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Subject: Re: animation question

Posted by [my486CPU](#) on Sun, 06 Mar 2011 09:14:04 GMT

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saberhawk wrote on Sun, 06 March 2011 01:11 It's likely being culled by the view frustum. Basically, you need to make sure that the base object's bounding box is large enough to contain the entire animation.

I had the bounding boxes linked to the objects. I changed them to encapsulate the entire path, as you suggested, ended up with some big @\$@ bounding boxes, but IT WORKED!!! I was so close to tossing my comp through a window... Thank you very much for resolving my little problem.

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