
Subject: animation and Vis

Posted by [Titan1x77](#) on Tue, 01 Apr 2003 10:02:37 GMT

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I got a couple of questions to ask.....

If i have animation in my terrain can i export as a animated heirarchy for the whole terrain or do i have to separte the exports?

Secondly..

If i have a map that consist of a very large height do i just create vis from the highest point down?....or do i have to create vis from several levels?
