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Subject: Long Animations=lag?

Posted by [NeoSaber](#) on Sat, 22 Nov 2003 18:08:48 GMT

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I've never done an animation so long before so I'm just guessing here.

First, I think it would depend largely on what it was for. A 20,000 frame animation of a helicopter flying around in the sky probably wouldn't cause much of a problem. A 20,000 frame rockslide that buried players alive probably would cause problems.

Also, you would have to take into account the size of the .w3d. If it got really big it could take a moment to load, which would cause the framerate to drop.

Basically, I don't think the animation itself would cause a problem. It's how it was implemented that would cause issues. I can't be sure though. The largest animation I ever worked on was around 300 frames running at 30fps.

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