Subject: Cinematic Cameras & animation exportation problems
Posted by Veyrdite on Sun, 08 Jul 2007 06:11:37 GMT
View Forum Message <> Reply to Message

How do you create and use them in a cinematic? Are they gmax placed etc.

Sorry to revive this bit, but what could cause renx not to export frames in a animated hierchy? All the frames export, but only the first has any data/1 frame spread over all the frames.
Do i need to do something in trackview, what?

Subject: Re: Cinematic Cameras & animation exportation problems
Posted by Veyrdite on Sun, 08 Jul 2007 11:18:25 GMT
View Forum Message <> Reply to Message

also, how do you attach a texture projector (phy3, static, whatever) to a weapon?

Subject: Re: Cinematic Cameras & animation exportation problems
Posted by Veyrdite on Sun, 08 Jul 2007 11:56:29 GMT
View Forum Message <> Reply to Message

sorry, no edit button
also, how do you attach (and setup) a texture projector (phy3, static, whatever) to a weapon?

Subject: Re: Cinematic Cameras & animation exportation problems
Posted by Veyrdite on Fri, 13 Jul 2007 05:27:08 GMT
View Forum Message <> Reply to Message

This is a 5-day bump, i know.

I know that ren material editor effects trackview, and i think that's my prolem, as i exported an untextured animated model today (an was able to vies its anim, woohoo!), but couldn't do a textured one. Any help?