

---

Subject: floating platforms

Posted by [IRON FART](#) on Tue, 02 Dec 2003 04:02:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

You can do that really easily.

It's hard for me to explain in detail, because i'm pressed for time, but you can do it all in gmax.

Create the object you want to bob up and down in gmax.

Place it where you want it to start.

Change the frames-slider thing so it is about 60 seconds long (seconds not frames)

Set the first frame as the starting point. jump to 3rd second, set highest point.

Jump to like the 33 second mark, and set the highest point.

Jump to the 36 second mark and set the original point. jump to the 60 second mark, and set the original starting coordinates.

or something like that.

gmax should automatically fill everything in between to make the ups and downs smooth.

---