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Subject: Re: Renegade Alert AK-47

Posted by [boma57](#) on Fri, 22 Aug 2003 15:12:46 GMT

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OrcaPilot26Taximes

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

Well it is not, if I'm understanding you correclty

Take 360 screenshots (or less, depending on how "smooth" you want the rotation to be) and then string them together? All you have to do my way is animate, save it as a movie, then convert the movie to a gif. I could do it in under 60 seconds if the model was already made.

I only had to use 3DSMax because it has the ability to render, while GMax does not.

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