Subject: Re: Help requested! :) - Vehicle animations
Posted by Jerad2142 on Mon, 28 Apr 2014 16:51:05 GMT
View Forum Message <> Reply to Message

Click the animation button at the bottom of the gmax/3dsmax, then move the animation slider to the frame you want to animate, rotate/move the parts you want the way you want them.

Export with animations

Success.
Animation name would be:
ModelName.ModelName

For more complex things you export the model as "Hierarchical Model" then you export again as "Pure Animation" naming the animations what you want, each time selecting the "Hierarchical Model" as the skeleton of the "Pure Animation"

Animation Name would be:
HierarchicalModel.PureAnimation