

---

Subject: Slowing down animations.

Posted by [bigwig992](#) on Tue, 24 Feb 2004 06:58:56 GMT

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

---

In Renx, I have this oh so nifty camera animation, which actually took a while to put together, problem is, it's only 400 frames. Which is WAY too fast for a base fly through in a Renegade cinematic. Is there a way to "slow down" the animation by creating more frames but, keeping the key frames in proportion?

...yeah.

---

---

Subject: Slowing down animations.

Posted by [Cpo64](#) on Tue, 24 Feb 2004 07:42:49 GMT

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

---

Increase the number of frames

Then go into track editor, and increase the size of the bars

Sorry if that wasn't very help full, Im tired lol

---

---

Subject: Slowing down animations.

Posted by [bigwig992](#) on Tue, 24 Feb 2004 08:06:15 GMT

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

---

Nevermind, I found some rescale time thing, I probably should of looked there before asking. Anywho, look, it's nifty!

---

---

Subject: Slowing down animations.

Posted by [kirby651](#) on Tue, 24 Feb 2004 17:04:07 GMT

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

---

right click on the animate button>rescale time>set the number of frames to whatever you want. it will scale them up or down for you

---