Subject: w3d exporter animation
Posted by Veyrdite on Sat, 23 Jun 2007 04:49:05 GMT
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For some reason i cant export animated 3d models, i chose animated hierchy, 0 to 100 frames (only used 100) and exported, to find the animated mesh non-existant.
I have never been able to export animations at all, and i want to export this one for a cinematic. Normally the w3d has 100 frames, but only the mesh positions from the first frame from the export, this is worse.
Any Help. (and yes i'm using gmax, not 3dsmax)