Subject: Realistic Sea

Posted by Anonymous on Sun, 05 Jan 2003 15:00:00 GMT

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I was really busy working with figuring an alternative method of exporting bones from w3d vehicles......i'm finally getting somewhere with that.That animated water patch was rendered in gmax.It's a little more complicated than that to get it to animate properly in w3d.I'm doing some tests with using the westwood skin binding to animate the water in w3d.The animation i posted didnt animate like i expected in w3d but i dont anticipate that i'll have much of a problemb figuring out how to bind the vertices to an animated sub surface.I'll post it up when i have time to work on it more......right now i got a lot going on.Eric. [January 05, 2003, 15:01: Message edited by: SGT.May]