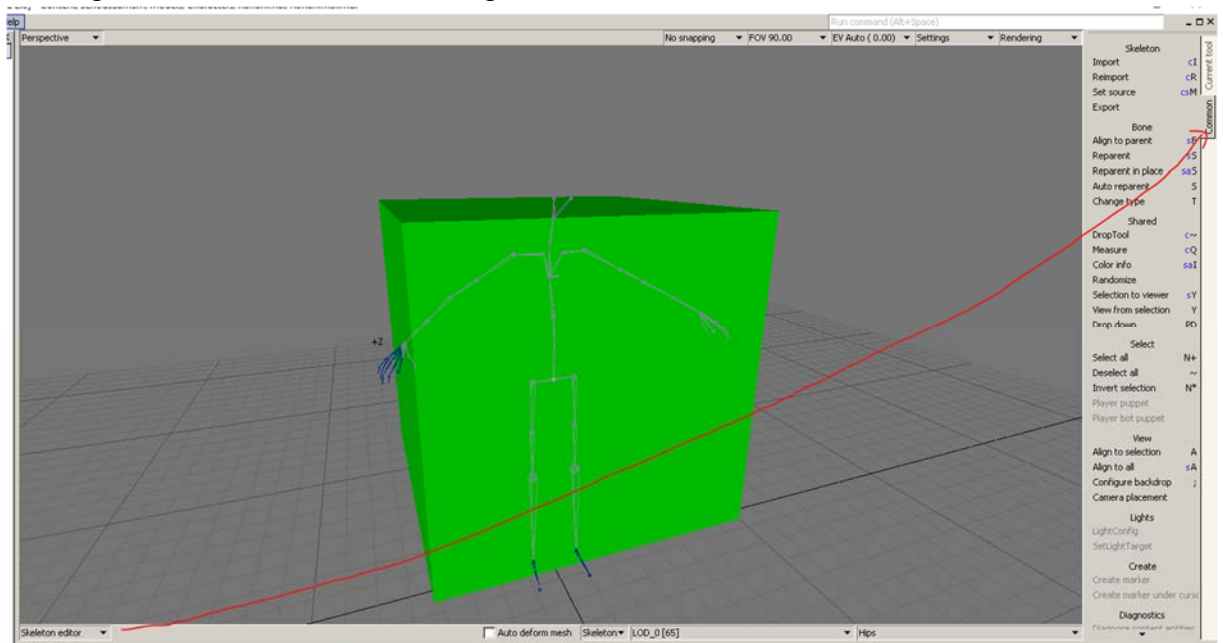
Preparing Default Skeleton for usage

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

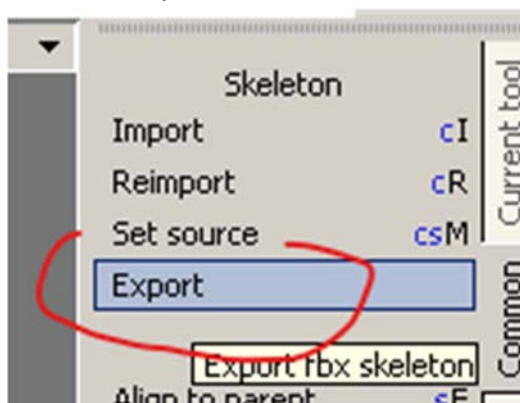
1. Go into Skeleton Editor



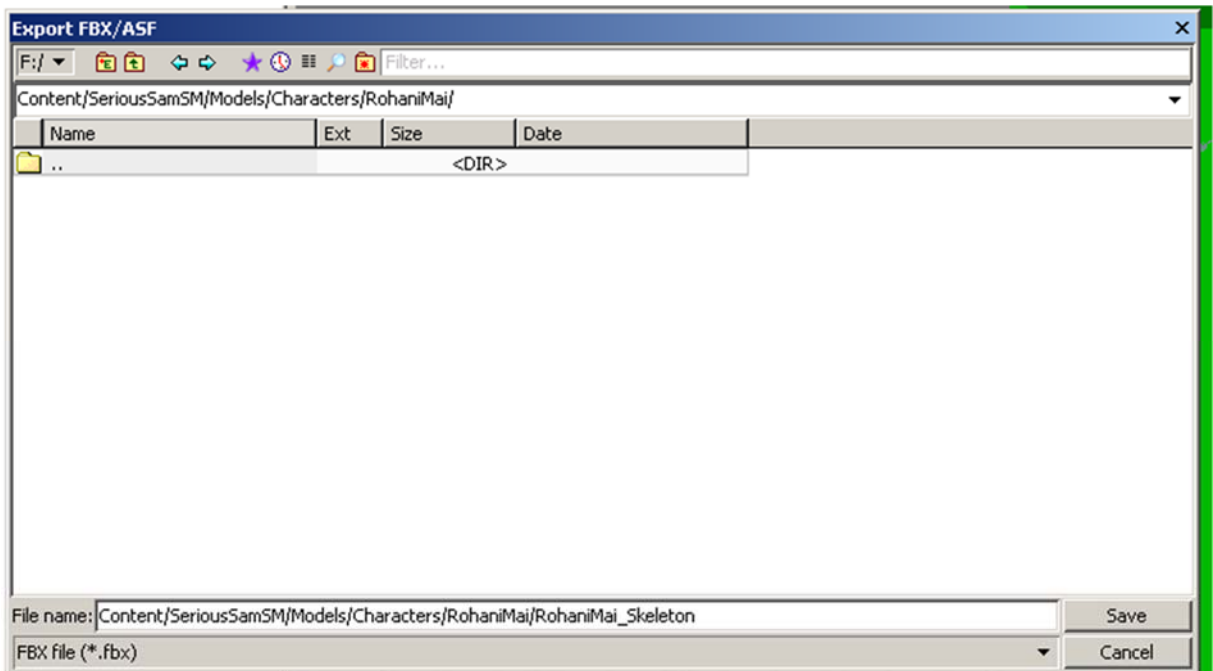
2. Then go to "Common" tab at far right of window



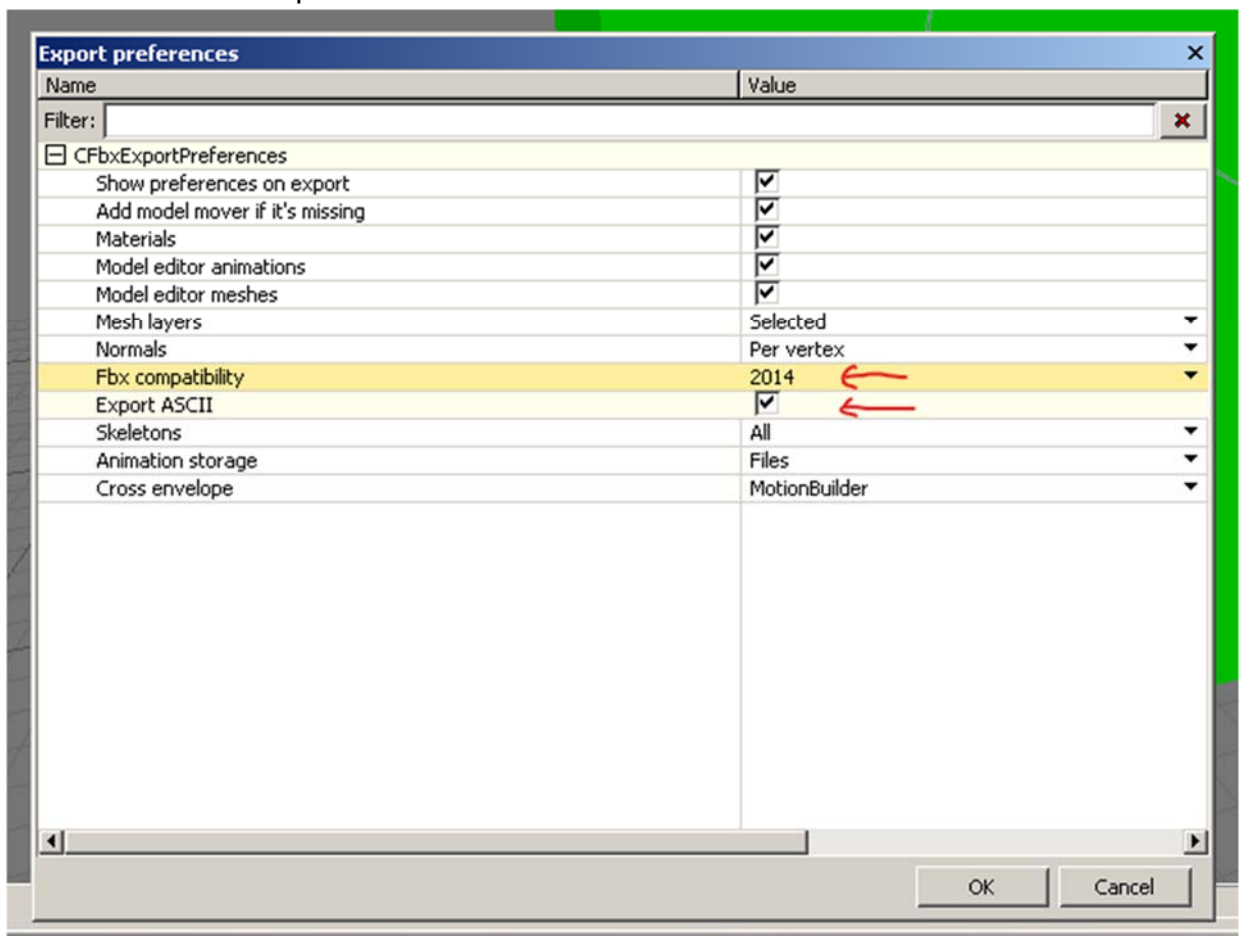
3. Click at "Export"



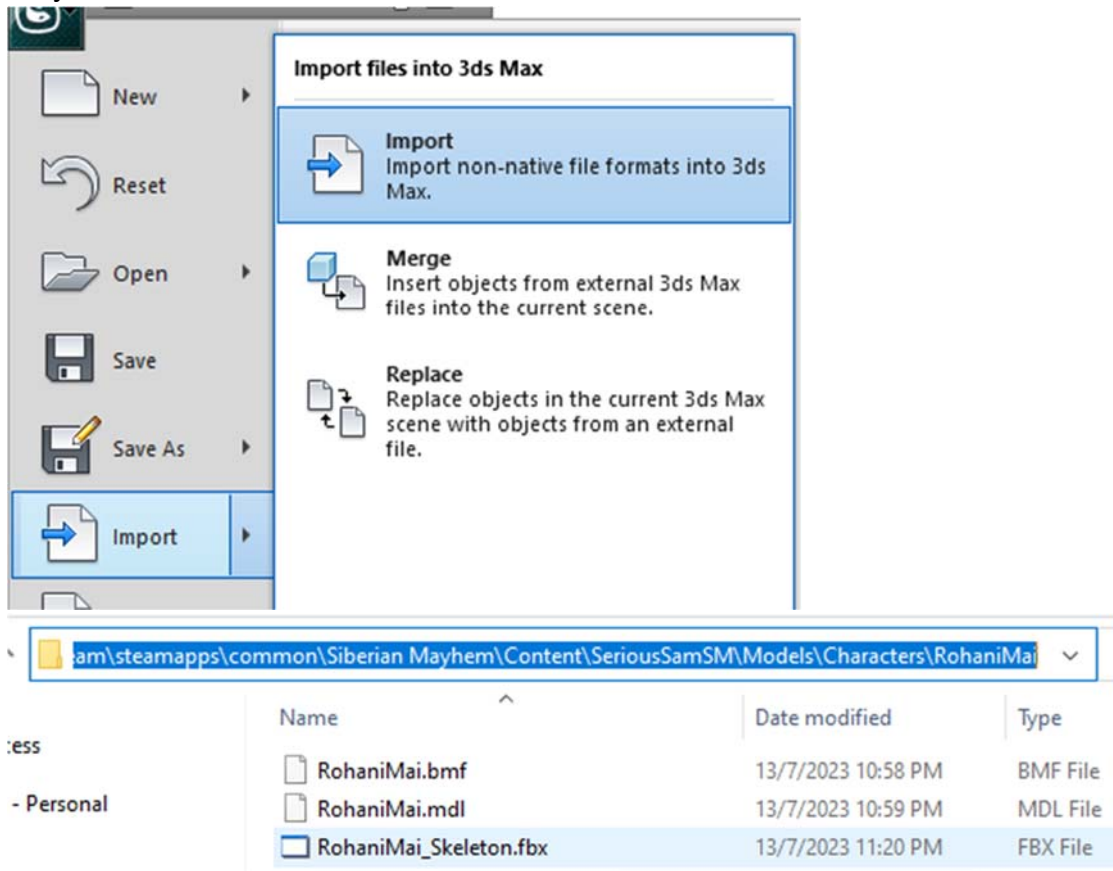
4. Save it inside the same folder you did. For better management, name your file with suffix of “_Skeleton”



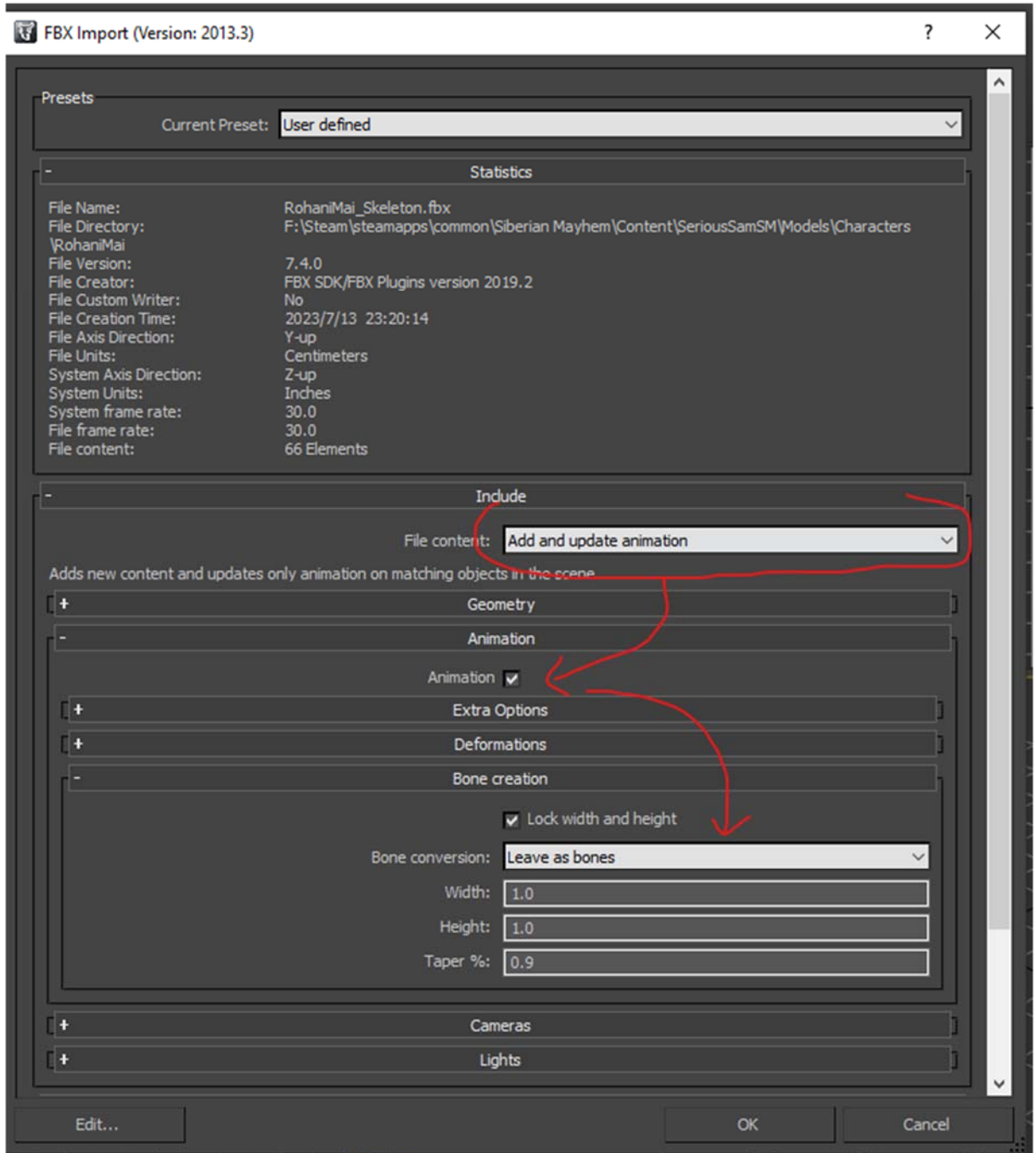
5. Export preferences will appear. For better import compatibility, usually I using old 2014 and tick Export ASCII



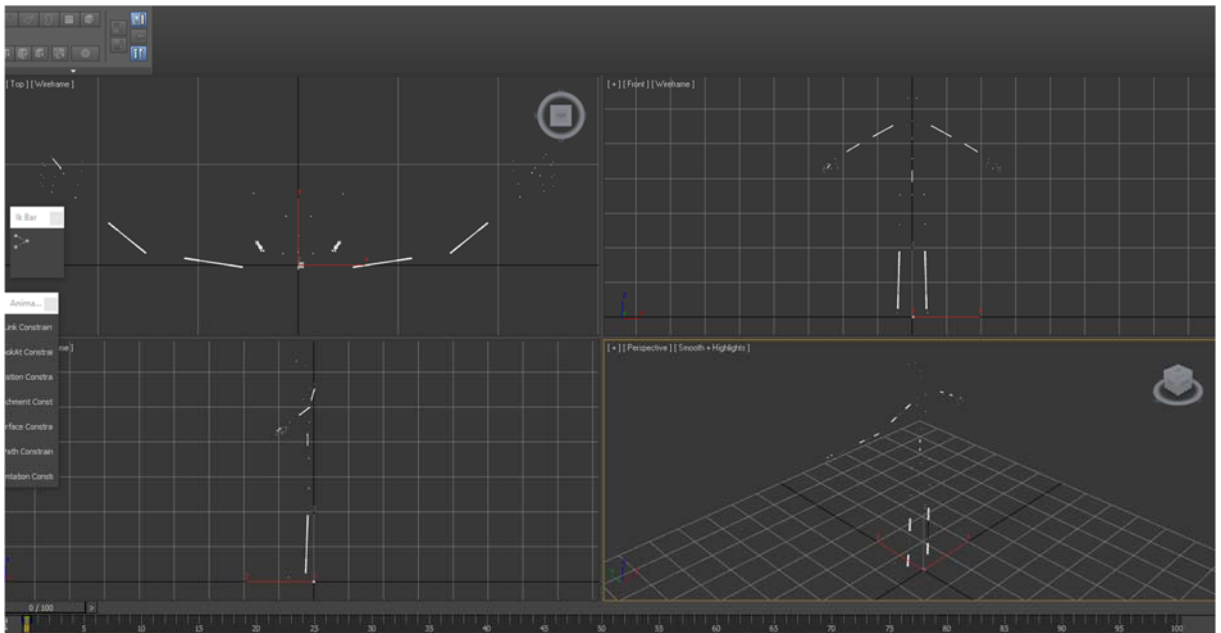
6. Now, Open 3dsMax and import the fbx that we exported before. If you export the skeleton at the character folder you created, usually it will be default at:
\\steamapps\common\Siberian
Mayhem\Content\SeriousSamSM\Models\Characters*Your Character Folder*



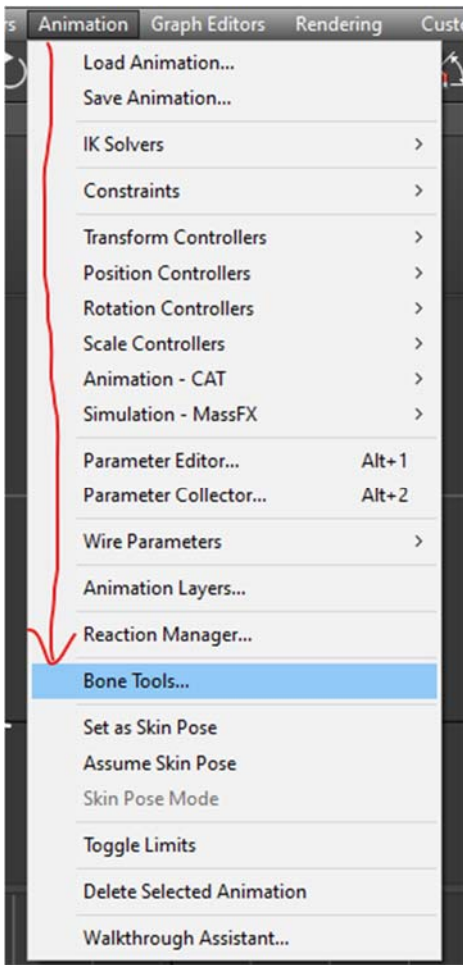
7. FBX import window settings will appear, make sure File Content set to “Add and Update Animation”. Then go to Animation tab and tick it if it did not. Lastly, under “Bone Creation” tab and Bone Conversion, please choose “Leave as Bones” . Then click OK. (The setting is for 3dsmax 2012. Other version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



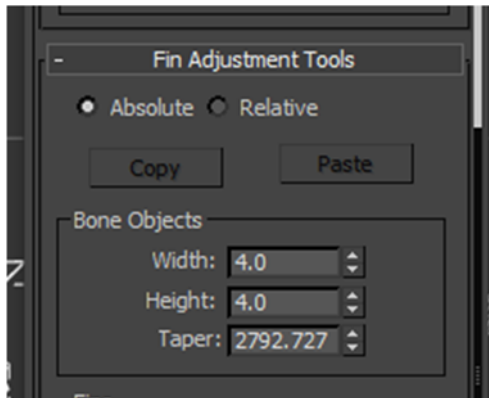
8. Skeleton looks so thin almost unseen, but as long you can see it and the skeleton is facing behind that's mean its good.



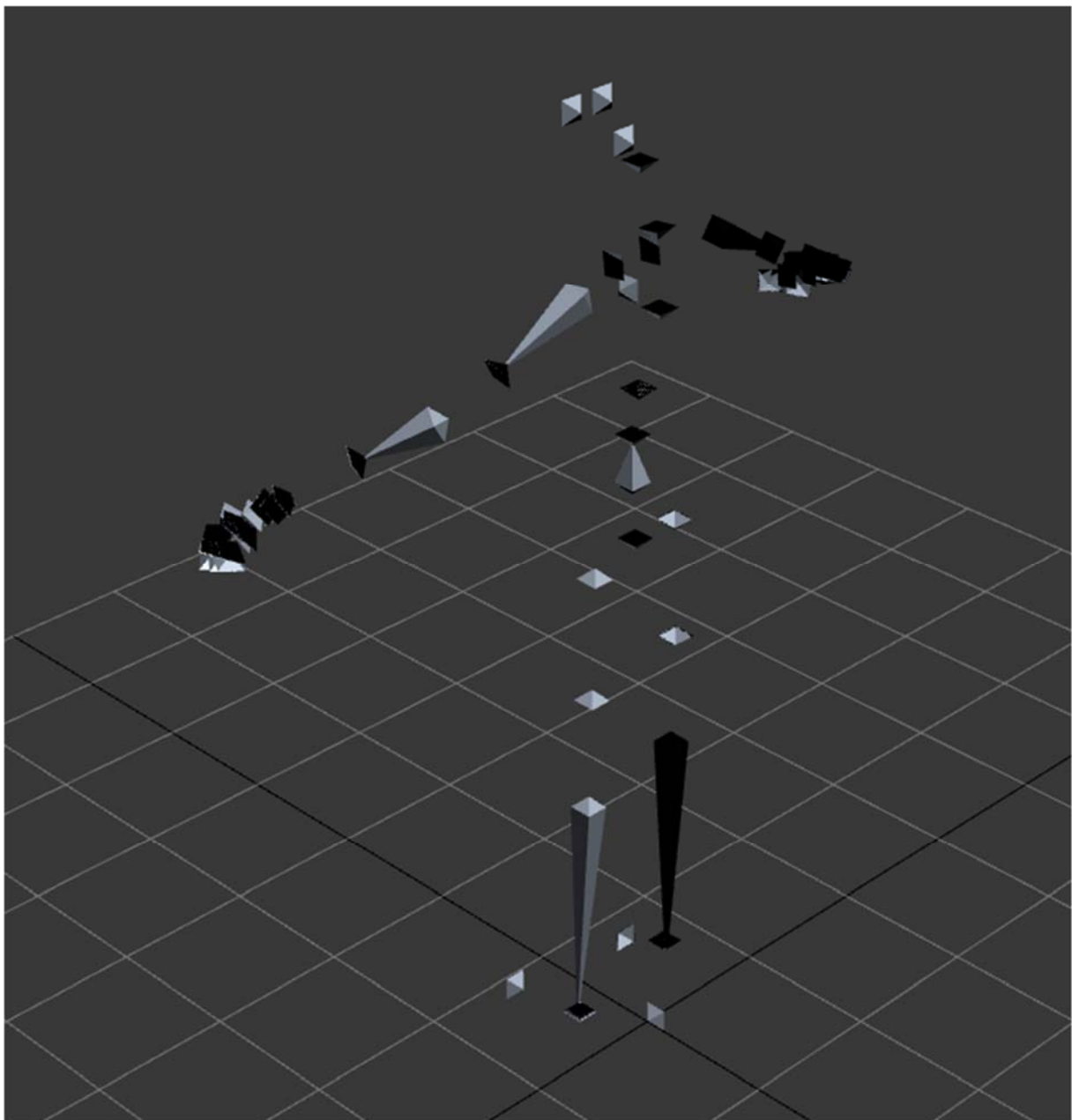
9. We need to resize the bone skeleton view so it will be easy to select. While all the bones still selected, go into Animation tab > Bone Tools (this is for 3dsMax 2012 but may difference on other version, you might need to search for it)



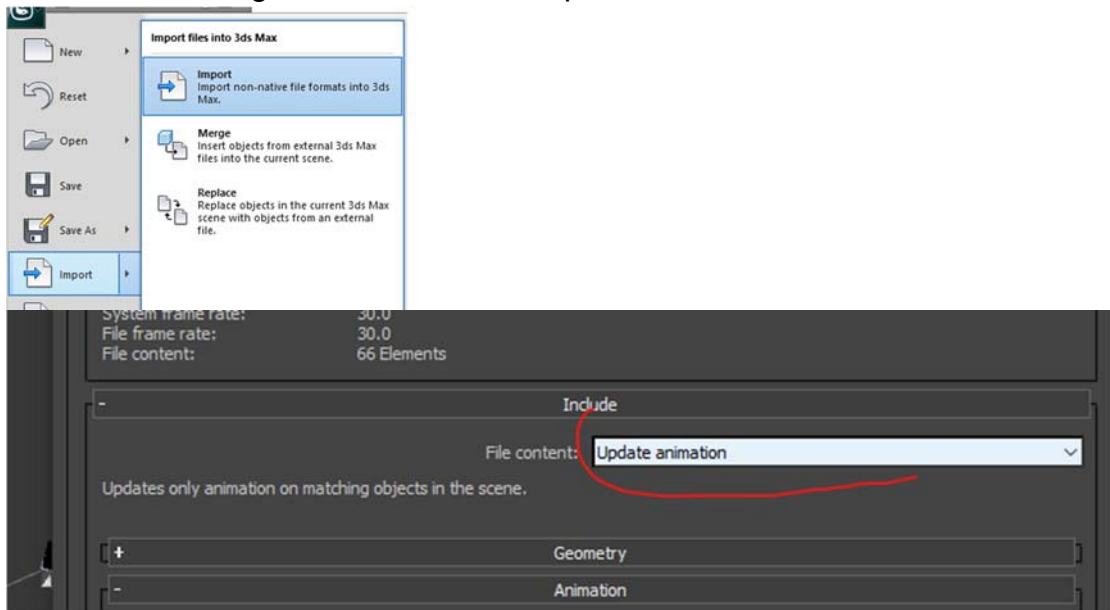
10. Go into Fin Adjustment Tools tab, and set Width and Height to 4.0



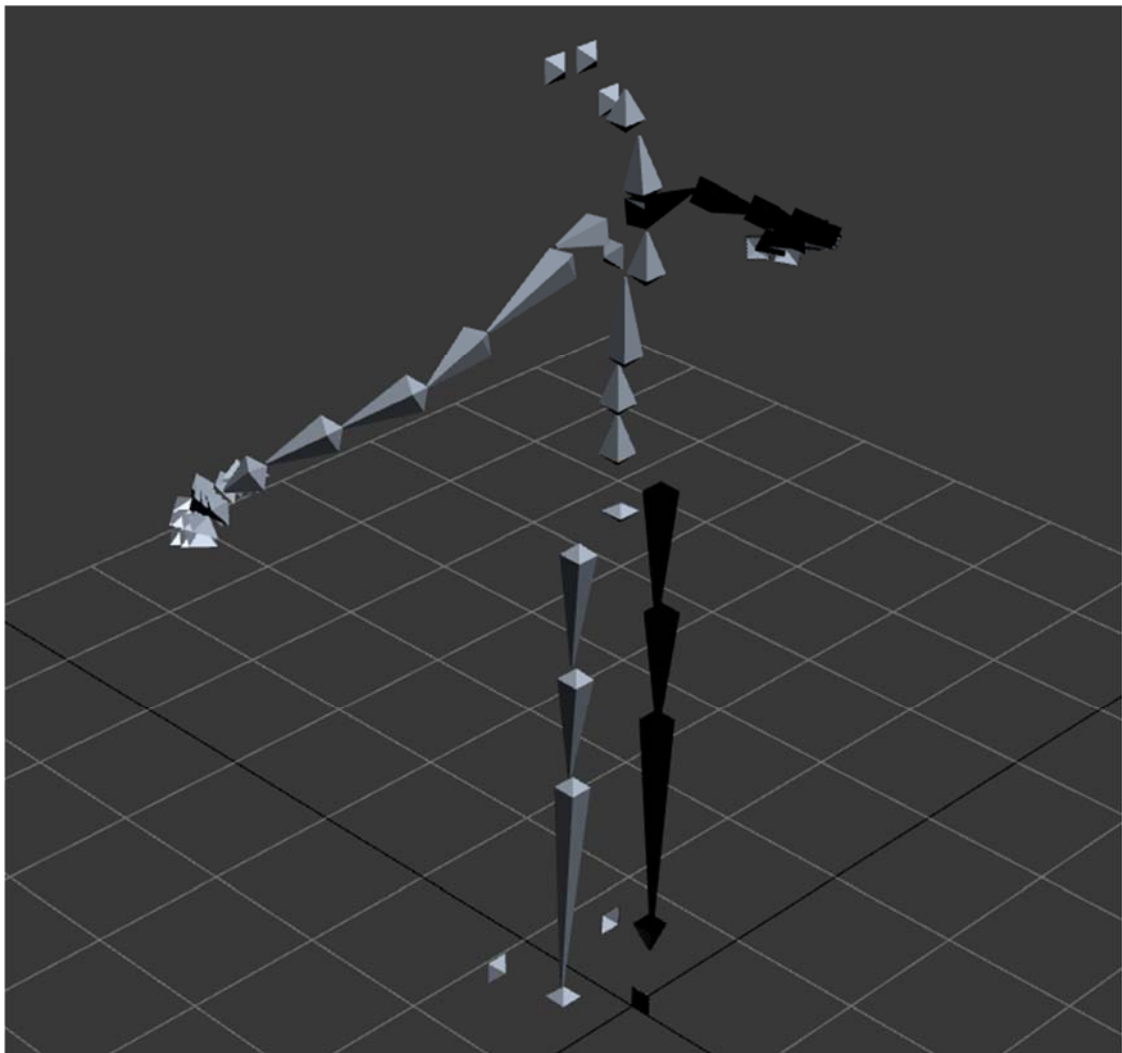
Now looks select-able:



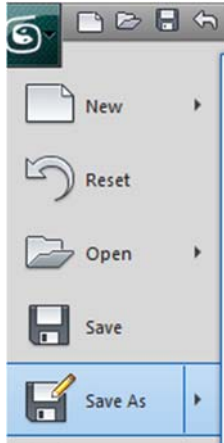
11. We may yet can make it properly better some more. It can be done by reimporting the fbx and adjusting the few settings. Go Import your fbx again and set the setting of File Content to “Update animation”



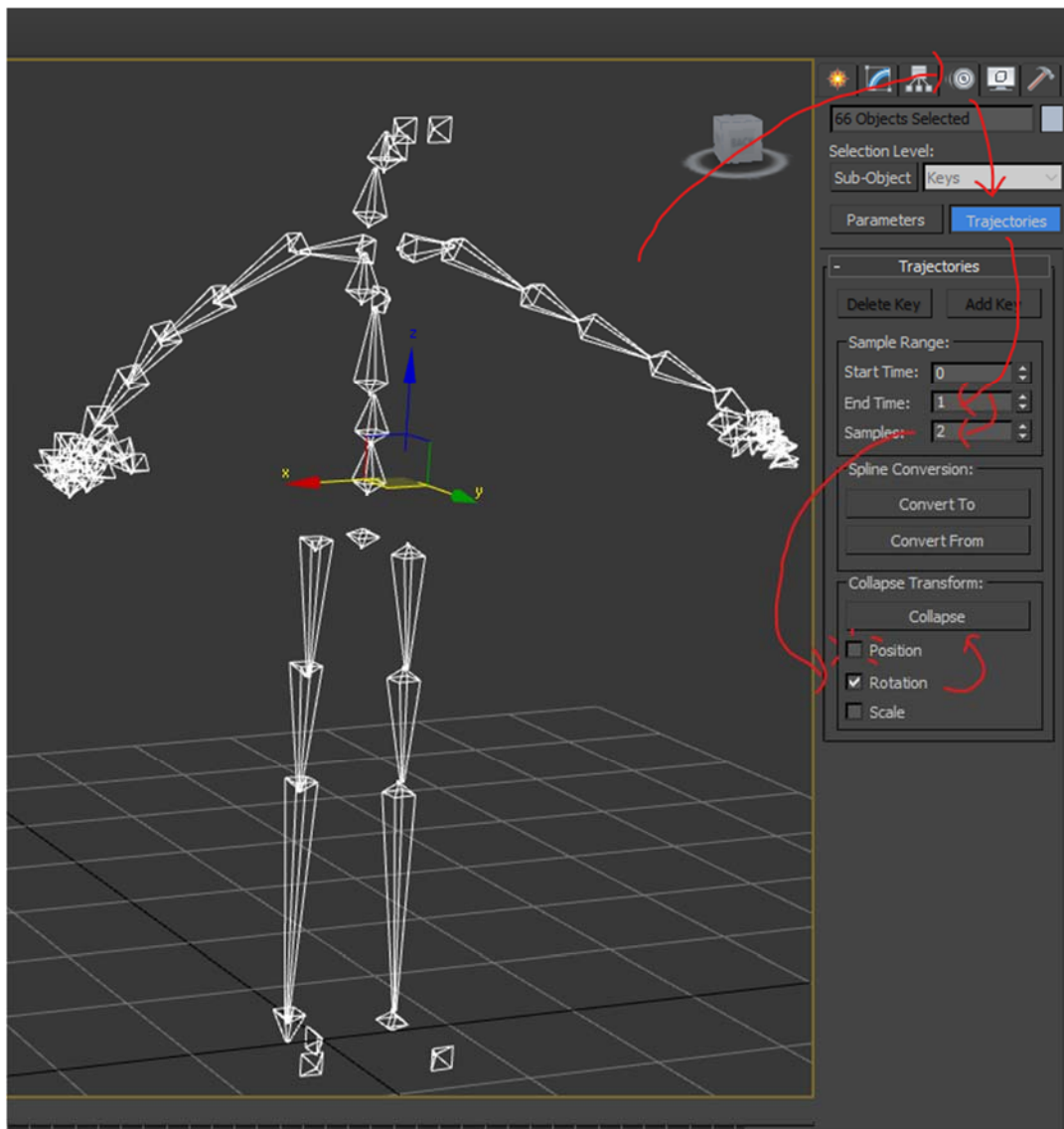
Now better!



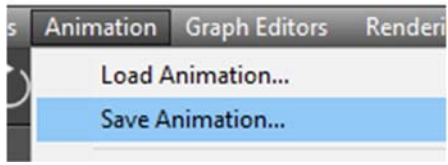
12. "Save as" your file!



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