# Using Life Forms with Character Studio

It is possible to create motions in Life Forms and apply them to a Character Studio biped with the BVH file format. The motion is imported in the same way as motion capture files are imported into Character studio.

Character Studio only recognizes certain types of BVH skeletons. It knows what part of the biped to apply the motion to by the name of your source figure (the figure animated in Life Forms). Included with this file is an LFA with the proper naming convention to work with biped (2back.lfa).

After you have applied keyframed or pre-made motion to your character in Life Forms, you must export the motion as a BVH file. In 3D Studio Max, you then create a biped figure, open the motion panel, extend the motion capture rollout and import the BVH file you have created. You can either turn the "footstep extraction" on or off. Turning it on will lessen the amount of data and make it easier to edit in Character Studio.
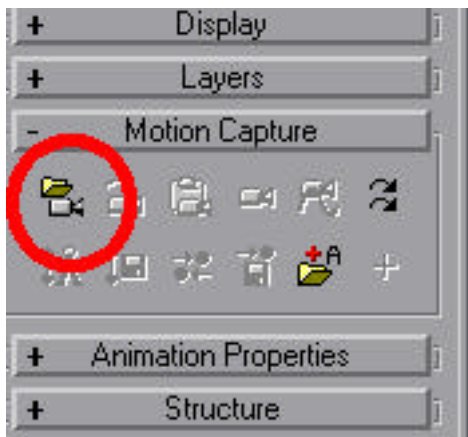
After the motion is applied to your Biped figure, you will want to save the motion as a .bip file. Then you can open any character in 3D Studio Max, set it up to a biped skeleton and apply the motion to it. The motion will scale to match the proportions of your Character.

Note: Life Forms' new model editor will allow you to scale the length of your joints to match the model you are working with in Max. In other words, the file provided may have different proportions than your character. You can, however, use the "2back" character (as the names and hierarchy are all ready to use with Character Studio) by importing your character's mesh into the Life Forms scene as a figure and scaling the joints of the "2back" figure to match up with the mesh. Using this method, you will have a much better indication of what the motion will look like when it is applied to your character and in turn, the motion will look better.