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Subject: Animations

Posted by [Deafwasp](#) on Fri, 18 Apr 2003 16:55:50 GMT

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I just learned how to animate in gmax (took about 30 seconds).

What should I know when I am making animations?

What are the limitations of size? polygons?

I want to animate a Veinhole monster. Is there a way to make a death animation for this monster? like you throw c4 on it and it explodes with tiberium gas?

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