

# CATALOGUE: RIGGED CHARACTERS

*These virtual actors are ready to be animated using either traditional keyframe animation or MOCAP data.*

*An internal skeleton has been set up to control your 3d human during the animation stage.*



AMan0002-CS



AMan0004-CS



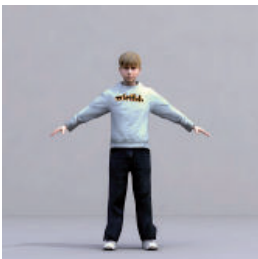
BMan0013-CS



BMan0014-CS



BMan0015-CS



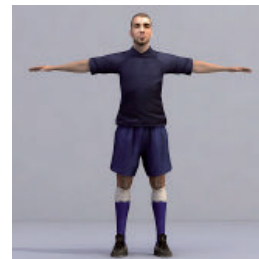
CBoy0001-CS



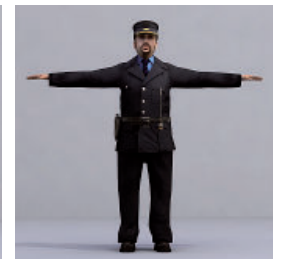
CMan0016-CS



CMan0024-CS



SMan0008-CS



WMan0005-CS



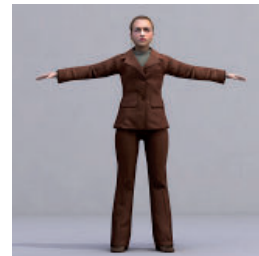
AWom0003-CS



AWom0005-CS



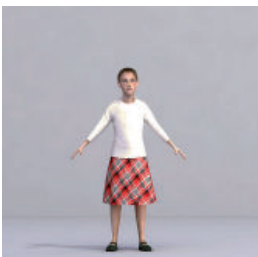
BWom0012-CS



BWom0013-CS



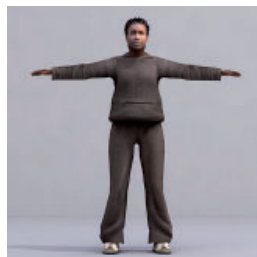
BWom0015-CS



CGirl0001-CS



CWom0016-CS



CWom0023-CS



CWom0026-CS



WWom0001-CS

metropoly<sup>tm</sup>  
**3D HUMANS**

**PROFESSIONAL BUNDLE 1**  
3DS MAX