
Subject: Can I use scaling in animations?

Posted by [R315r4z0r](#) on Wed, 17 Dec 2008 22:33:27 GMT

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I made this animation for a hologram and different segments pop up at different times. I made it in Renx using the scale tool a bunch of different times and it works when I play it back frame by frame.

But when I exported it and watched it in the W3D viewer, all of the parts where it was supposed to increase/decrease in size, it didn't.

Does that mean I can't use any scaling in an animation? Or if I can, how can I get it to work?

Subject: Re: Can I use scaling in animations?

Posted by [R315r4z0r](#) on Sun, 21 Dec 2008 18:04:10 GMT

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bump

Subject: Re: Can I use scaling in animations?

Posted by [Di3HardNL](#) on Sun, 21 Dec 2008 20:19:19 GMT

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I wish I could tell you I've also tried scaling an animation but failed.

Subject: Re: Can I use scaling in animations?

Posted by [Jerad2142](#) on Mon, 22 Dec 2008 08:05:59 GMT

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R315r4z0r wrote on Wed, 17 December 2008 15:33 I made this animation for a hologram and different segments pop up at different times. I made it in Renx using the scale tool a bunch of different times and it works when I play it back frame by frame.

But when I exported it and watched it in the W3D viewer, all of the parts where it was supposed to increase/decrease in size, it didn't.

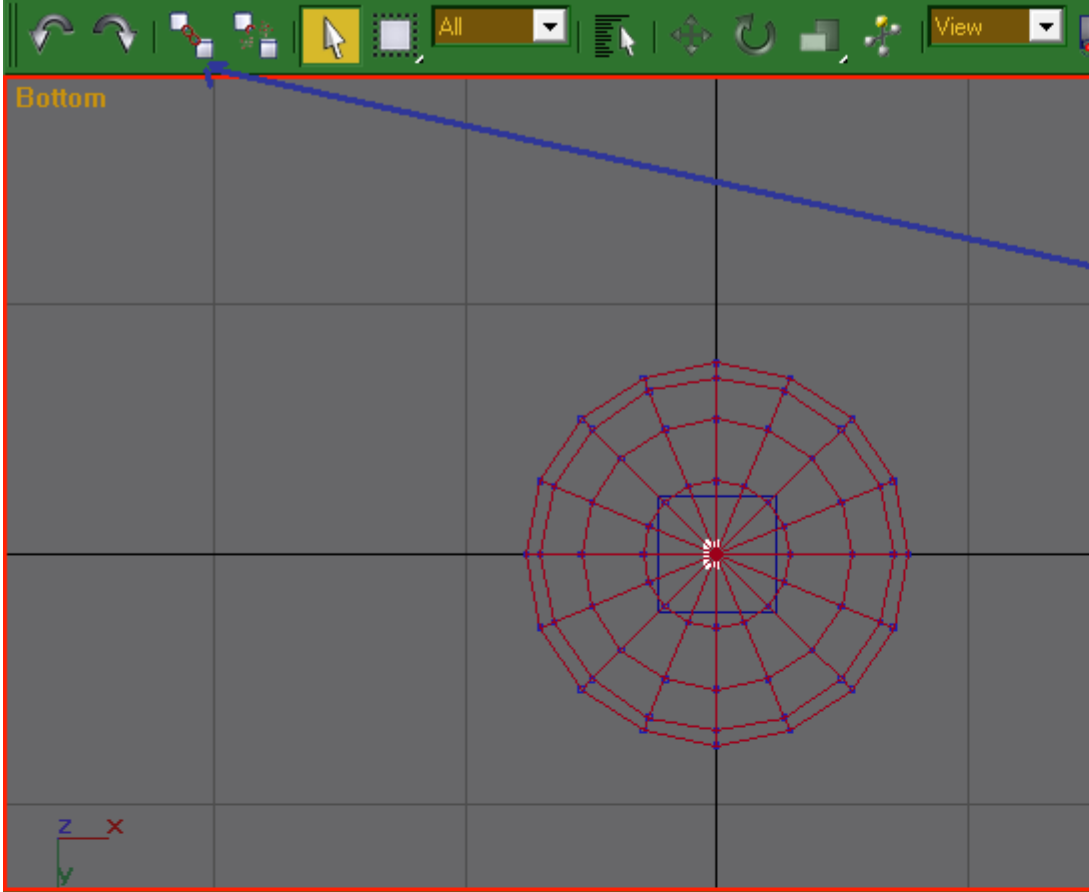
Does that mean I can't use any scaling in an animation? Or if I can, how can I get it to work?

Renegade does not support animations that rescale objects (100%) but with some creativity you can make it support it. Renegade Can scale objects, but it won't change the shape of any object, it will reposition objects that are linked to the object being scaled on the other hand. So if you make a bunch of bones, link those the the object you are rescaling, and then do a mesh bind on the visible object, to the invisible bones then you can rescale the object... let me grab a pic.

Hope that helps, if not I'll try explaining it tomorrow when I'm not so tired.

File Attachments

1) [Animated Rescales.png](#), downloaded 141 times



Select Objects

- Center
- Box01
- Box02
- Box03
- Box04
- Box05
- Box06
- Box07
- Box08
- Box09
- Box10
- Box11
- Box12
- Box13
- Box14
- Box15
- Box16
- Box17

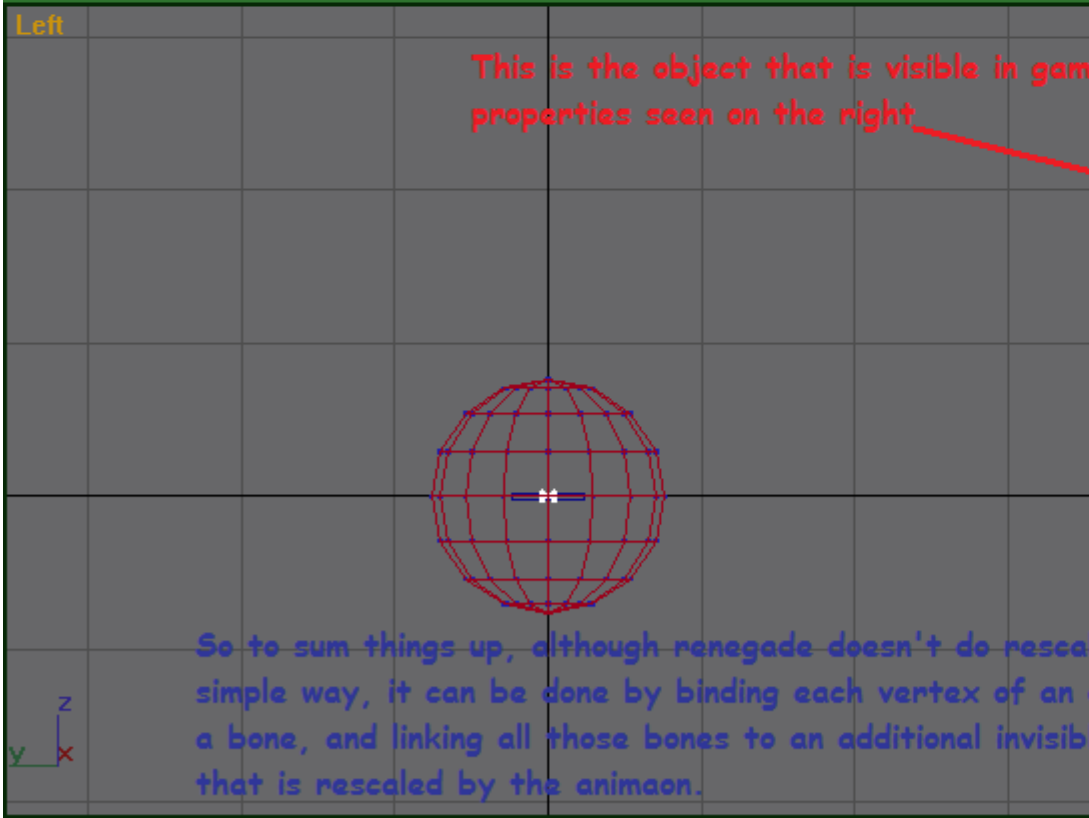
Object Bo

Bones link

All None In

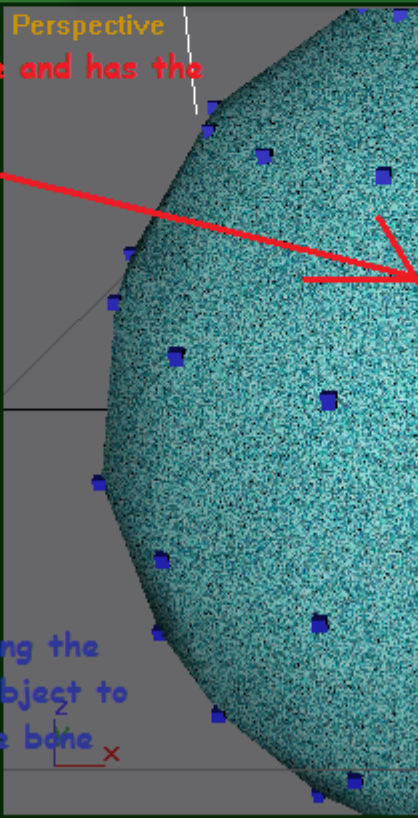
Display Subtree Case S

Select Subtree Select



This is the object that is visible in game and has the properties seen on the right

So to sum things up, although renegade doesn't do rescaling the simple way, it can be done by binding each vertex of an object to a bone, and linking all those bones to an additional invisible bone that is rescaled by the animaon.



Subject: Re: Can I use scaling in animations?
Posted by [Di3HardNL](#) on Tue, 23 Dec 2008 17:39:05 GMT
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that would be alot of work on highpoly models

I have a question by the way. I have here a animated fish (found on turbosquid)

In 3ds max it plays its animation, but when i export as W3d and open it in w3dviewer the animation will be gone.

Should I apply WWSkinBinding?

Here you can see the fish
<http://www.turbosquid.com/3d-models/3d-clown-fish/400042>

Subject: Re: Can I use scaling in animations?
Posted by [Jerad2142](#) on Wed, 24 Dec 2008 16:37:46 GMT
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Yes, keep in mind that you don't have to make a bone for each vertex as well, you could link all the tail's vertexes to one bone and animate that one bone, it just looks better with more bones moving differently.
