Steps to creating a simple crowd simulation out of the box:

1. Select from the Character menu Mocap Biped 2

2. Choose the animation type you want, and Bake Agent (crowds shelf tool)

3. Select Collision Layer and then Configure Joint from the crowds shelf tool for later use

4. Create a grid

5. Crowd tools populate to put your agents on the grid - it only creates the number at that given time

- Click populate - select agent
- Click grid - ta da

6. A crowdsource node was created –

- this is where you can adjust number etc. and
- there is a Randomize tab to adjust many aspects for variation

7. With the crowdsource selected click simulate

With mocap2, walk it all works out of the box since it is the default action.