
Subject: Re: boning a vehicle

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

[View Forum Message](#) <> [Reply to Message](#)

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>

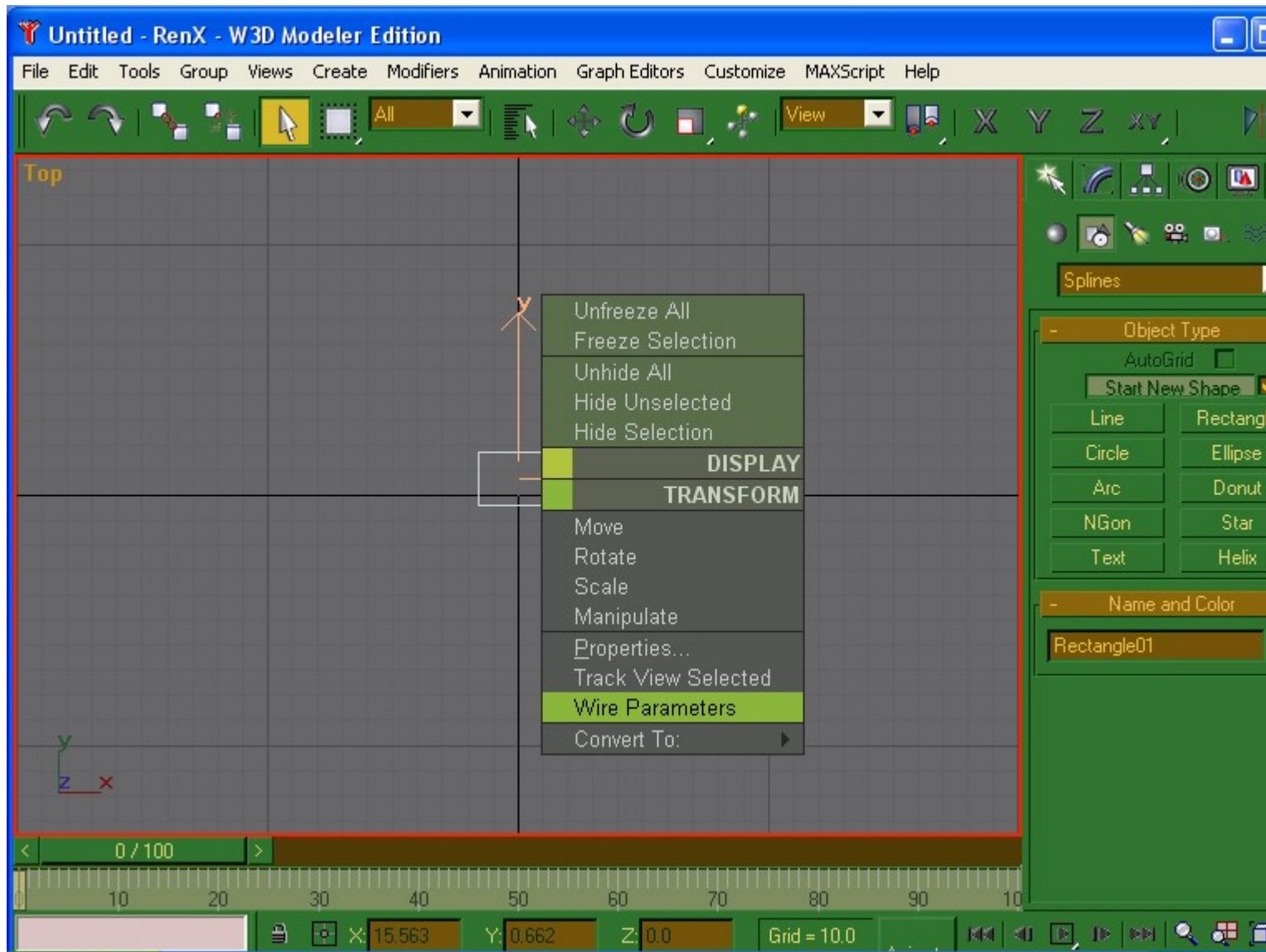
The tutorial was done in 3ds but you can do this in renx by manually assigning the controllers to your object's via Track View.

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

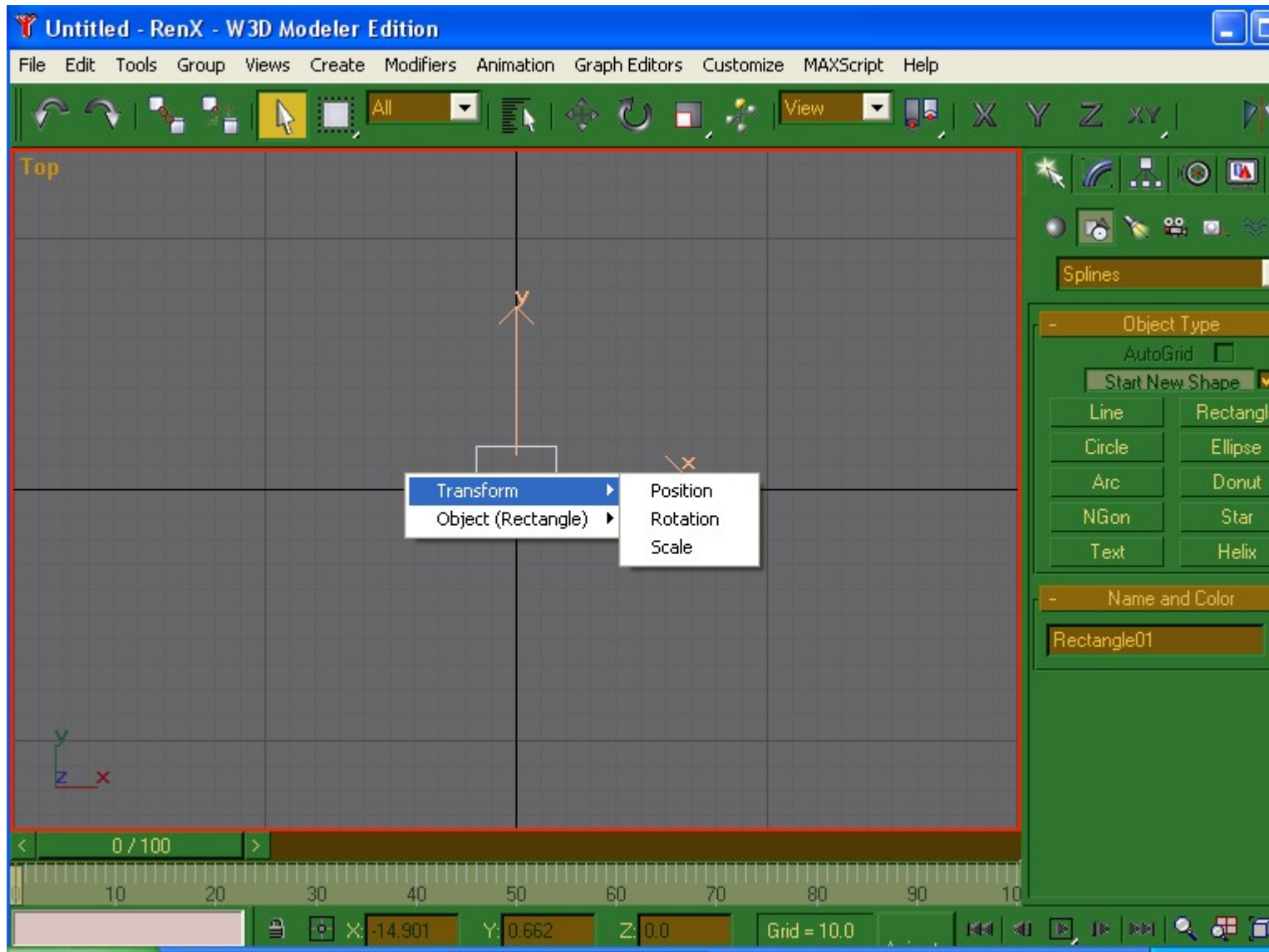
Edit: I should mention you don't have to do it the same way as he describes you can connect each wheel's rotation individually with the object that uses the position controller.

File Attachments

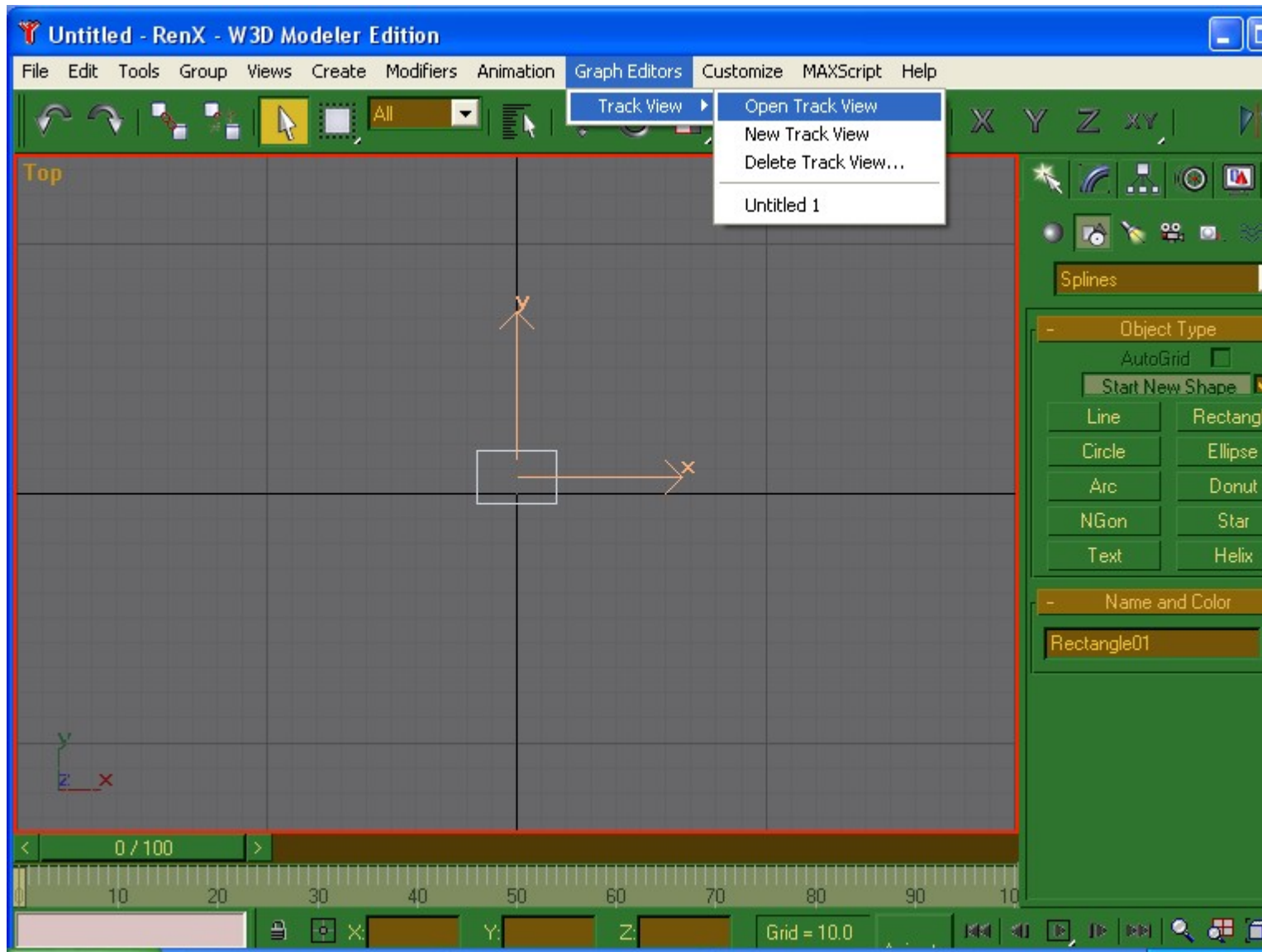
1) [ssl.jpg](#), downloaded 768 times



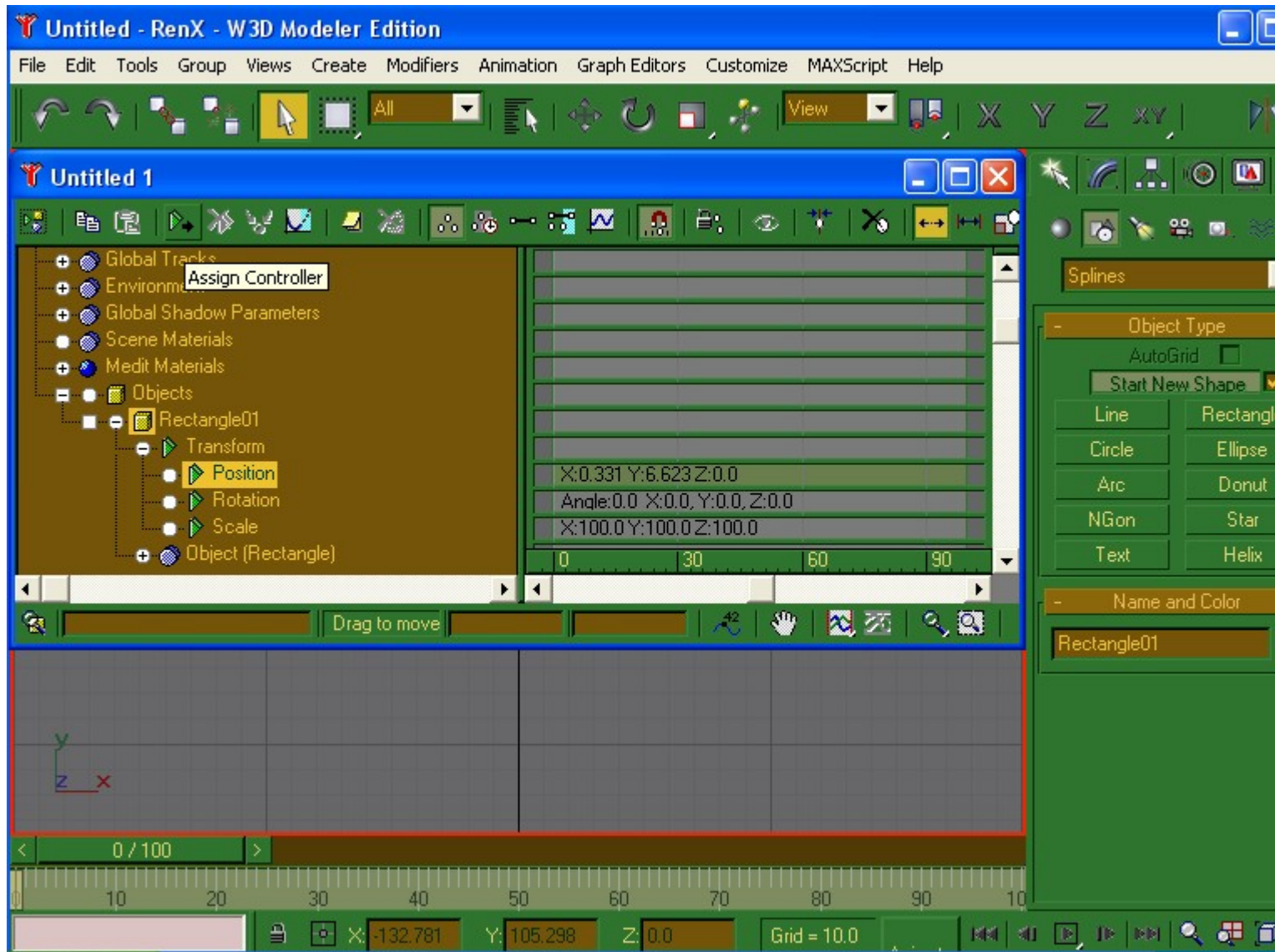
2) [ss2.jpg](#), downloaded 769 times



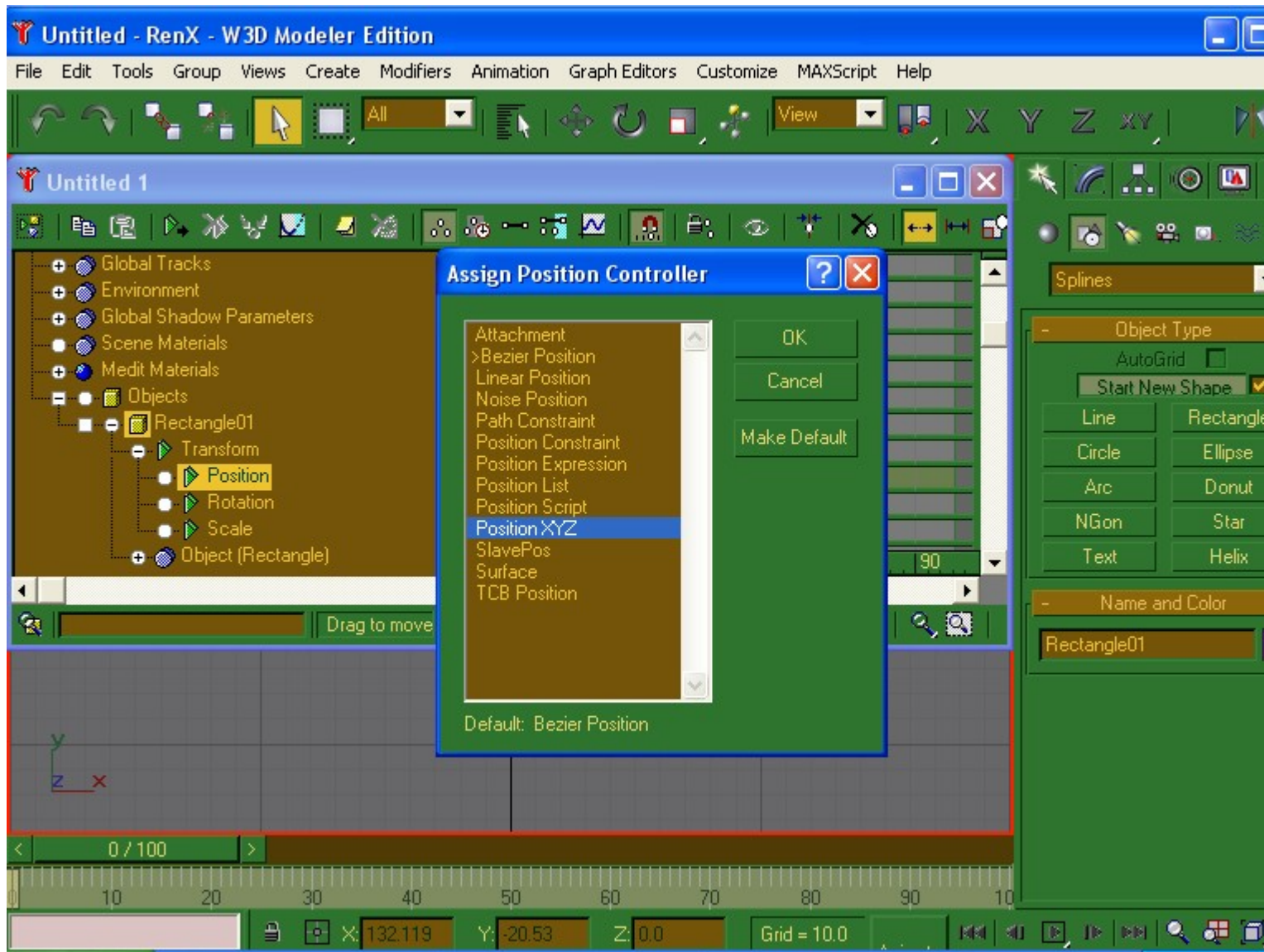
3) [ss3.jpg](#), downloaded 779 times



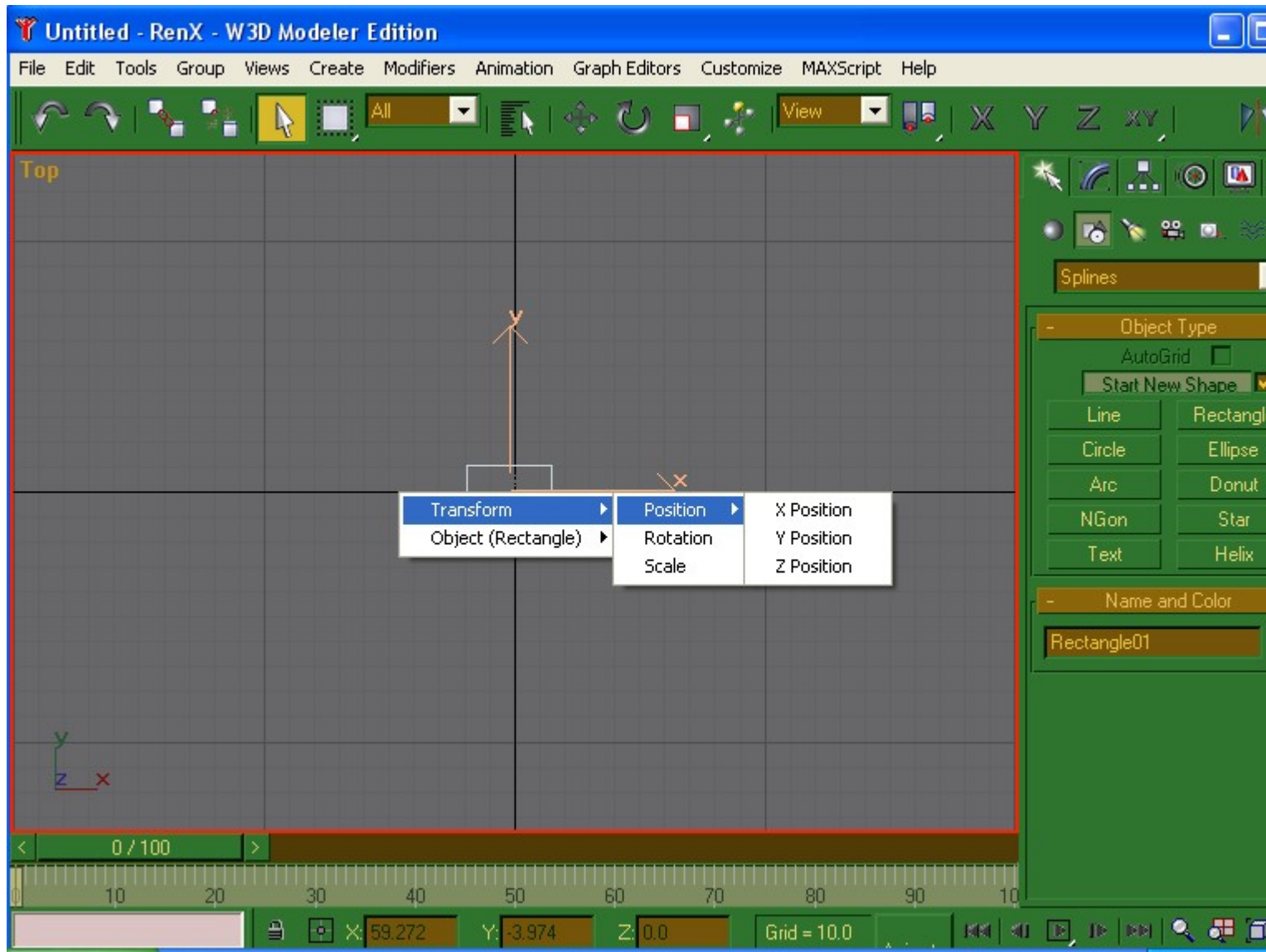
4) [ss4.jpg](#), downloaded 773 times



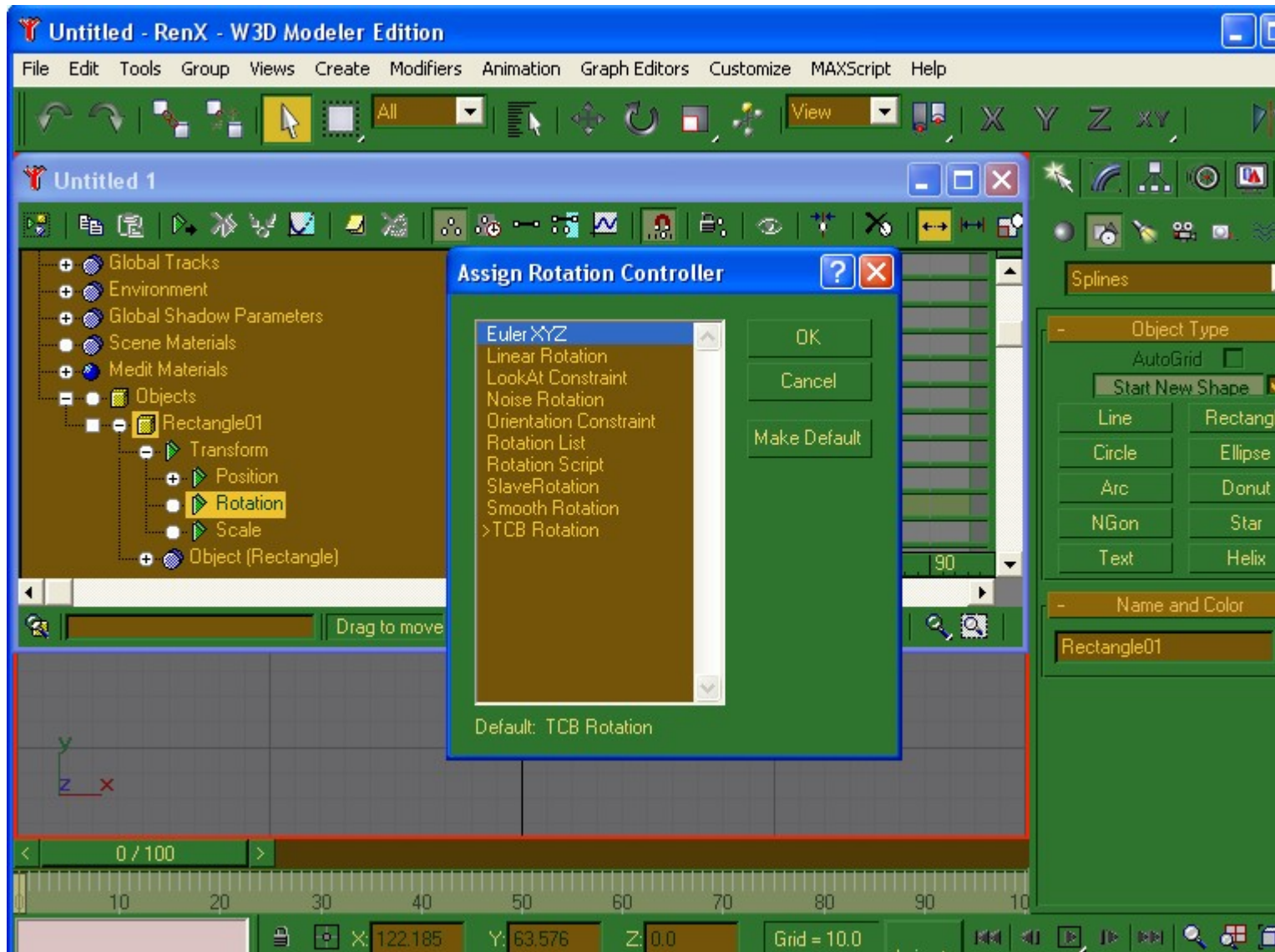
5) [ss5.jpg](#), downloaded 766 times



6) [ss6.jpg](#), downloaded 759 times



7) [ss7.jpg](#), downloaded 756 times



8) [ss8.jpg](#), downloaded 758 times

