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axyzDESIGN

Rigged models for 3D STUDIO MAX

metropolyCStm

MeCaCS001a

Package contains:

- . 5 T-Pose ready rigged models for
3D Studio Max 6.0 &
Character Studio 4.2
- . Low and high resolution textures
- . 1 Demo MOCAP file in .BIP format





CMan0001-CS



CMan0002-CS



CMan0003-CS



CWom0001-CS



CWom0002-CS



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- . Low and high resolution textures
- . 1 Demo MOCAP file in .BIP format





CWom0003-CS



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CWom0005-CS



CMan0004-CS



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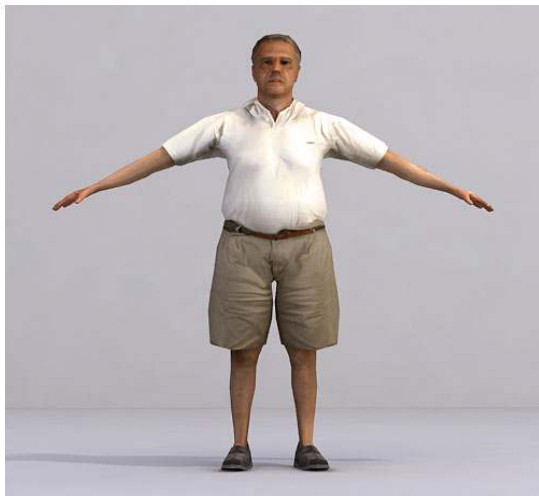
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MeCaCS002a

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- . Low and high resolution textures
- . 1 Demo MOCAP file in .BIP format





CMan0006-CS



CMan0007-CS



CMan0008-CS



CWom0006-CS



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CWom0008-CS



CWom0009-CS



CWom0010-CS



CMan0009-CS



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MeCaCS003a

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CMan0011-CS



CMan0012-CS



CMan0013-CS



CWom0011-CS



CWom0012-CS



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MeCaCS003b

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CWom0013-CS



CWom0014-CS



CWom0015-CS



CMan0014-CS



CMan0015-CS



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MeCaCS004a

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- . 1 Demo MOCAP file in .BIP format





CBoy0001-CS



CBoy0002-CS



CBoy0003-CS



CGirl0001-CS



CGirl0002-CS



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MeCaCS004b

Package contains:

- . 5 T-Pose ready rigged models for 3D Studio Max 6.0 & Character Studio 4.2
- . Low and high resolution textures
- . 1 Demo MOCAP file in .BIP format





CGirl0003-CS



CWom0016-CS



CWom0017-CS



CBoy0004-CS



CBoy0005-CS



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MeCaCS005a

Package contains:

- . 5 T-Pose ready rigged models for
3D Studio Max 6.0 &
Character Studio 4.2
- . 2048x2048px textures
- . 2048x2048px normal bump maps (*)
- . 1024x1024px specular maps
- . 1 Demo MOCAP file in .BIP format

(*) Normal mapping technology works with Max 7.0 or above.





CMan0016-CS



CMan0017-CS



CMan0018-CS



CWom0018-CS



CWom0019-CS



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MeCaCS005b

Package contains:

- . 5 T-Pose ready rigged models for
3D Studio Max 6.0 &
Character Studio 4.2
- . 2048x2048px textures
- . 2048x2048px normal bump maps (*)
- . 1024x1024px specular maps
- . 1 Demo MOCAP file in .BIP format

(*) Normal mapping technology works with Max 7.0 or above.





CWom0020-CS



CWom0021-CS



CWom0022-CS



CMan0019-CS



CMan0020-CS



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MeCaCS006a

Package contains:

- . 5 T-Pose ready rigged models for 3D Studio Max 6.0 & Character Studio 4.2
- . 2048x2048px textures
- . 2048x2048px normal bump maps (*)
- . 1 Demo MOCAP file in .BIP format

(*) Normal mapping technology works with Max 7.0 or above.





CMan0021-CS



CMan0022-CS



CMan0023-CS



CWom0023-CS



CWom0024-CS



Bonus models: MeCaBag01, MeCaBoombox01.

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MeCaCS006b

Package contains:

- . 5 T-Pose ready rigged models for 3D Studio Max 6.0 & Character Studio 4.2
- . 2048x2048px textures
- . 2048x2048px normal bump maps (*)
- . 1 Demo MOCAP file in .BIP format

(*) Normal mapping technology works with Max 7.0 or above.





CWom0025-CS



CWom0026-CS



CWom0027-CS



CMan0024-CS



CMan0025-CS



Bonus models: MeCaBag01, MeCaBoombox01.

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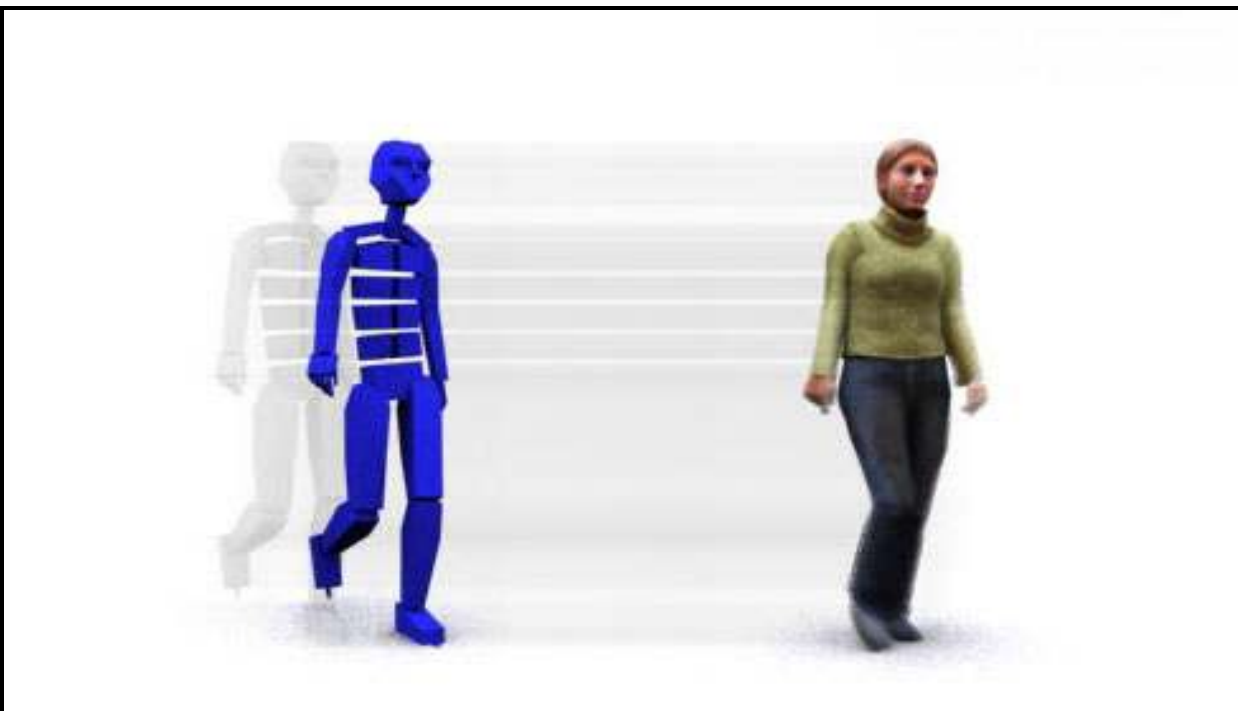
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MeSpCS001a

Package contains:

- . 5 T-Pose ready rigged models for
3D Studio Max 6.0 &
Character Studio 4.2
- . Low and high resolution textures
- . 1 Demo MOCAP file in .BIP format





SMan0001-CS



SMan0002-CS



SMan0003-CS



SWom0001-CS



SWom0002-CS



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MeSpCS001b

Package contains:

- . 5 T-Pose ready rigged models for 3D Studio Max 6.0 & Character Studio 4.2
- . Low and high resolution textures
- . 1 Demo MOCAP file in .BIP format





SWom0003-CS



SWom0004-CS



SWom0005-CS



SMan0004-CS



SMan0005-CS



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MeSpCS002a

Package contains:

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- . 2048x2048px textures
- . 2048x2048px normal bump maps (*)
- . 1 Demo MOCAP file in .BIP format

(*) Normal mapping technology works with Max 7.0 or above.





SMan0006-CS



SMan0007-CS



SMan0008-CS



SWom0006-CS



SWom0007-CS



Bonus models: MeSpBag01, MeSplron01, MeSpRacket01, MeSpBall01.

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MeSpCS002b

Package contains:

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3D Studio Max 6.0 &
Character Studio 4.2
- . 2048x2048px textures
- . 2048x2048px normal bump maps (*)
- . 1 Demo MOCAP file in .BIP format

(*) Normal mapping technology works with
Max 7.0 or above.





SWom0008-CS



SWom0009-CS



SWom0010-CS



SMan0009-CS



SMan0010-CS



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Bonus models: Hockey001, Rugbyball001, Ski001.

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MeBuCS001a

Package contains:

- . 5 T-Pose ready rigged models for 3D Studio Max 6.0 & Character Studio 4.2
- . Low and high resolution textures
- . 1 Demo MOCAP file in .BIP format

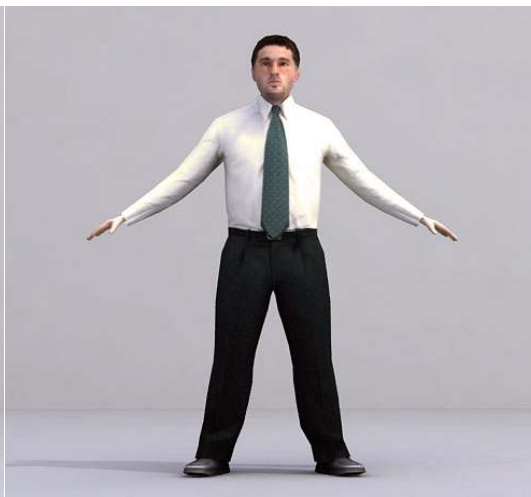




BMan0001-CS



BMan0002-CS



BMan0003-CS



BWom0001-CS



BWom0002-CS



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- . 1 Demo MOCAP file in .BIP format





BWom0003-CS



BWom0004-CS



BWom0005-CS



BMan0004-CS



BMan0005-CS



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MeBuCS002a

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- . Low and high resolution textures
- . 1 Demo MOCAP file in .BIP format





BMan0006-CS



BMan0007-CS



BMan0008-CS



BWom0006-CS



BWom0007-CS



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MeBuCS002b

Package contains:

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- . Low and high resolution textures
- . 1 Demo MOCAP file in .BIP format





BWom0008-CS



BWom0009-CS



BWom0010-CS



BMan0009-CS



BMan0010-CS



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MeApCS001a

Package contains:

- . 5 T-Pose ready rigged models for 3D Studio Max 6.0 & Character Studio 4.2
- . 2048x2048px textures
- . 2048x2048px normal bump maps (*)
- . 1 Demo MOCAP file in .BIP format

(*) Normal mapping technology works with Max 7.0 or above.





AMan0001-CS



AMan0002-CS



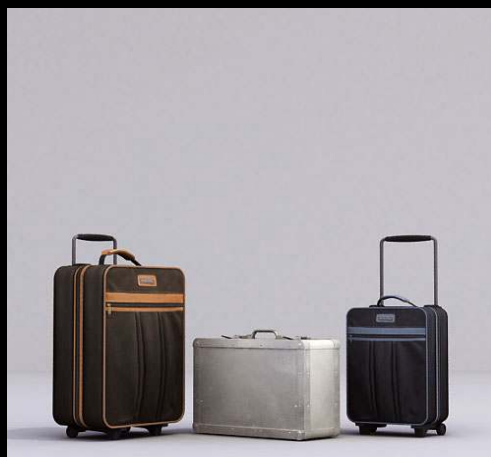
AMan0003-CS



AWom0001-CS



AWom0002-CS



Bonus models: MeApBag01, MeApBag02, MeApBag03, MeApLug01, MeApLug02, MeApLug03, MeApTr01

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MeApCS001b

Package contains:

- . 5 T-Pose ready rigged models for 3D Studio Max 6.0 & Character Studio 4.2
- . 2048x2048px textures
- . 2048x2048px normal bump maps (*)
- . 1 Demo MOCAP file in .BIP format

(*) Normal mapping technology works with Max 7.0 or above.





AWom0003-CS



AWom0004-CS



AWom0005-CS



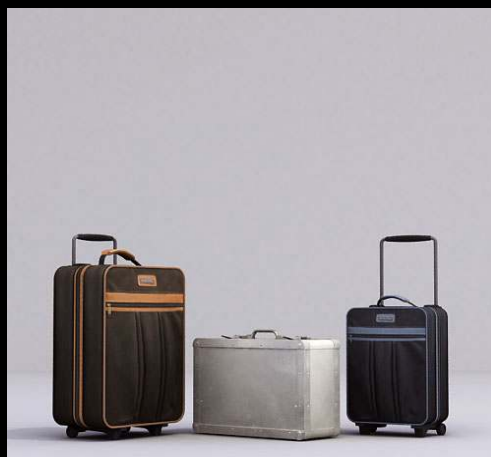
AMan0004-CS



AMan0005-CS



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Bonus models: MeApBag01, MeApBag02, MeApBag03, MeApLug01, MeApLug02, MeApLug03, MeApTr01

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MeWoCS001a

Package contains:

- . 5 T-Pose ready rigged models for 3D Studio Max 6.0 & Character Studio 4.2
- . 2048x2048px textures
- . 2048x2048px normal bump maps (*)
- . 1 Demo MOCAP file in .BIP format

(*) Normal mapping technology works with Max 7.0 or above.





WMan0001-CS



WMan0002-CS



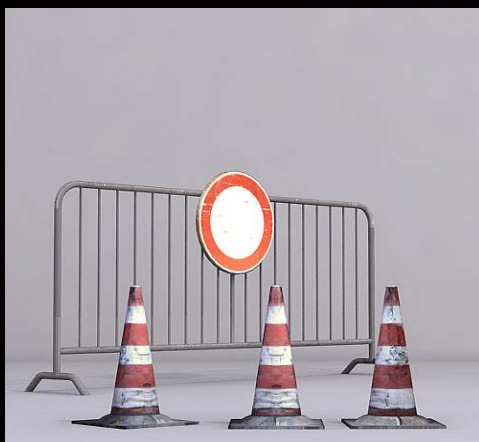
WMan0003-CS



WWom0001-CS



WWom0002-CS



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Bonus models: MeCaBag01, MeCaBoombox01.

MeWoCS001b

Package contains:

- . 5 T-Pose ready rigged models for 3D Studio Max 6.0 & Character Studio 4.2
- . 2048x2048px textures
- . 2048x2048px normal bump maps (*)
- . 1 Demo MOCAP file in .BIP format

(*) Normal mapping technology works with Max 7.0 or above.





WWom0003-CS



WWom0004-CS



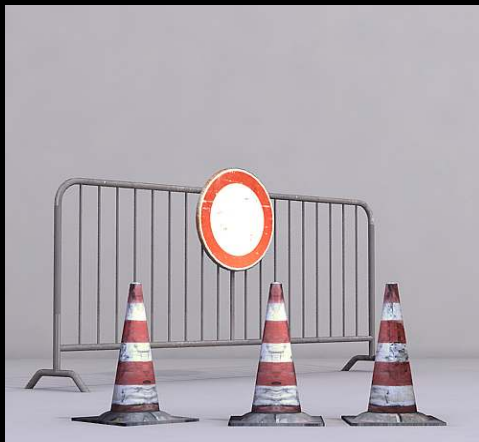
WWom0005-CS



WMan0004-CS



WMan0005-CS



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Bonus models: MeWoCone01, MeWoHelmet01, MeWoFence01, MeWoSignal01, MeWoSignal02, MeWoTool01, MeWoTool02, MeWoToolbox01.

AWom0001H-CS / Stewardess

Package contains:

- . 1 T-Pose ready rigged model for
3D Studio Max 6.0 &
Character Studio 4.2
- . 2048x2048px textures
- . 2048x2048px normal bump maps (*)
- . 1024x1024px specular map
- . 1 High quality MOCAP file in .BIP format (Walking straight)

(*) To obtain a high detailed character render, you need to use the supplied normal maps.
Ensure that the 3D software you are using supports normal mapping technology.







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