Subject: Simple gmax/RenX Animation Question
Posted by Burn on Mon, 12 Jan 2009 20:20:56 GMT

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OK I'm trying to create an animation that is 20 frames long, and will loop those 20 frames for 7 seconds, and then the animation will continue onto something else. I'm wondering if there's a way I can copy and paste those 20 frames on the timeline?

I have a tunnel that moves to give the illusion that you are moving forward. For performance reasons, I only made the tunnel long enough to fit the train and a little bit more. I'm trying to move the tunnel back and then after 20 frames snap it back to where it was in frame 1 and make it go back to the same place... over and over.

Whenevr I try to animate this using brute force (i.e. going to frame 21 and setting the Y position to 1, and then going to frame 41 and setting it to 20) the animation gets really messed up, and the tunnel flys to some place I don't want it to go.

Any help or tutorials out there for animations? Please help! I'm trying to get this cool effect to work! Help is always appreciated!

Burn

Subject: Re: Simple gmax/RenX Animation Question
Posted by Jerad2142 on Tue, 13 Jan 2009 09:42:28 GMT

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To copy selected objects frames, right click and hold on the animation drag bar thing, and move it (while still holding right mouse) to the spot you want it, then let up, and you have made a copy.

Also, for that second problem, make an identical copy of every frame one frame after large movement changes. That well stop it from flying off in some random direction before flying back at exponentially increasing speeds.

Subject: Re: Simple gmax/RenX Animation Question
Posted by Burn on Tue, 13 Jan 2009 23:08:34 GMT

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That's awesome! Saves me a lot of time, and makes it look really cool! Thanks so much!

Burn

Subject: Re: Simple gmax/RenX Animation Question
Posted by Veyrdite on Tue, 13 Jan 2009 23:51:14 GMT

The reason it flies off is GMAX tweens animations. You can disable the tween between the end frame and the beginning frame by selecting the keyframes on the animation bar and then going to the tab on the right marked the moving wheel. There there are two tween options, for into the current frame and out-of, and by changing the outof tween for all of the last frames to the dotted line tween, they will not tween and instead instantly appear in the next frame's position.