Subject: TGA sequence on Renx Materials
Posted by Veyrdite on Sun, 18 Nov 2007 03:08:15 GMT
View Forum Message <> Reply to Message

Quote:his spinner can be used to specify that the texture is animated. If you specify a number of frames greater than 1, the texture is assumed to be animated and the other frames for the animation will be generated from the filename you specify for the texture (.tga sequence) . You should use the first frame of the animation as the texture you use in Max.
How do i create a .tga sequence?