
Subject: Re: boning a vehicle

Posted by [my486CPU](#) on Mon, 06 Jun 2011 19:14:05 GMT

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I almost forgot about that tutorial Gen_Blacky. I remember you gave me that link a while back and it was indeed helpful.

Ftw, why stop there we should also mention wire animation.

Here is a two part video tutorial:

Part1 <http://www.youtube.com/watch?v=x5isvlAu6T8>

Part2 <http://www.youtube.com/watch?v=7QwB4ZFejQQ&feature=related>

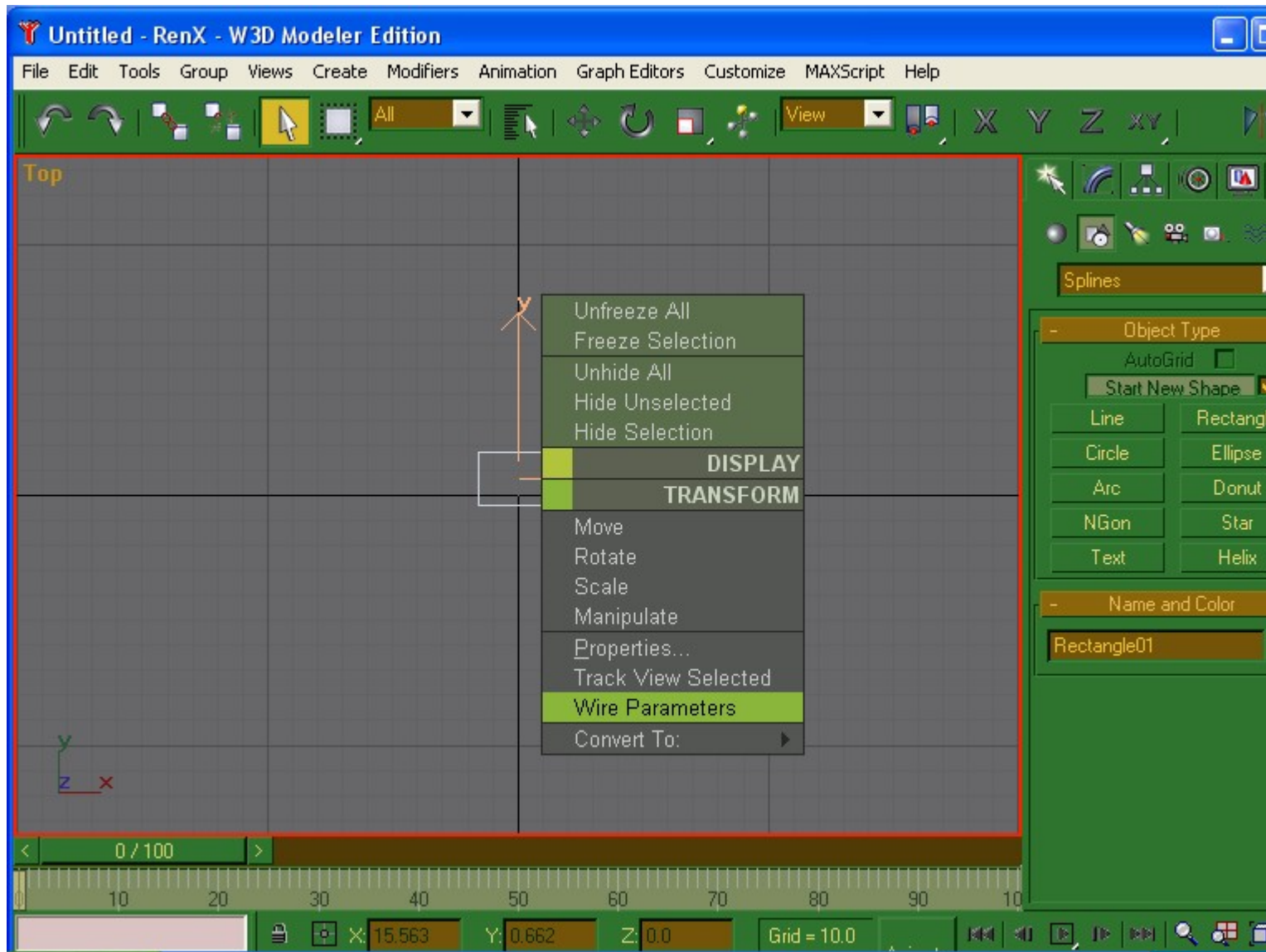
The tutorial was done in 3ds but you can do this in renx by manually assigning the controllers to your object's via Track View.

A bunch of renx screen-shots as to how to assign the controllers:

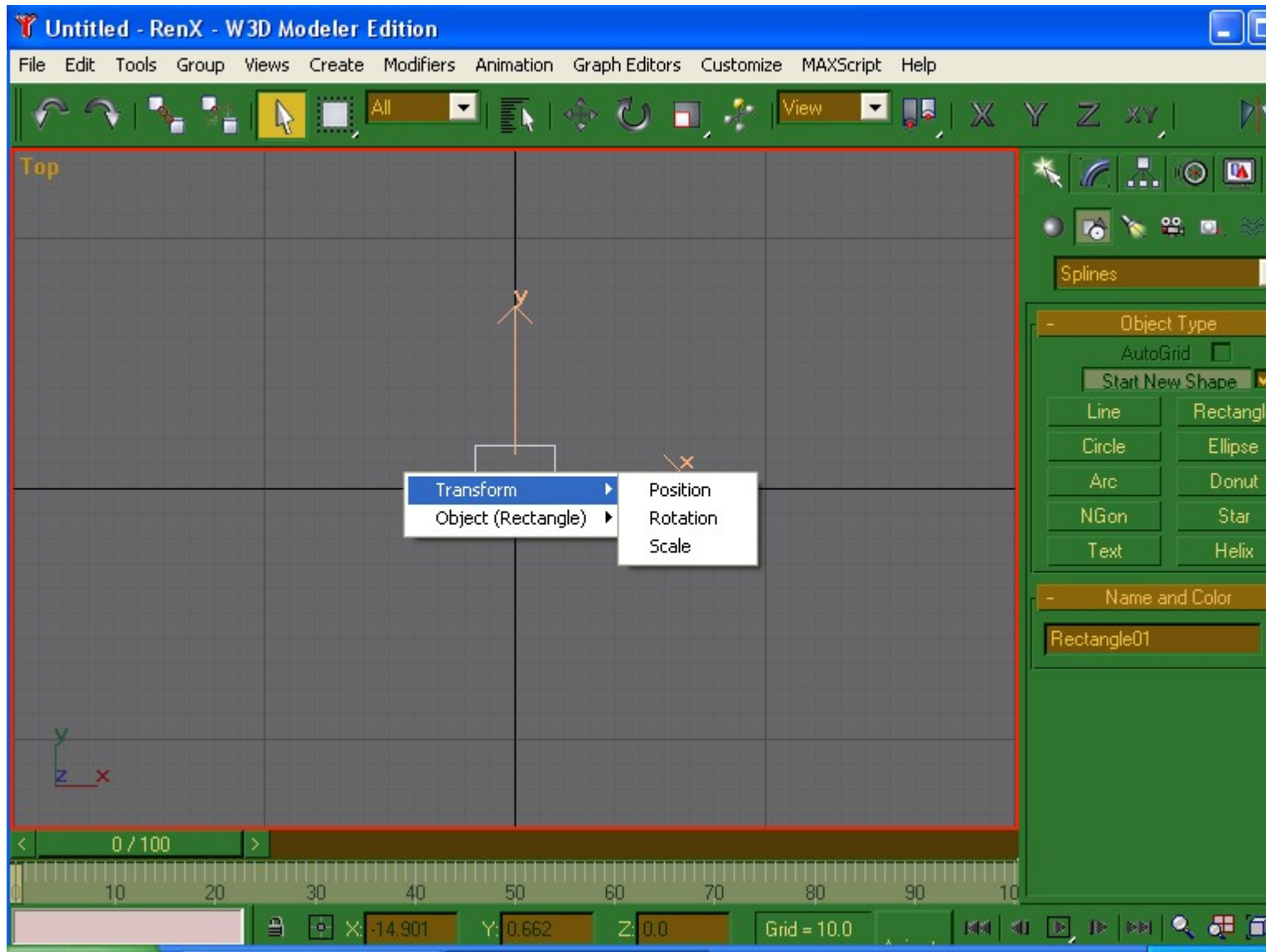
Edit: I should mention you don't have to do it the same way as he describes you can connect each wheel's rotation individually with the object that uses the position controller.

File Attachments

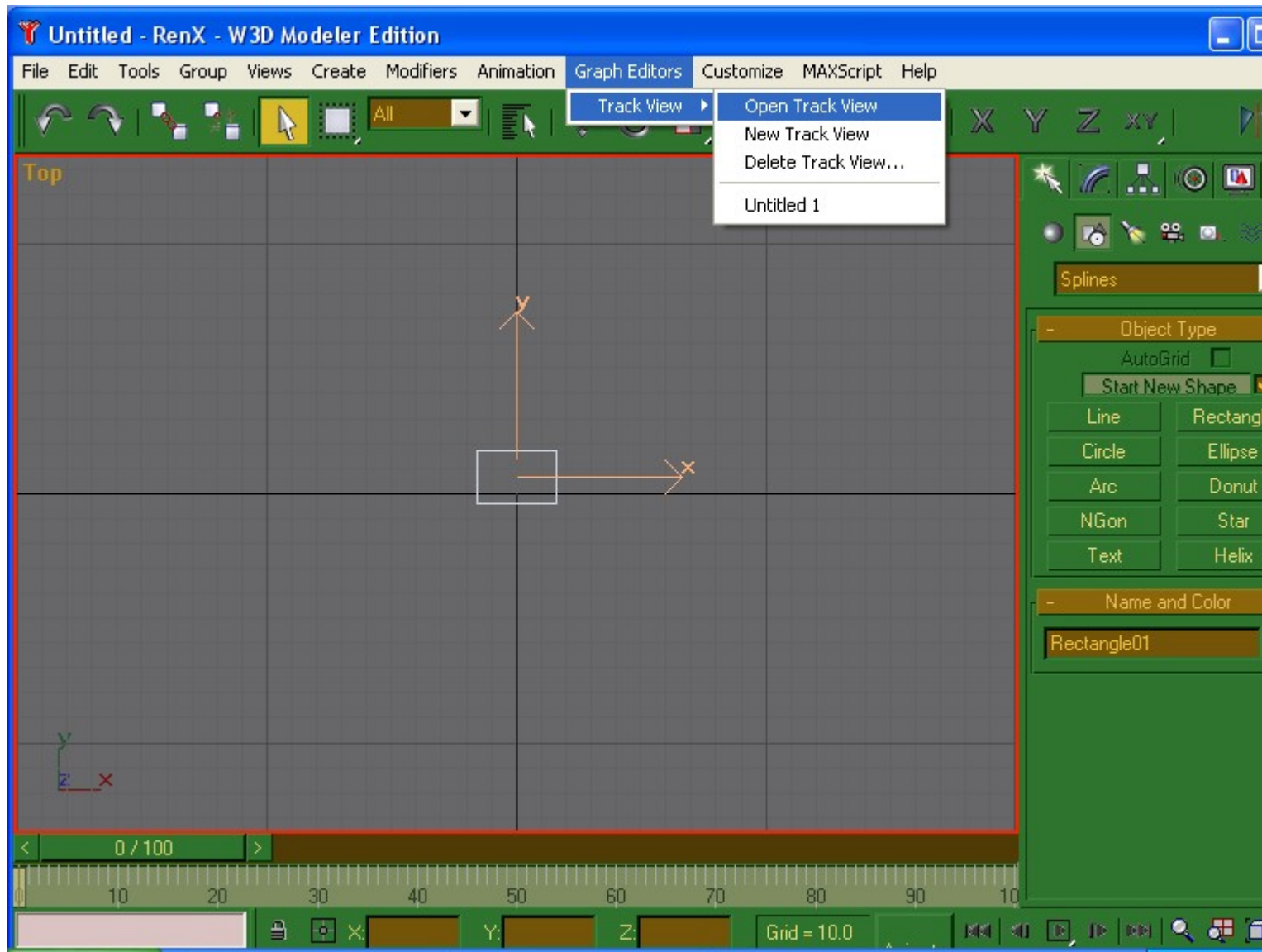
1) [ssl.jpg](#), downloaded 685 times



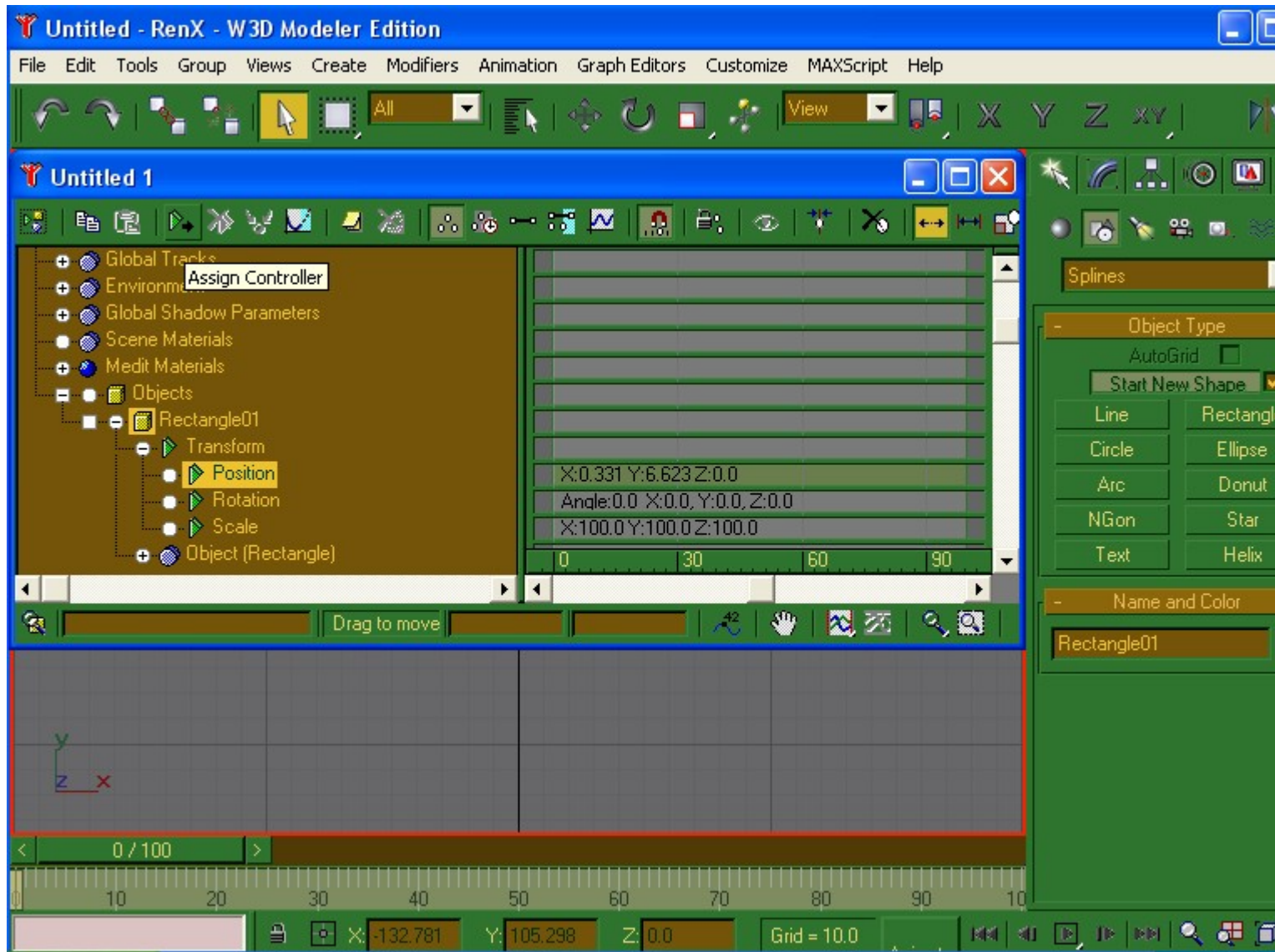
2) [ss2.jpg](#), downloaded 692 times



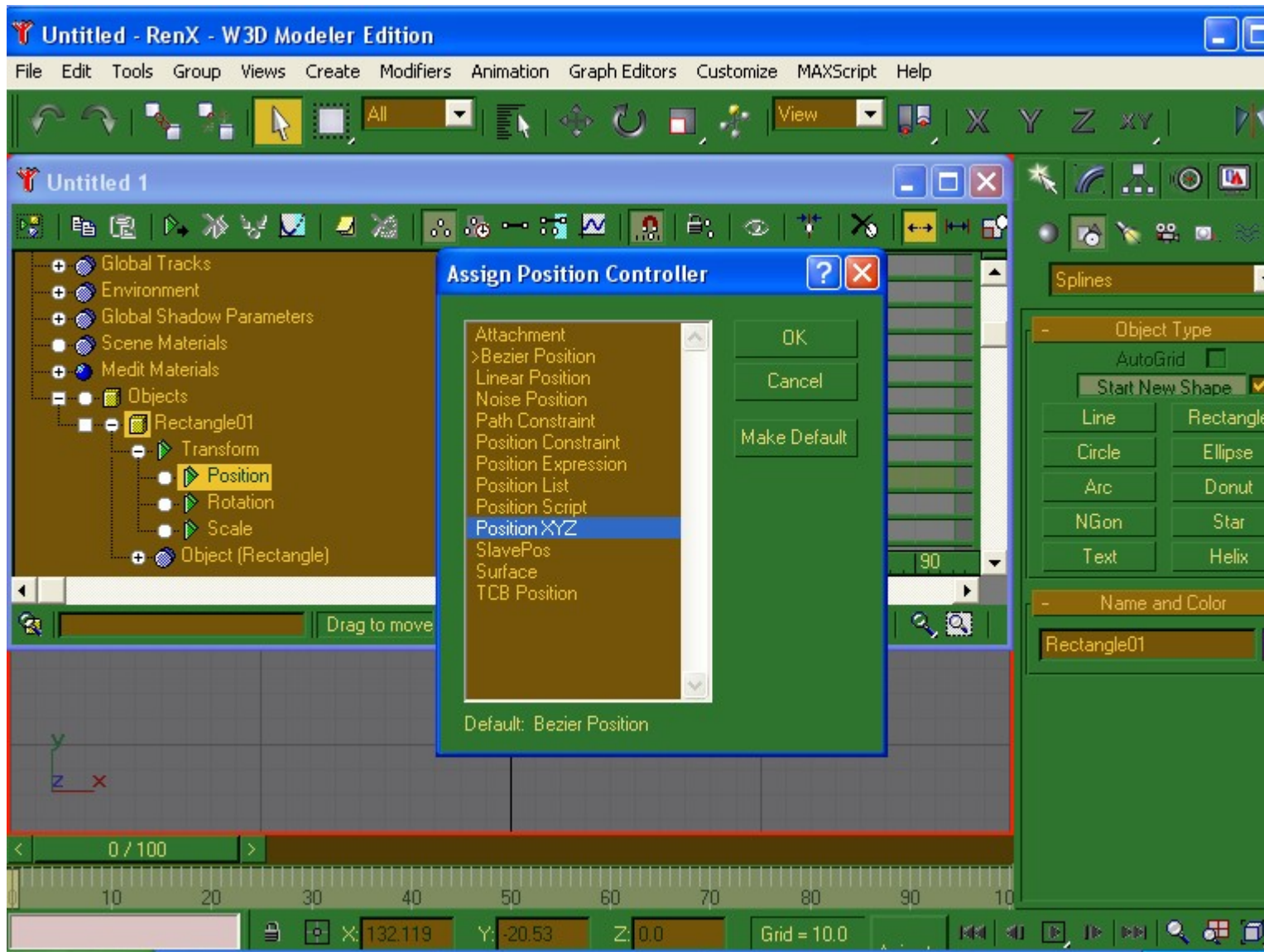
3) [ss3.jpg](#), downloaded 695 times



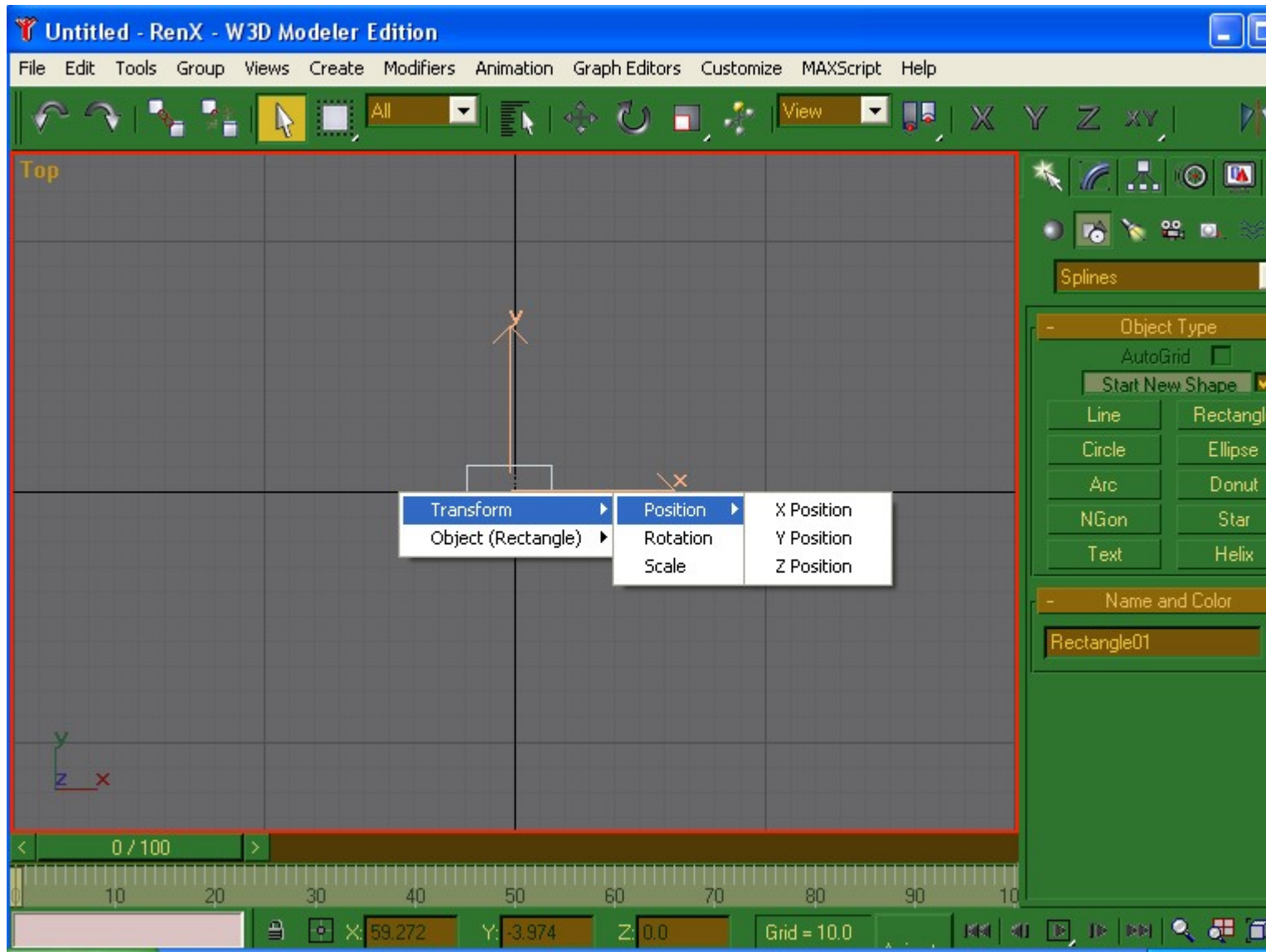
4) [ss4.jpg](#), downloaded 692 times



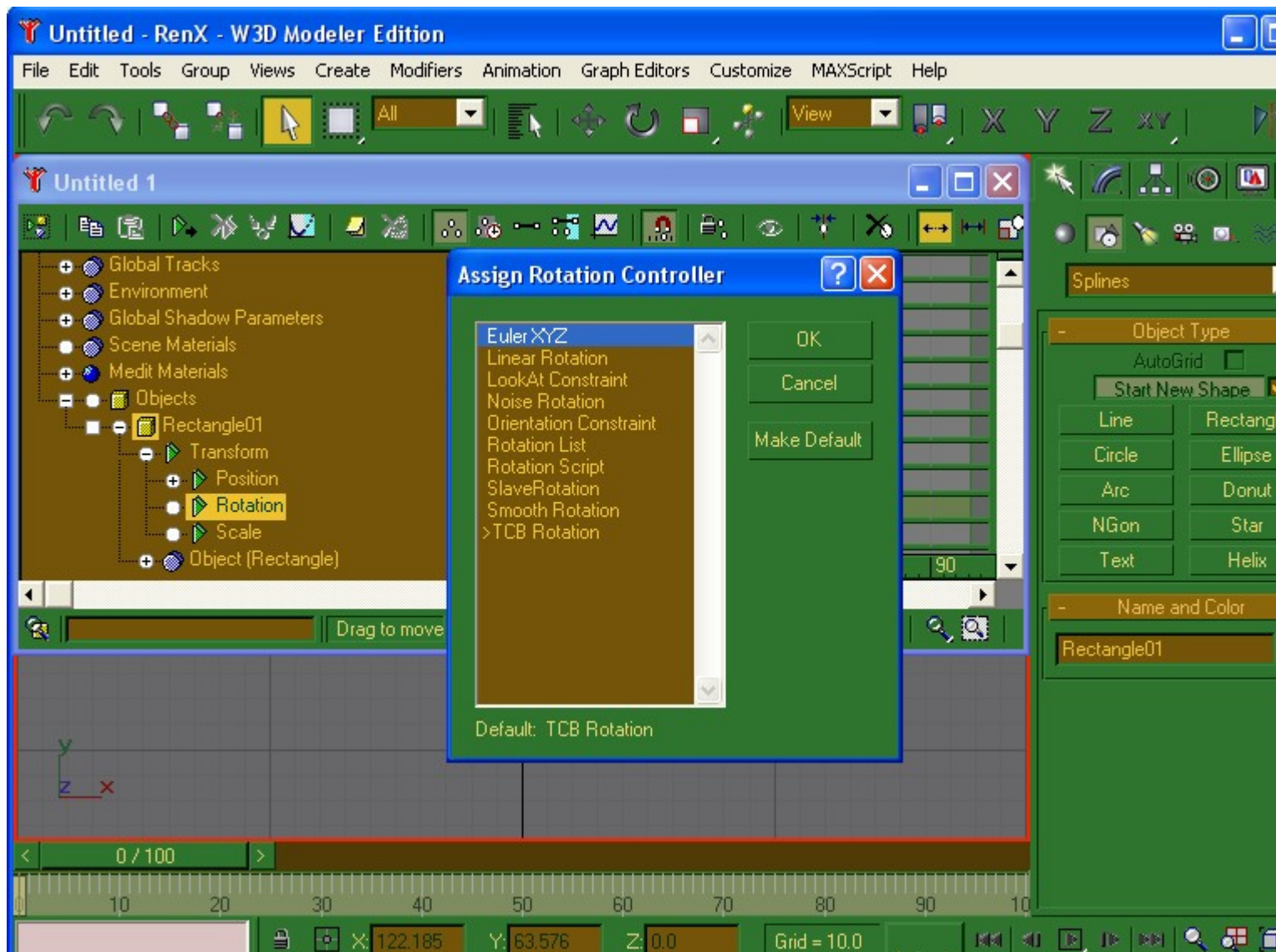
5) [ss5.jpg](#), downloaded 689 times



6) [ss6.jpg](#), downloaded 674 times



7) [ss7.jpg](#), downloaded 676 times



8) [ss8.jpg](#), downloaded 673 times

