
Subject: Re: Animated renegade Background
Posted by [danpaul88](#) on Wed, 16 Mar 2011 15:48:46 GMT
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Why would you rotate it manually? Just let 3DS max rotate it for you... set a keyframe at frame 0 with rotation 0 and another keyframe on the last frame (199 or whatever) with rotation 360 and set the animation type to constant speed and it will handle all the intermediate frames for you. Simple.
