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Subject: Making Animations

Posted by [Spice](#) on Tue, 08 Jun 2004 02:14:37 GMT

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AHHH I go it. Very simple. It would have helped if i kinda just messed around instead of making a topic about it but im sure this will help other people. I got my windmill moving to a point. I just made 4 animations of it turning and its looks like crao but i got it now. Thanks Blazer and Tidu.

Tip though , when animating make sure the your object is all attached or you get some funky stuff

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