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Subject: Long Animations=lag?

Posted by --oo00o00oo-- on Thu, 27 Nov 2003 21:37:25 GMT

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does RenX have motion paths or an equal to them? (i use a different 3D package so the names of some tools and attributes my be different) example: have a 200 frame animation of a character moving that repeats. then place the character on a motion path. so in the turn the character moves along the motion path just repeating the same 200 frames. so you wouldnt need to animate a character running all the way around the field, only a loop that is repeated.

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