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Subject: Dose someone know how to create Cutscenes ?

Posted by [Mad Ivan](#) on Wed, 26 May 2004 07:19:21 GMT

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You might wanna make the water, that the apc travels on look real:

<http://www.3dcafe.com/asp/tutorials/max/advancedwater/advancedwater.asp>

This one can help you set up the waypoints of your "units" in 3DS:

<http://www.rethinkfx.com/tutorials/ball.htm>

And if you are going to animate the battle, between GDi and nod, add some eye-candy effects:

<http://www.angelfire.com/fl5/jcmiller/Bullet.htm> (Bullet-Time )

You can get more stuff (like making underwater scenes - maybe you would want at the beginning of the movie - the camera be in the water and then goes above and the APC falshes right in front of it):

<http://www.3dcafe.com/asp/tut3ds.asp>

Oh and dont forget to use Bump on Ground/Walls/Water (maybe).It gives a very interesting "3D Effect" on 2D Models.

OT:Wish me luck, guys!!!Today is my first final for this semester - Literature.

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