



- [Halo Maps Home](#)
- [Portal Maps](#)
- [Halo CE Maps](#)
- [Halo 2 Vista Maps](#)
- [Halo Movies](#)
- [Halo CE Chronicles](#)
- [Forum](#)

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[My Forums](#) [My Blog](#) [Private Messages](#) (0) [Logout \[Dennis\]](#) [Admin](#)
[Mod](#)

» [Forums Index](#) » [Halo CE Maps \(Bungie / Gearbox\)](#) » [Halo CE Technical / Map Design](#) » [Gmax Biped Rigging :D](#)

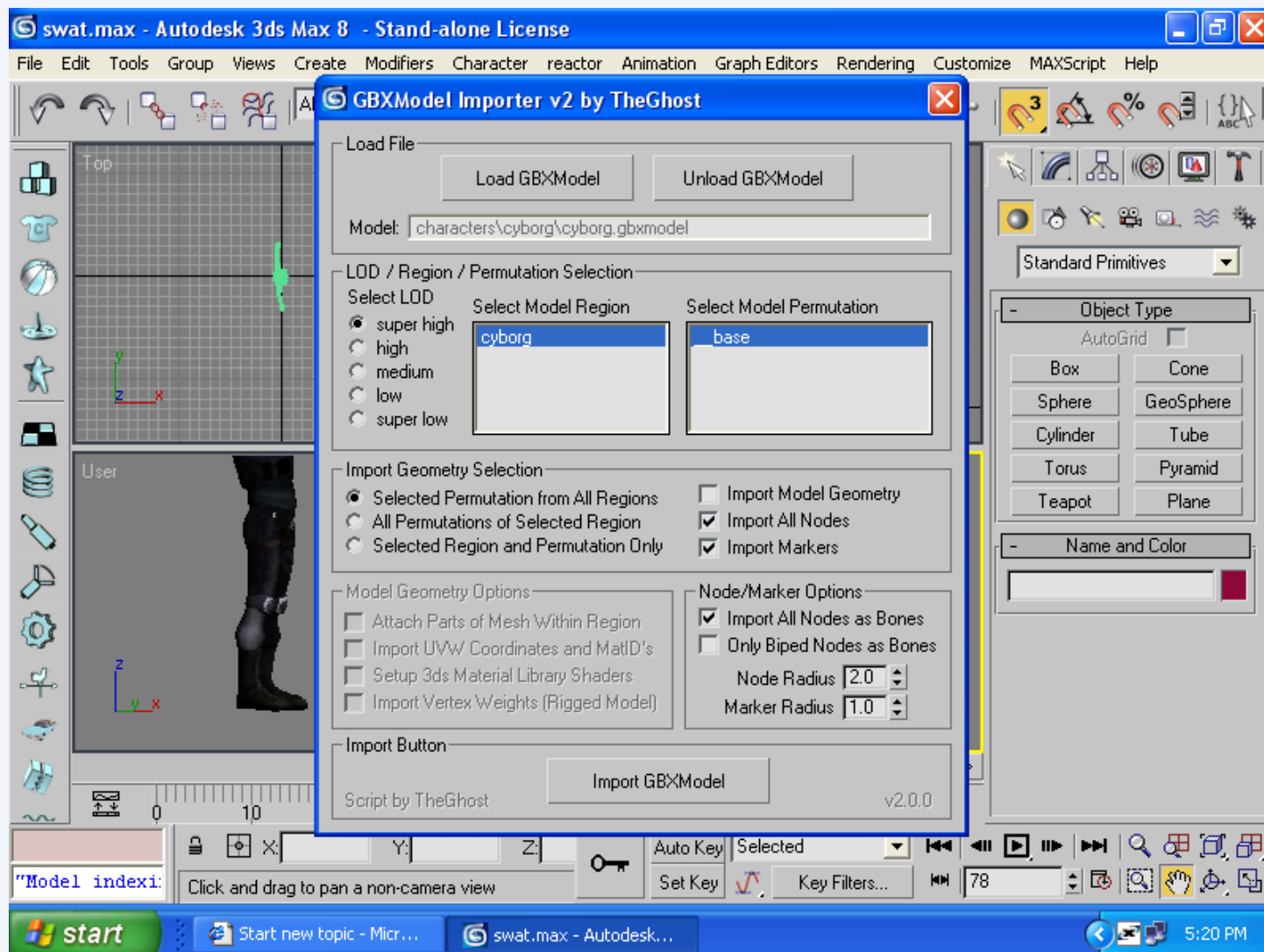
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Author	Topic: Gmax Biped Rigging :D (2 messages, Page 1 of 1)
Moderators: Dennis	
Glitcherguy Joined: Jan 28, 2008  Did you see that? Cause I didn't...	Posted: Aug 31, 2008 05:42 AM  Msg. 1 of 2 Is there any tutorial for how to rig bipeds in gmax? Is it even possible to rig bipeds in gmax? I need it in order to make some good cutscenes for my maps :)
i283023 Joined: Jul 19, 2006  Listen not to vain words of empty tongue.	Posted: Aug 31, 2008 03:53 PM  Msg. 2 of 2 I made once for 3ds Max, a while back. But the concepts are basically the same so here it is: So heres the things you need... 1.) The Ghost's JMS Exporter --- http://ghost.halomaps.org/bluestreak/jms/JMS_Exporter_v1-0-1.ms (Right Click and Save Target As) 2.) The Ghost's GBX Model Importer --- http://ghost.halomaps.org/bluestreak/gbxmodel/GBXModel_Importer_v2-0-0.ms (Right Click and Save Target As)

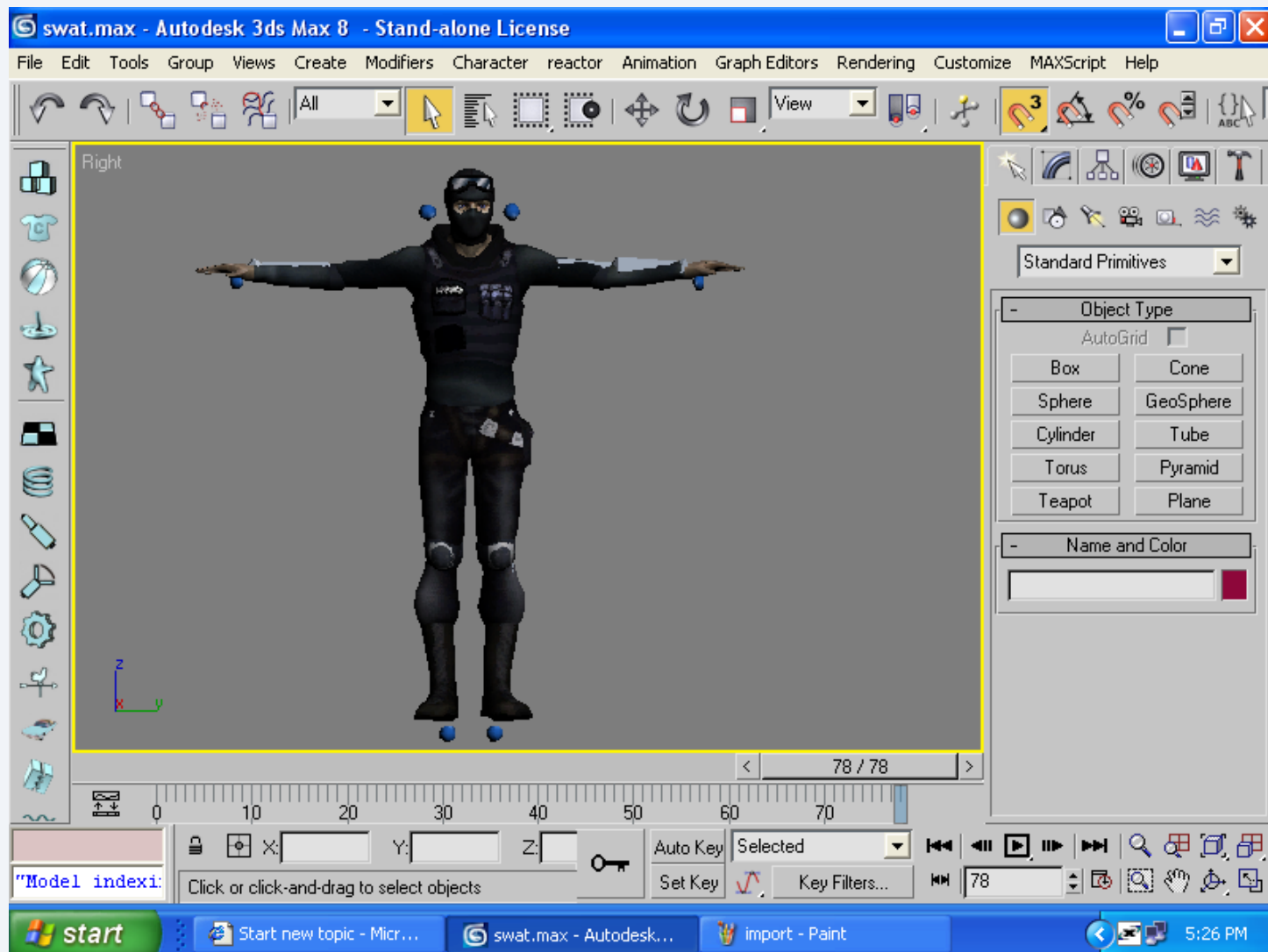
4.) Chimp's Grablistener (it should come with Chimp)

3.) Kornman's Version of HEK --- <http://hce.halomaps.org/index.cfm?fid=1081>

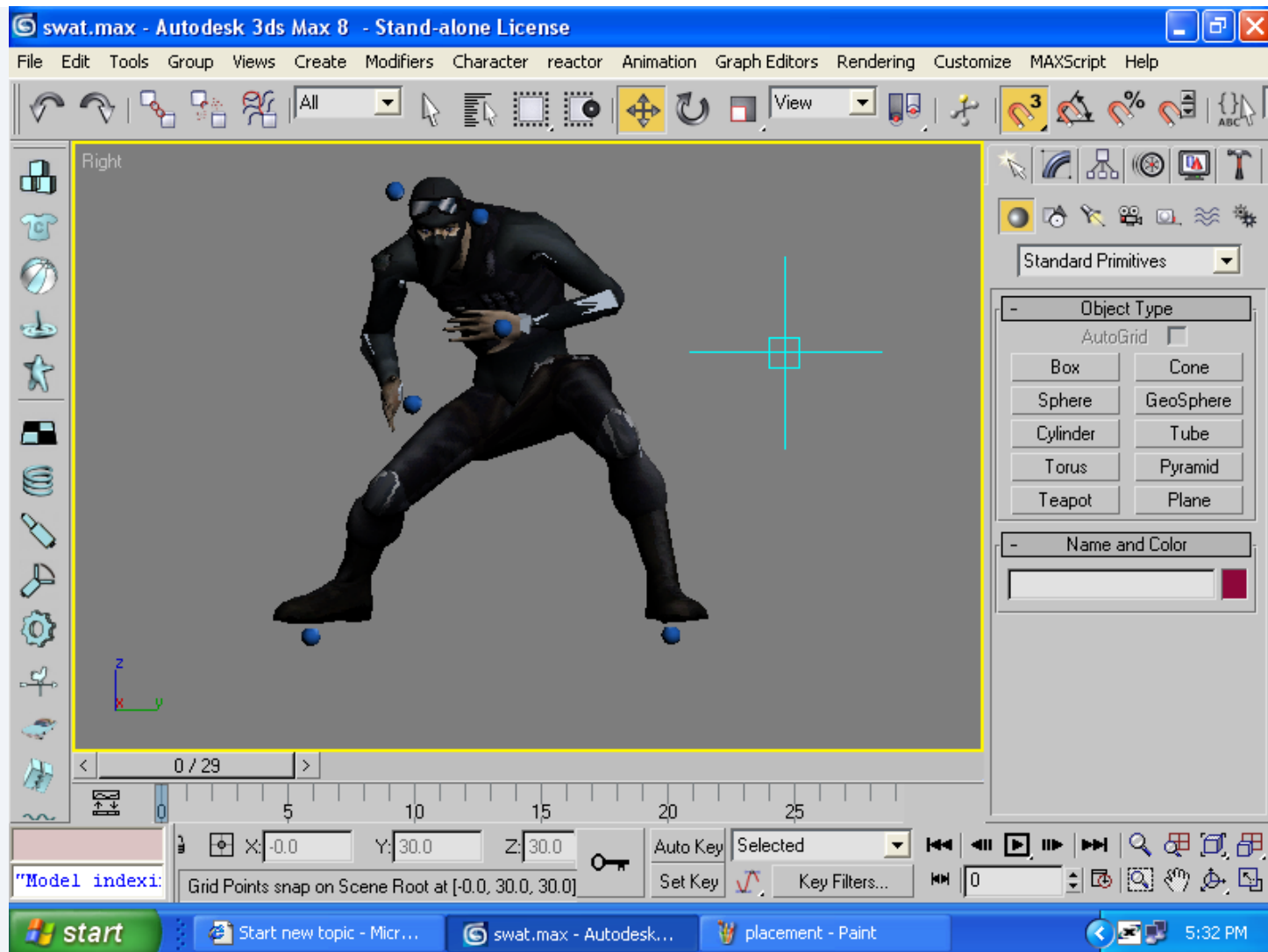
First off delete any frames or bones you made for your biped. Then be sure to make sure the Material Library is set up properly. Next open cyborg.gbxmodel with the GBXModel Importer, and uncheck "Import Model Geometry", and check "Import All nodes as Bones", then click import. You can now close the Importer, and you should notice that their are bones. If you need to, you might have to rotate your biped to make it fit the bones.



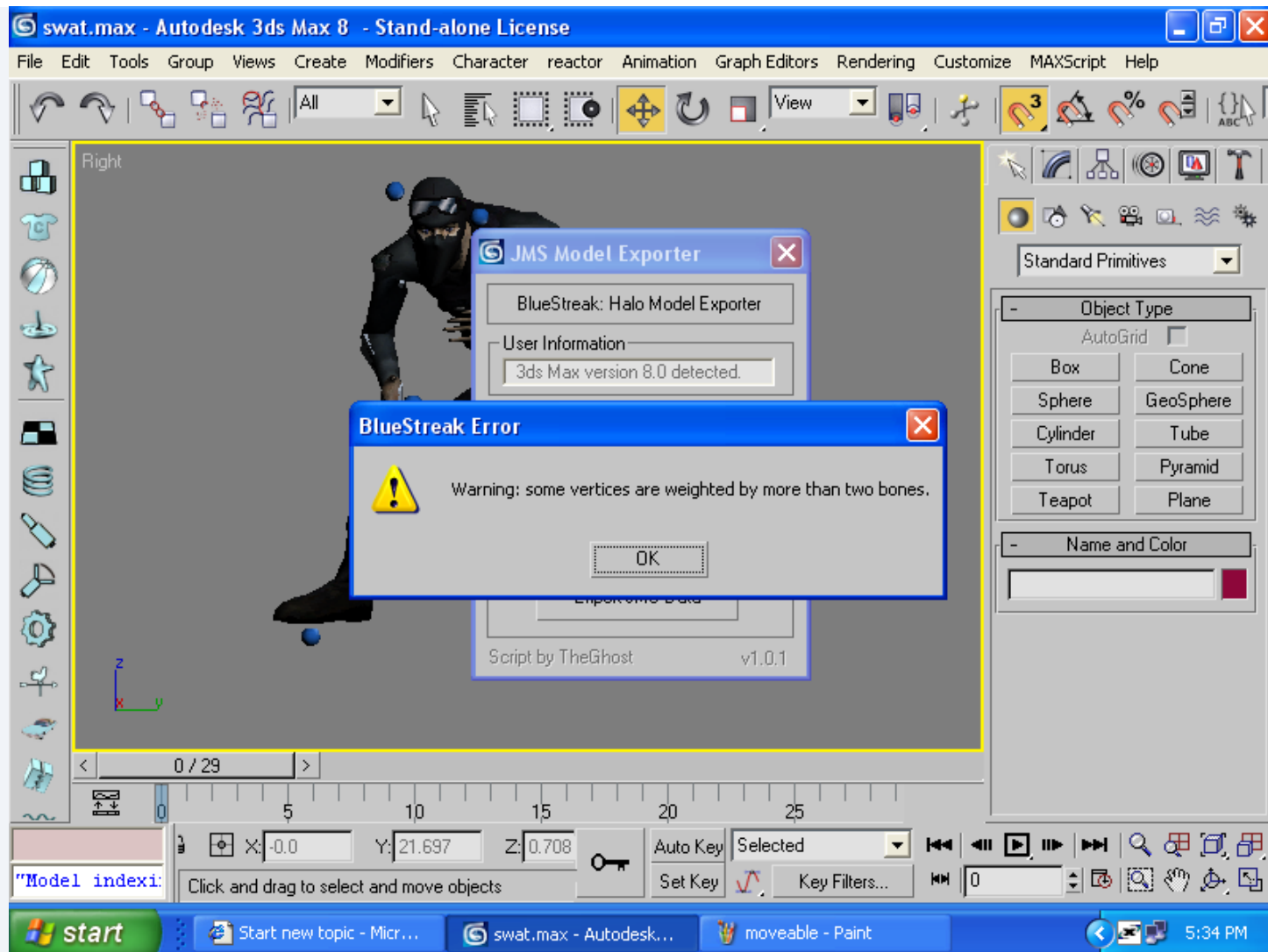
Now you must move the bones, however you wish to make it fit your biped best.



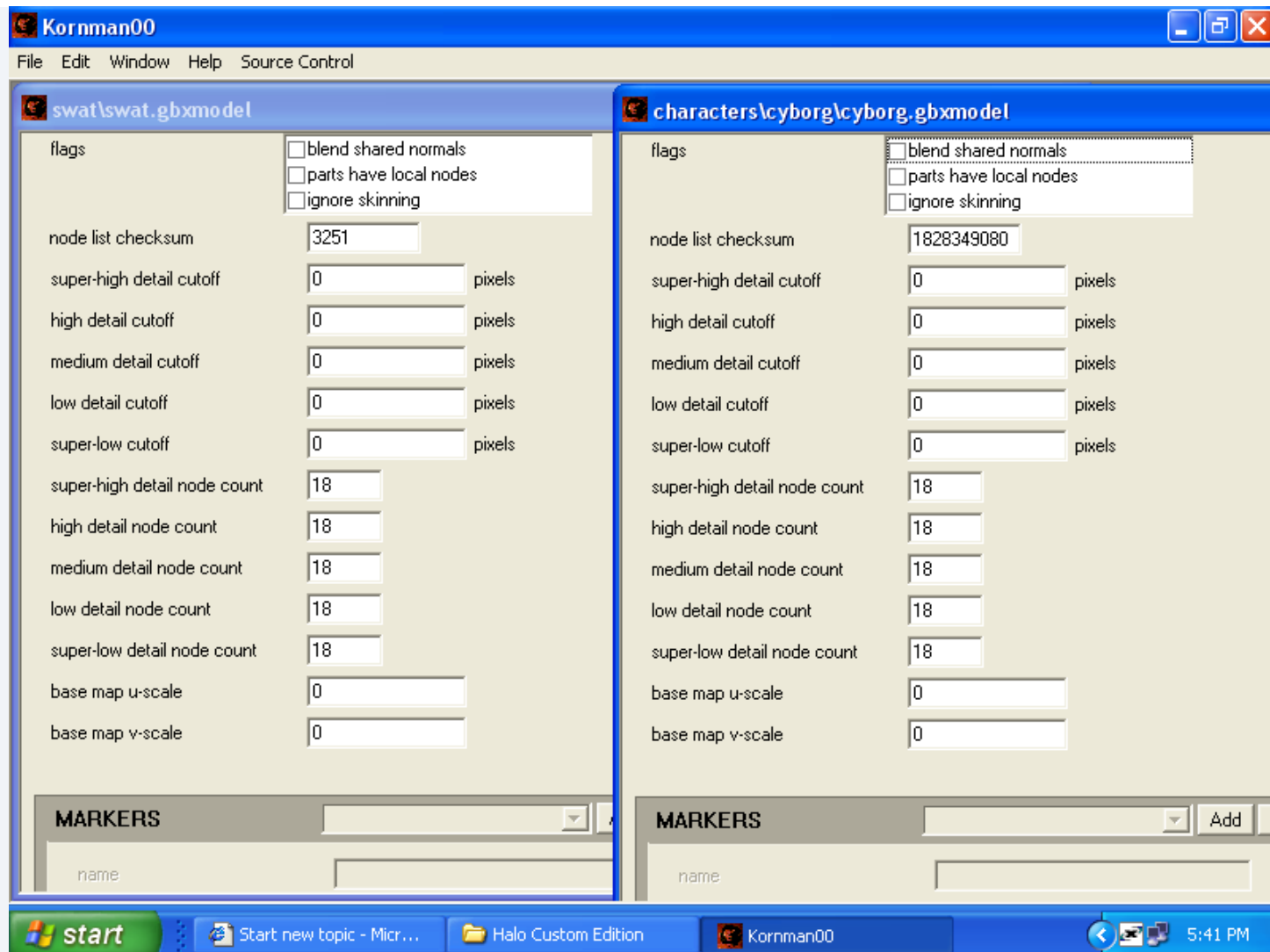
Now convert your biped to editable mesh. Now go under the Modifier List and click on Skin. Click Edit Envelopes, then click Add, and import ALL bones and DO NOT IMPORT ANY MARKERS. If you can move any bone, and your model move accordingly, then you have done it right. Lastly, select your Biped's mesh, and link it to "bip01 pelvis".



Now open up the JMS Model Exporter, be sure that "Export vertex weights (rigged)" is checked, and export! If an error appears saying that some vertices are weighted by more than two bones, than just ignore it, and push OK. Now choose where ever you want to save it, by opening up Grablistener. Okay, now convert your model with tool. Once done open the model up with KornMan's Guerilla. Also open up the Masterchief model too. You should now notice that they both happen to have a different "node list checksum".



Copy the node list checksum from MasterChief's model and paste it into your model. Now save your model. Your model should now be able to use in game. Just open up cyborg.biped and replace the cyborg's model with yours.



You have now **SUCCESSFULLY** rigged your biped.
I hope this tutorial helped!

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