
Subject: Re: Renegade Alert AK-47

Posted by [boma57](#) on Fri, 22 Aug 2003 02:06:22 GMT

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xSeth2k2xTaximesxSeth2k2xhow do u get it to spin like that?

I originally modelled and textured it in RenX, so I had to import it into 3DSMax, then animate it. From there, export as a video file, then open it in a GIF editor.

may sound stupid but.....where is th eexport as vido in 3dsmax

Click the render button, select the range of frames you want to export, make sure Save File box is checked, and save it to wherever you want as an video file, then render.
