

View Search All Scenes

- Scene
  - RenderLayers
  - World
  - Area
  - Armature - crow
  - Cube.002
  - WGT-VIS-foot.ik.L
  - WGT-VIS-foot.ik.R
  - WGT-VIS-hand.ik.L
  - WGT-VIS-hand.ik.R
  - WGT-VIS-thigh\_pole.ik.L

**Skeleton**

Pose Position | Rest Position

Layers:


Protected Layers:


**Display**

Octahedral | **Stick** | B-Bone | Envelope | Wire

Names |  Colors

Axes |  X-Ray

Shapes |  Delay Refresh

**Bone Groups**

Assign | Remove | Select | Deselect

**Pose Library**

**Ghost**

Around Frame | In Range | On Keyframes

Range: 0 | Display: Selected Only

Step: 1



View Search All Scenes

- Scene
  - RenderLayers
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  - Camera
  - Cube

Cube outer robe.001

- outer robe.001
- inner robe

outer robe.001 F Data

Surface Wire Volume Halo

Preview

Diffuse

Lambert

Intensity: 0.800 Ramp

Specular

CookTorr

Intensity: 0.500 Ramp

Hardness: 50

Shading

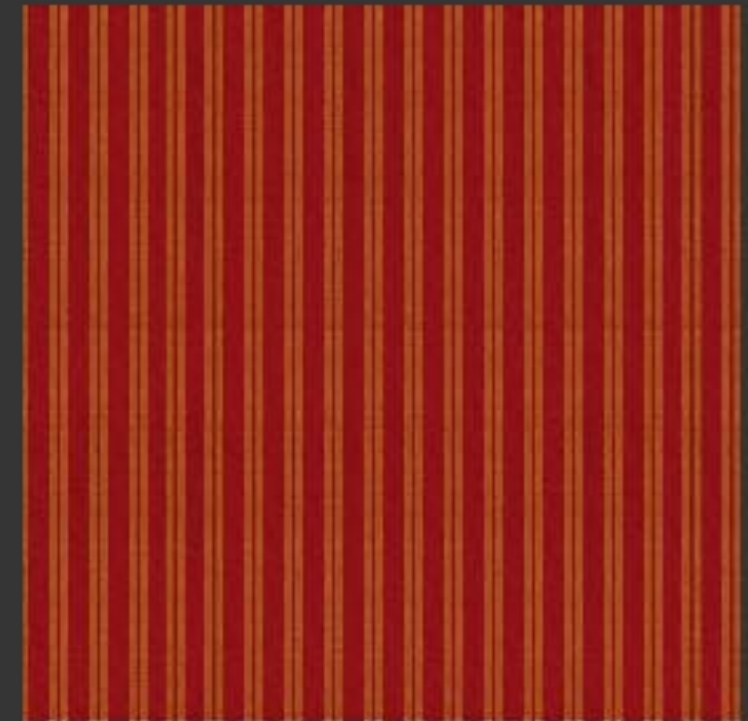
Emit: 0.00 Shadeless

Ambient: 1.000 Tangent Shading

Translucency: 0.000 Cubic Interpolation

Transparency

Mask Z Transparency Raytrace



View Search All Scenes

- Scene
  - RenderLayers
  - World
  - Arch30\_078\_00
  - Arch30\_078\_01

Arch33\_050\_obj\_000

Add Modifier

View Image h\_146\_fabric\_color.jpg F View Select Object Object Mode Global

Timeline: Start: 1 End: 250 1 No Sync



View Search All Scenes

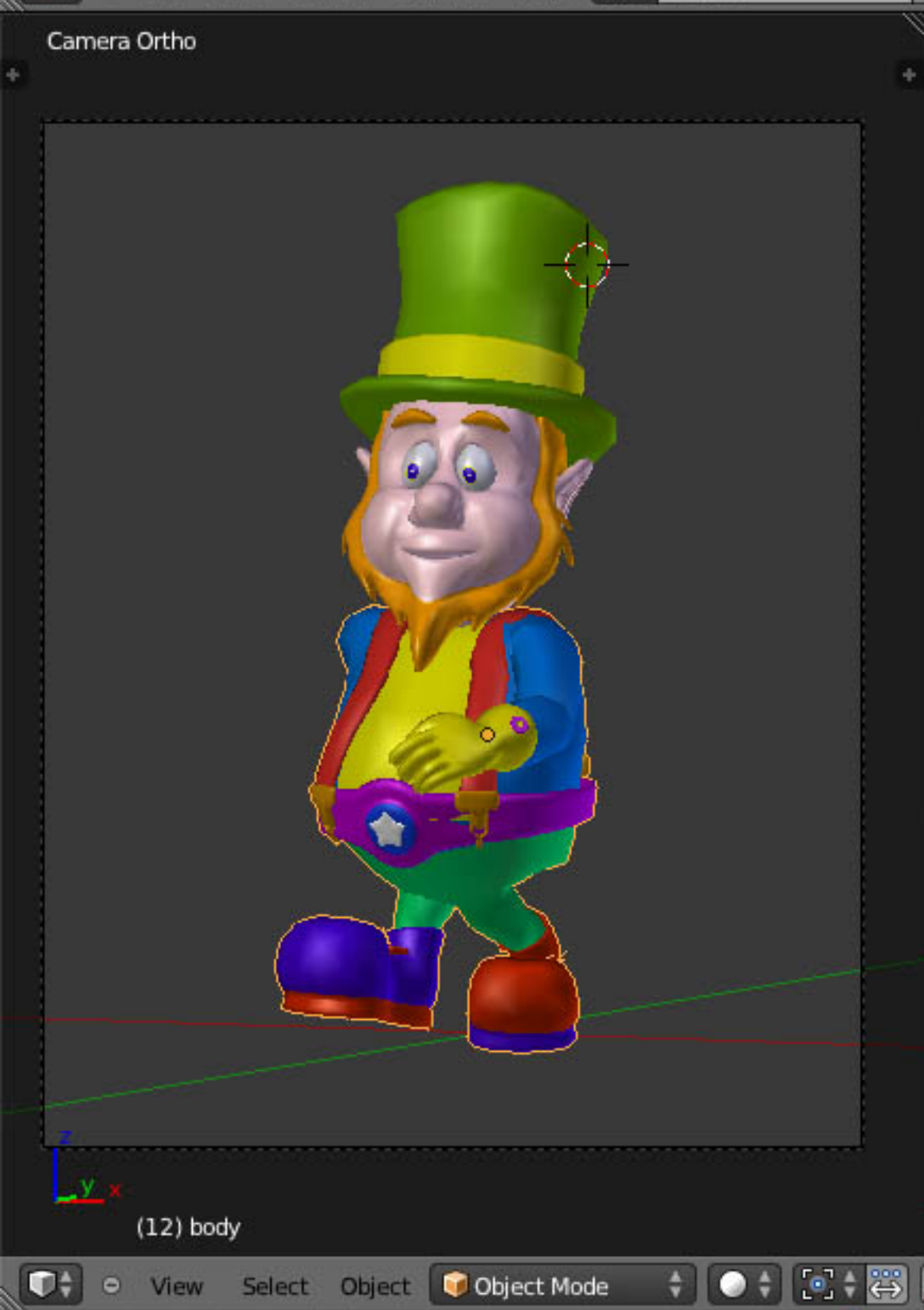
- Scene
  - RenderLayers
  - World
  - Arch30\_078\_00
  - Arch30\_078\_01

Arch33\_050\_obj\_000

Add Modifier

View Select Object Object Mode Global

Timeline: Start: 1 End: 250 1 No Sync



View Search All Scenes

- WGT-toe.R
- WGT-torso
- WGT-upper\_arm.L
- WGT-upper\_arm.R
- WGT-upper\_arm\_pole.L
- WGT-upper\_arm\_pole.R
- rig
  - Animation
  - Pose
  - rig.001

Cube.008

Normals

Auto Smooth  Double Sided

Angle: 30°

Texture Space

Vertex Groups

Shape Keys

UV Maps

UVMaP

Name: UVMaP

Vertex Colors

View Select Object Object Mode

Timeline: Start: 1 End: 25 12

View Marker Frame Playback No Sync



View

IdF

Preview

World

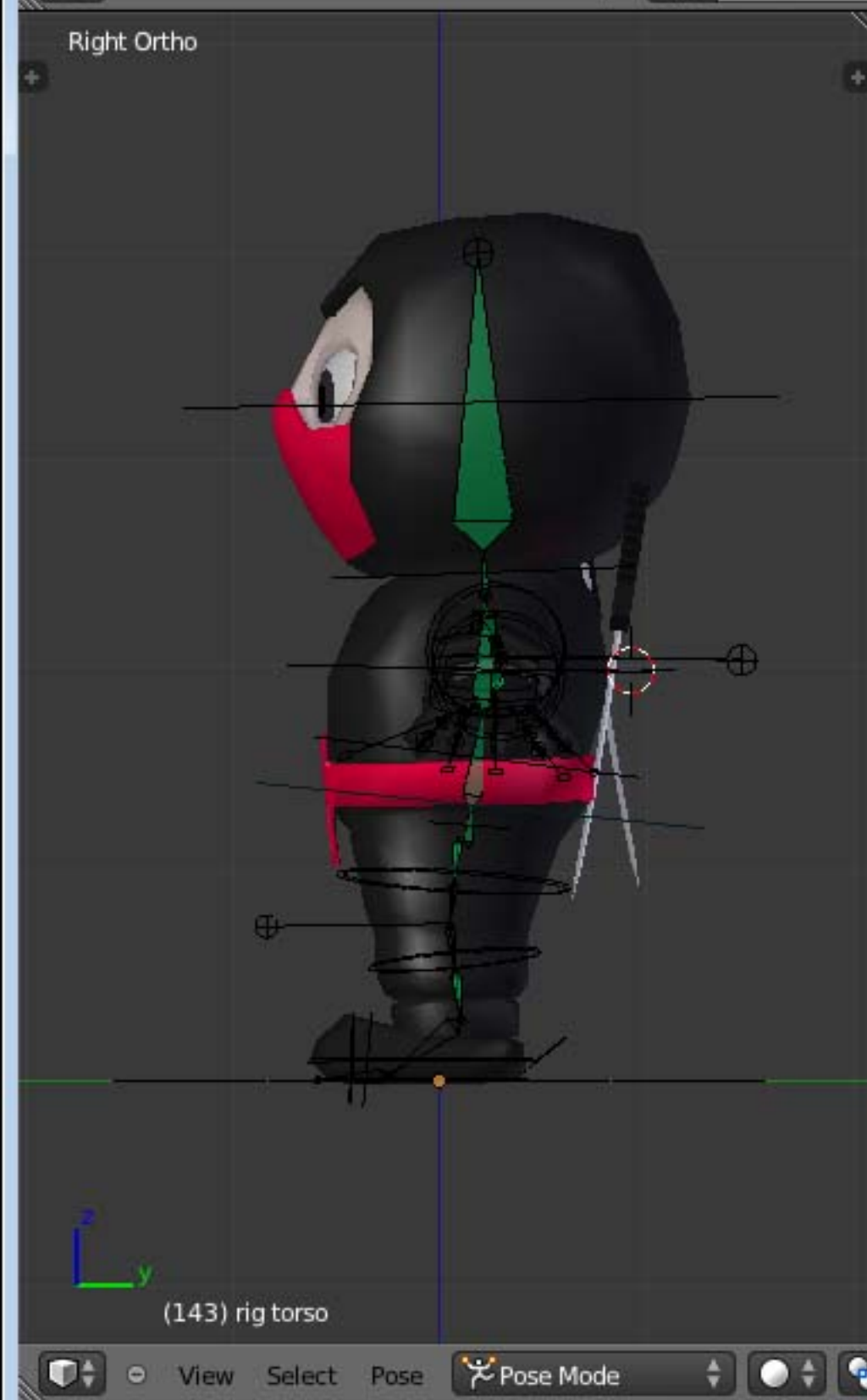
Ambien

Environ

Indirect

Gather

Raytra Approx



View Search All Scenes

- Scene
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  - Armature
  - WGT-VIS-foot\_ik.L
  - WGT-VIS-foot\_ik.R
  - WGT-VIS-hand\_ik.L

rig rig

rig F

Skeleton

Pose Position Rest Position

Layers:

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

Protected Layers:

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Display

Octahedral Stick B-Bone Envelope Wire

Names  Colors

Axes  X-Ray

Shapes  Delay Refresh

Bone Groups

Pose Library

Ghost

Inverse Kinematics

Motion Paths

Custom Properties

View Select Pose Pose Mode Local

Start: 1 End: 250 143 No Sync







View Search All Scenes

- Scene
  - RenderLayers
  - World
  - Camera
  - Cube
  - Cube.001

Cube

Modifiers

Add Modifier

ror

Apply Copy

Axis:	Options:	Textures:
<input checked="" type="checkbox"/> X	<input checked="" type="checkbox"/> Merge	<input type="checkbox"/> U
<input type="checkbox"/> Y	<input checked="" type="checkbox"/> Clipping	<input type="checkbox"/> V
<input type="checkbox"/> Z	<input checked="" type="checkbox"/> Vertex Gro	

Merge Limit: 0.001000

Mirror Object:

urf

Apply Copy

Catmull-Clark Simple

Subdivisions:	Options:
View: 1	<input checked="" type="checkbox"/> Subdivide UVs
Render: 2	<input type="checkbox"/> Optimal Display

View Select Object Object Mode Global

Timeline: Start: 1 End: 250 1 No Sync



View Search All Scenes

- Scene
  - RenderLayers
  - World
  - Area
  - Area.001

shoe Material

Material

aterial 3 F Data

Surface Wire Volume Halo

Preview

Diffuse

Lambert

Intensity: 0.800

Ramp

Specular

CookTorr

Intensity: 0.500

Ramp

Hardness: 50

Shading

Emit: 0.00

Ambient: 1.000

Translucen: 0.000

Shadeless

Tangent Shading

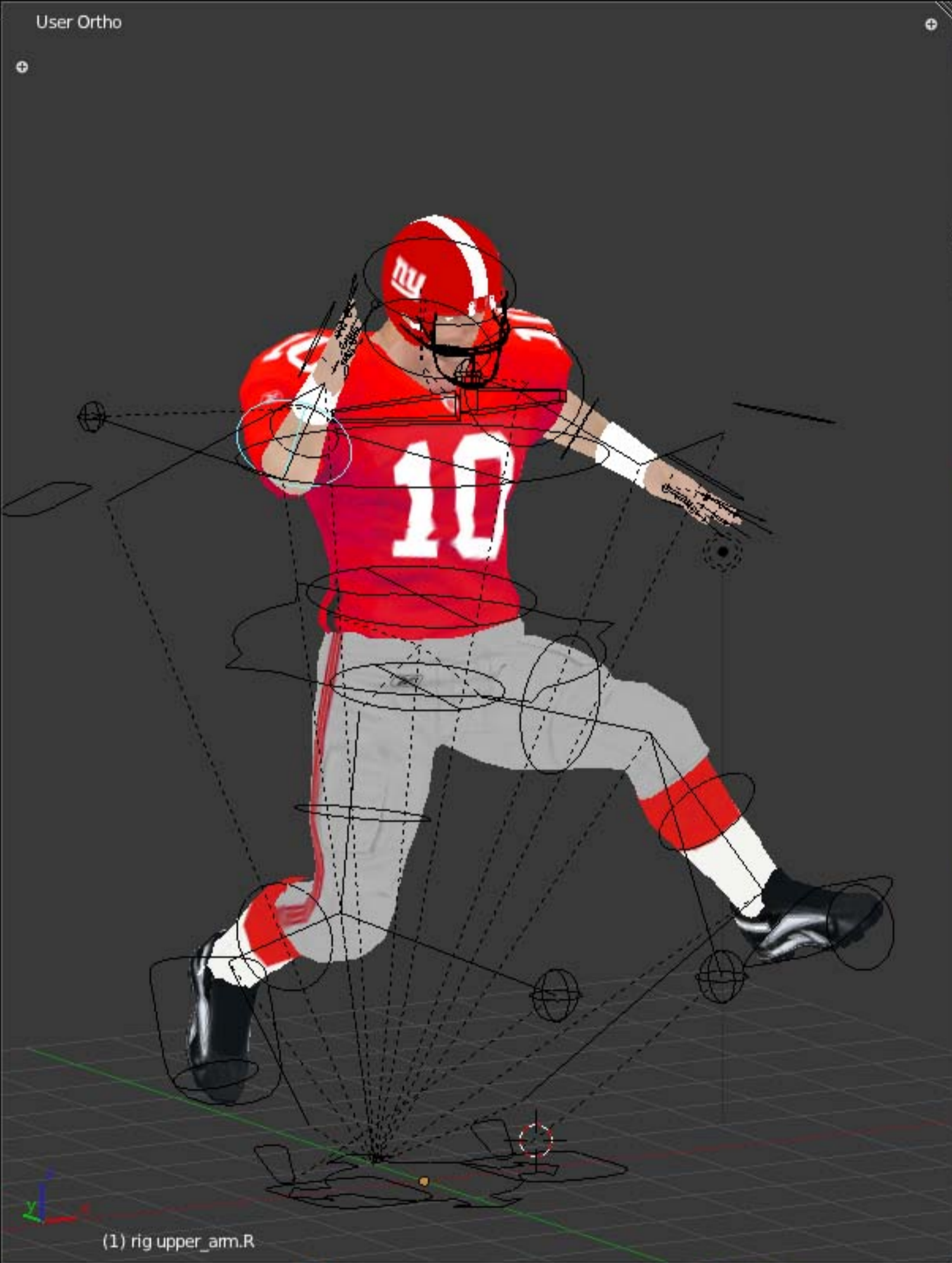
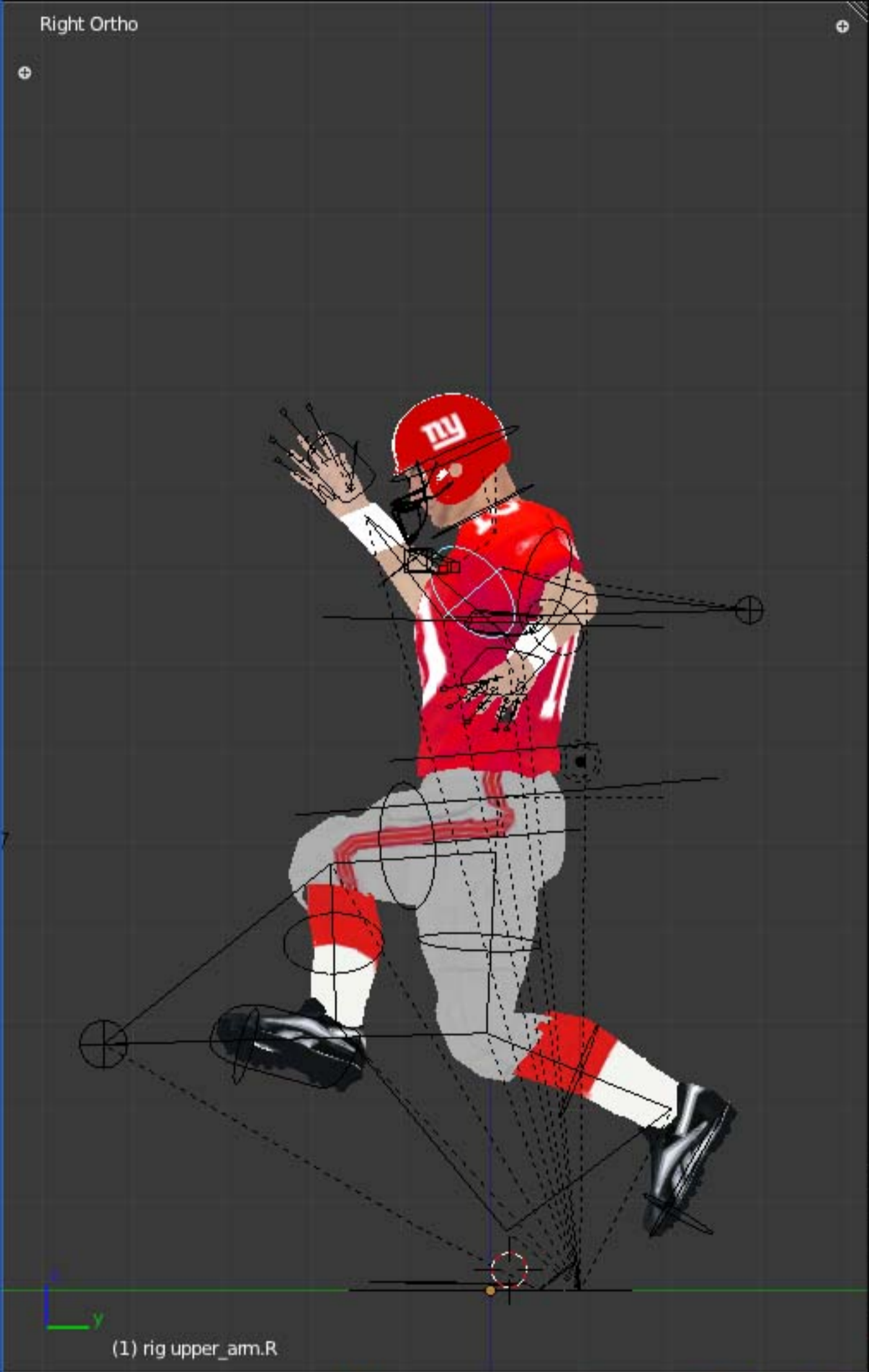
Cubic Interpolation

Transparency

View Image Untitled.002 2 View Select Object Object Mode Normal

Timeline: -60 -50 -40 -30 -20 -10 0 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250 260 270 280 290

View Marker Frame Playback Start: 1 End: 250 2 No Sync



View Search

- Scene
  - Rende
  - World
  - Armat
  - Cam
  - Lamp

rig rig F

Skeleton

Pose Positio Rest Position

Layers:

Protected Layers:

Deform:

Vertex  Quate

Envelop

Display

**Octah** Stick B-Bon Envelo

Names  Colors

Axes  X-Ray

Shapes  Delay R

Bone Groups

Assign Remo Select Desel

Pose Library

Ghost

**Around** In Range On Keyfr

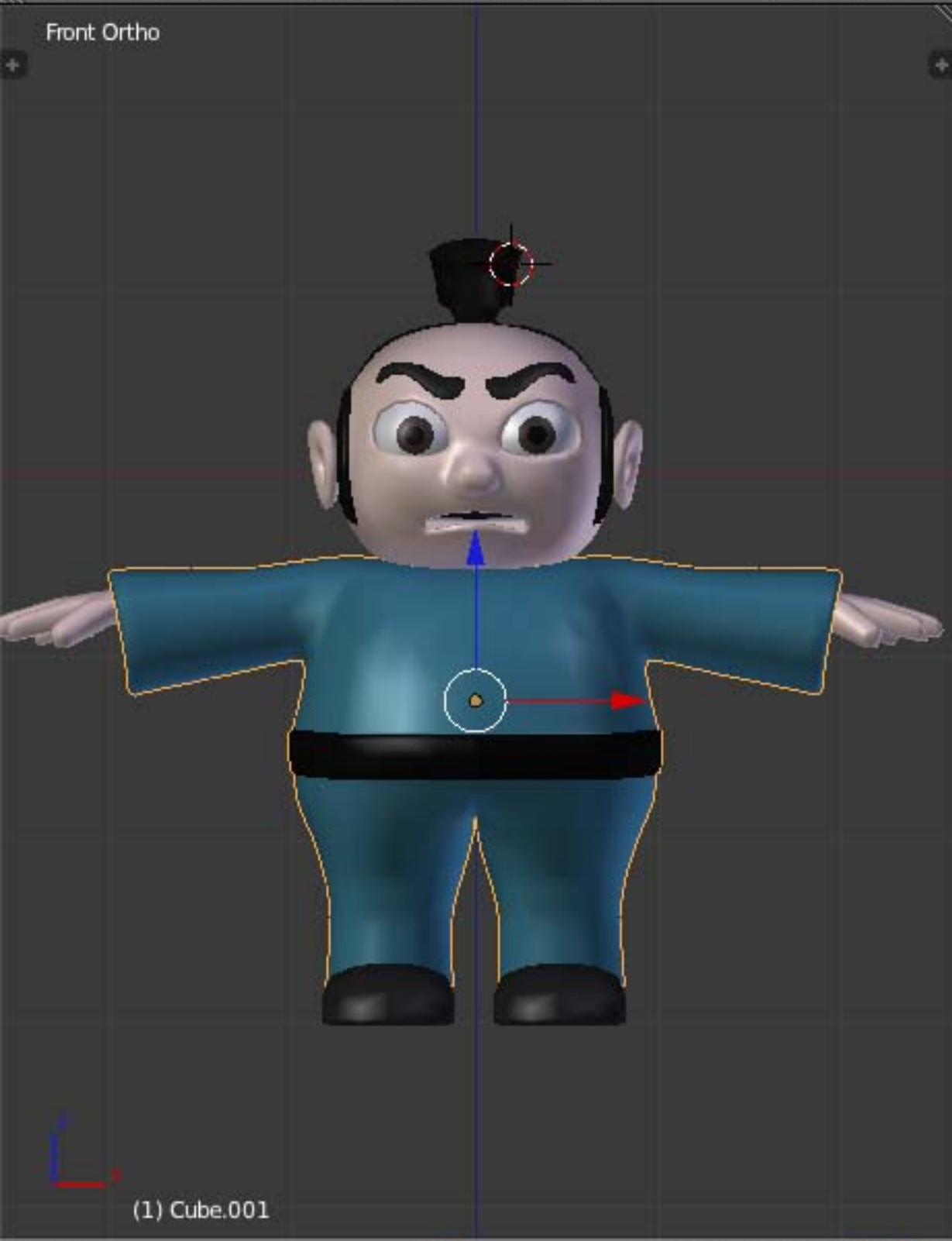
Ran: 0 Display:

Step: 1  Selecte

iTaSC parameters

Motion Paths





View Search All Scenes

RenderLayers

- World
- Camera

Cube.001

Modifiers

Add Modifier

ror

Apply Copy

Axis:	Options:	Textures:
<input checked="" type="checkbox"/> X	<input checked="" type="checkbox"/> Merge	<input type="checkbox"/> U
<input type="checkbox"/> Y	<input checked="" type="checkbox"/> Clipping	<input type="checkbox"/> V
<input type="checkbox"/> Z	<input checked="" type="checkbox"/> Vertex Gr	

Merge Limit: 0.001000

Mirror Object:

urf

Apply Copy

Catmull-Clark Simple

Subdivisions: Options:

View: 1	<input checked="" type="checkbox"/> Subdivide UVs
Render: 2	<input type="checkbox"/> Optimal Displa





View Search All Scenes

- Scene
  - RenderLayers
  - World
  - Area
  - BezierCircle
  - Camera
  - NurbsPath
  - Plane
  - Plane.001
  - Plane.002
  - Plane.003
  - Plane.004

Z: 2.827 Z: 0° Z: 0.430

Rotation Mode: XYZ Euler

Delta Transform

Transform Locks

Relations

Layers: Parent: Object

Pass Index: 0

Groups

Add to Group

Display

Type: Textured

Bounds: Box

Name

Axis

Wire

Texture Space

X-Ray

Transparency

Object Color:

Duplication

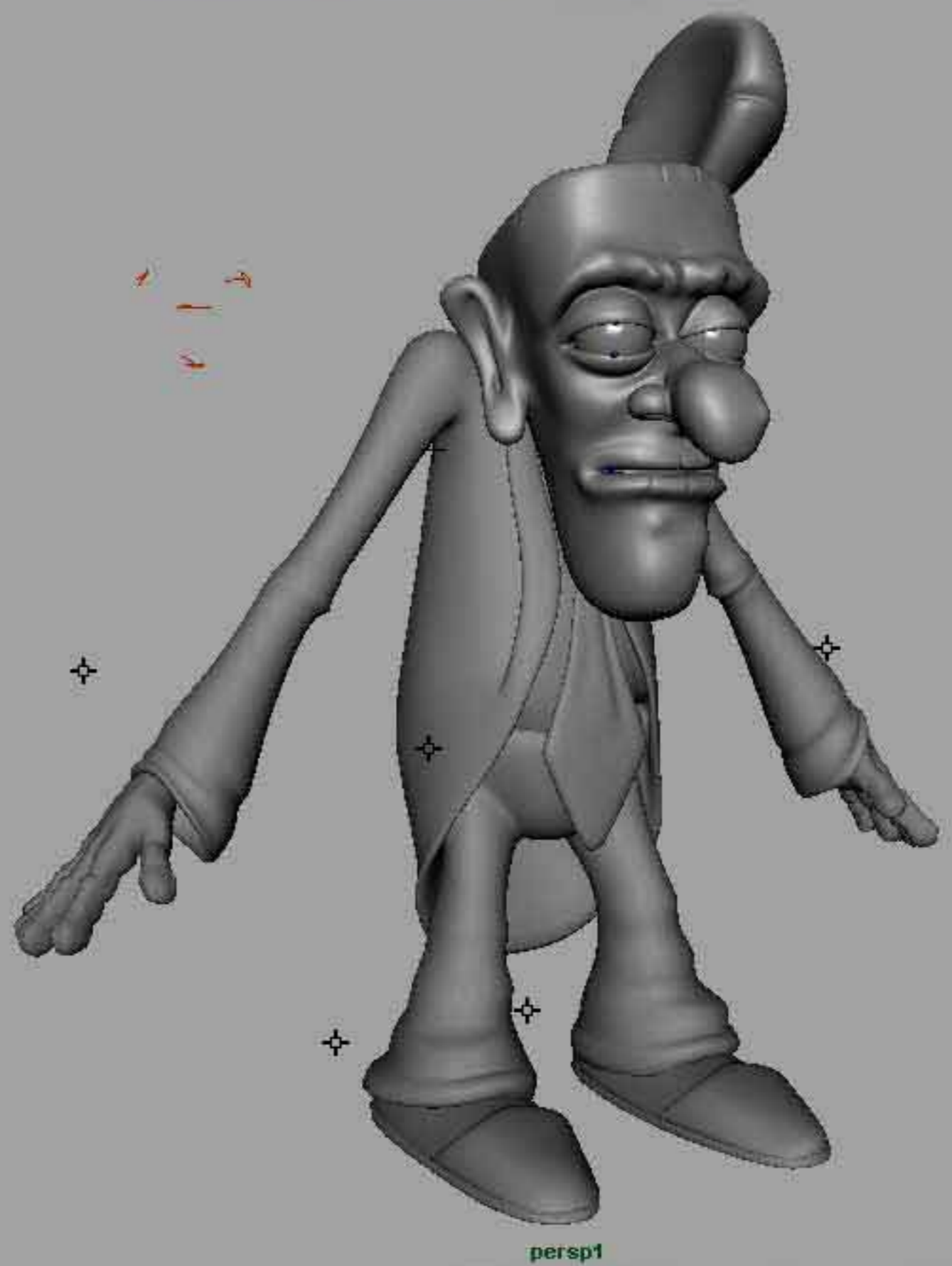
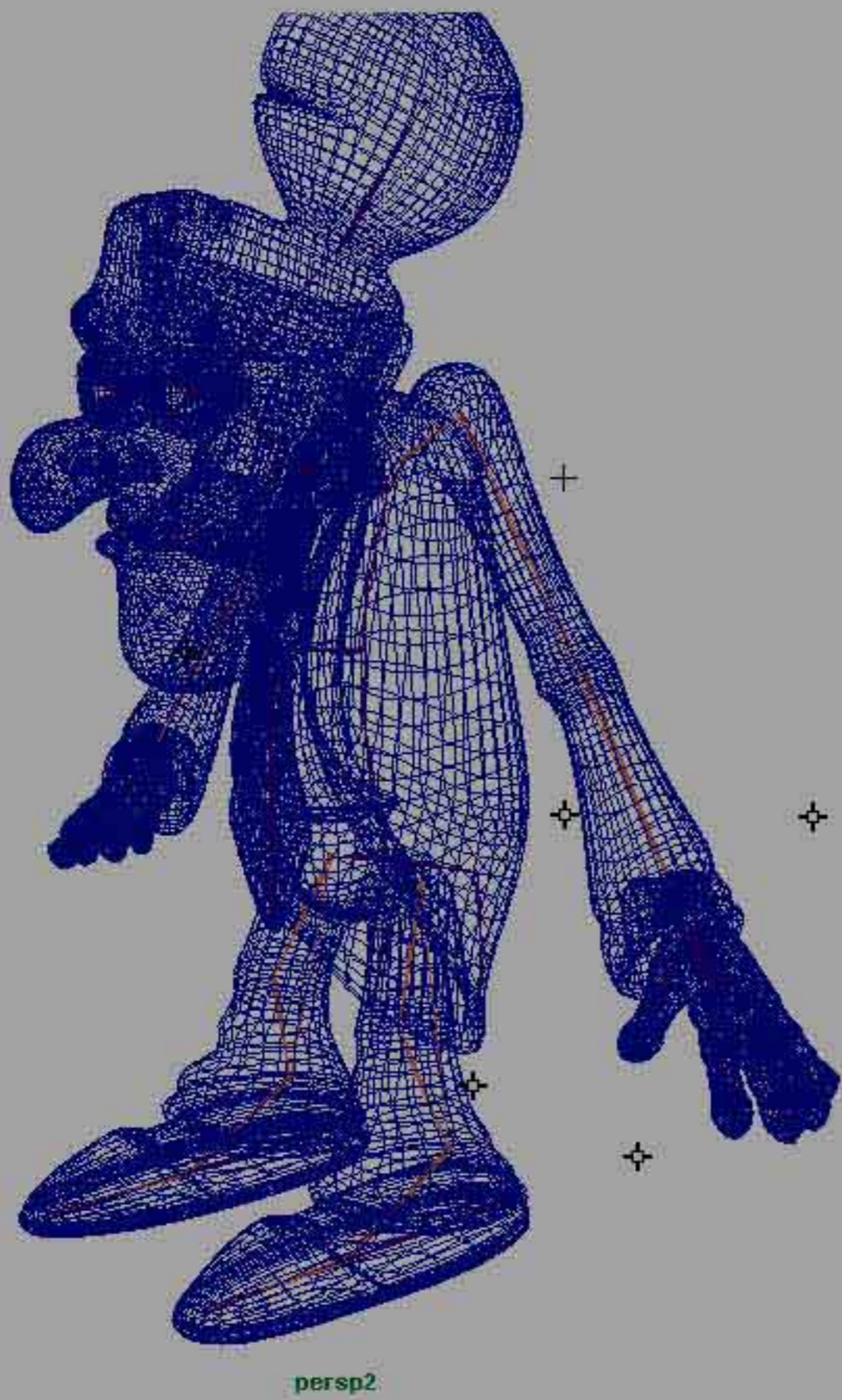
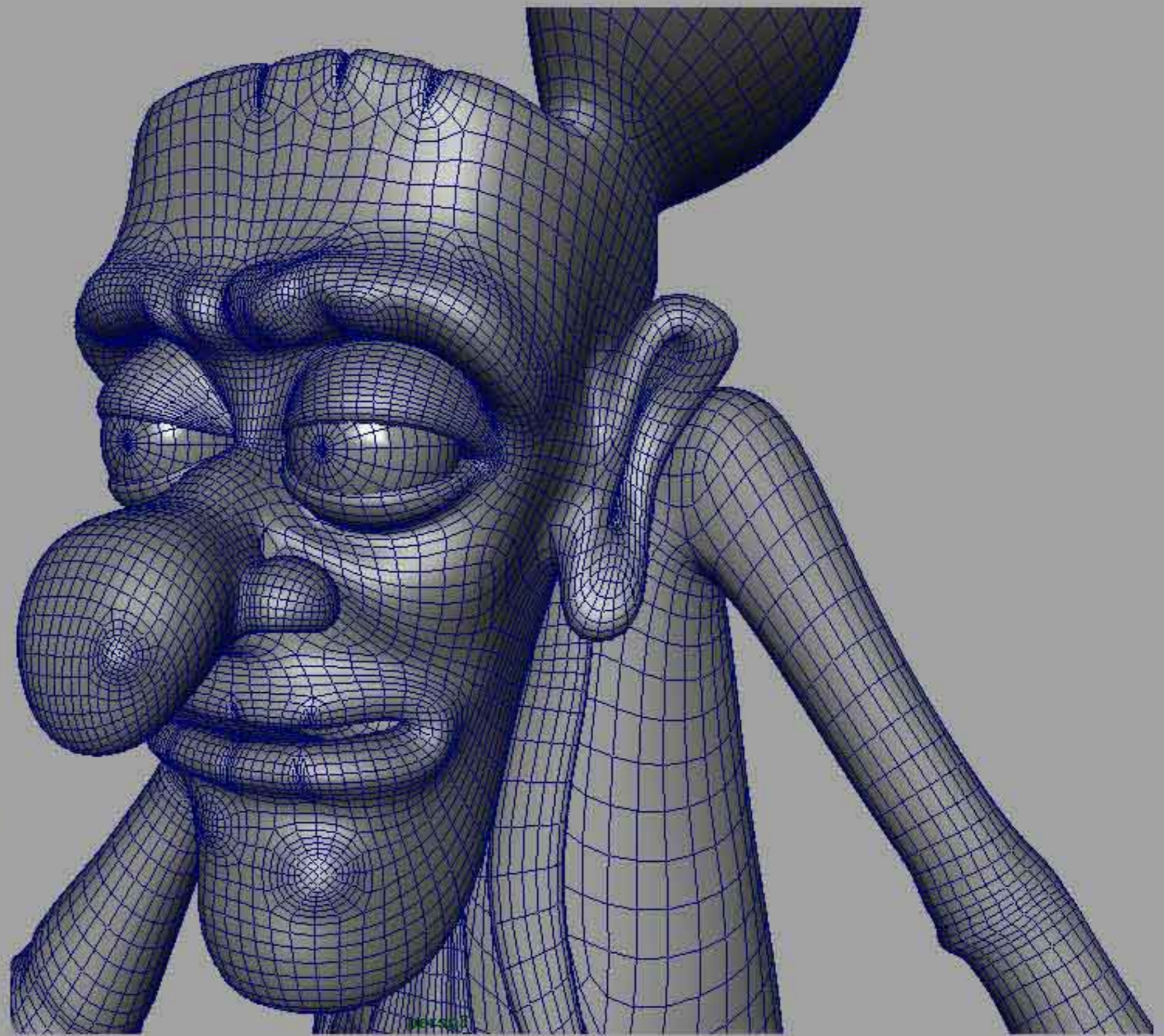
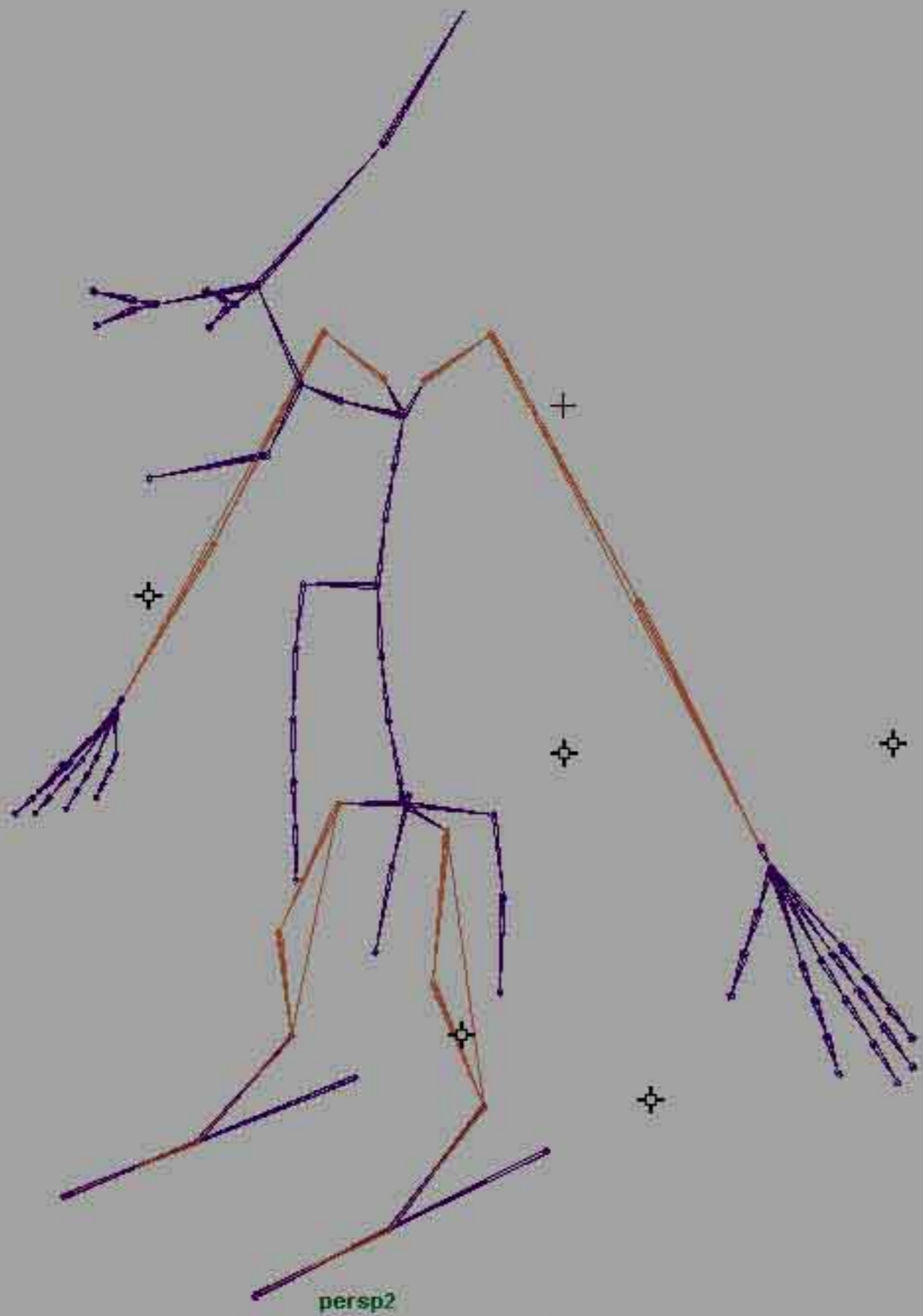
None Frames Verts Faces Group

View Select Object Object Mode

Frame Playback Start: 1 End: 250 45 No Sync













persp

