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Subject: Re: Renegade Alert AK-47

Posted by [OrcaPilot26](#) on Fri, 22 Aug 2003 02:13:37 GMT

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Taximes

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.

seems complicated

you can get an animated image from the w3d veiwer if you use the F7 key(screenshot) then do a batch conversion of the screenshots to .gif and animate them.

that doesn't seem much less complicated

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