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Subject: Movement in max

Posted by [IRON FART](#) on Fri, 06 Feb 2004 03:15:02 GMT

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Well, I had to reformat last night, and I just installed max. But I'd rather share this with you now rather than later. Because by the time I get around to testing it, it will be alot later.

The procedure is called "Baking" Tou download a script and run it, and theoretically, it should convert dynamic movement to a static movement.

This should be the right one, but as I said, I havn't tested it yet.

This is the latest version of the script for 3dsmax 5.1

D/L Link: <http://www.scriptspot.com/download.asp?ID=1953>

Website: <http://www.maxtd.com/scripting.htm>

By Sergio Mucino

If you get around to using it, tell me if it is the right script and if it works well.

I figure that this will be very useful in animating things like water, flags etc.

Although water and flags can already be made by doing this:

<http://renhelp.laeubi-soft.de/?tut=29>

Enjoy!

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