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Subject: Dose someone know how to create Cutscenes ?  
Posted by [Renardin6](#) on Tue, 25 May 2004 11:48:18 GMT  
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I want to create an Intro Movie for Reborn, Gdi apc come on teh beach, then all infantry get out of it and start assault on Nod base, Orca Cary all come ( a lot ) and drop gdi units on battlefield, then the battle begin...

Can someone create a such thing ? ( for the models, don't worry, we have all )

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Subject: Dose someone know how to create Cutscenes ?  
Posted by [PsycoArmy](#) on Tue, 25 May 2004 11:50:24 GMT  
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I can do such things but Im not sure if i have the time.

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Subject: Dose someone know how to create Cutscenes ?  
Posted by [Madtone](#) on Tue, 25 May 2004 12:08:20 GMT  
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you can do it in 3DS Max, not terribly hard but not easy if you don't know what your doing.

Just search the net for some tuts for animations in 3DS Max

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Subject: Dose someone know how to create Cutscenes ?  
Posted by [Mad Ivan](#) on Tue, 25 May 2004 15:06:17 GMT  
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you can also make it in W3D Viewer, IIRC  
And even export it to avi and recode it to BMP/JPG and then to BIK

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Subject: Dose someone know how to create Cutscenes ?  
Posted by [bigwig992](#) on Tue, 25 May 2004 19:26:23 GMT  
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There's also text cinematics with good ol fraps or a vcr. Set up a bone called "camera" and use the Control\_Camera command in the cinematics, then just capture.

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Subject: Dose someone know how to create Cutscenes ?  
Posted by [zoogly](#) on Tue, 25 May 2004 22:22:30 GMT

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You could record it ingame with fraps.

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Subject: Dose someone know how to create Cutscenes ?  
Posted by [IRON FART](#) on Tue, 25 May 2004 22:31:46 GMT

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Quote:

You could record it ingame with fraps.

ROFL.

That will look so retarded.....

Do it with 3DS MAX like Madtone said. It's not going to be easy and it'll take a lot of time.

If you want it to look super good quality, I'd go as far as making more elaborate models, that would be horribly unsuitable for gameplay, and texturing them well just for this movie. But thats if you really want true professional grade. Otherwise it may be just overkill.

And make sure you save the .max file and make backups on 50 different comps. Render a very complex frame to get the image settings right before you render for real.

And render on a super fast comp

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Subject: Dose someone know how to create Cutscenes ?  
Posted by [Sn1per XL](#) on Wed, 26 May 2004 00:02:13 GMT

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Yeah max would be best because it would have quality...if you really want it to look good use light tracer with a sky light.

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Subject: Dose someone know how to create Cutscenes ?  
Posted by [Oblivion165](#) on Wed, 26 May 2004 00:31:57 GMT

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bigwig992There's also text cinematics with good ol fraps or a vcr. Set up a bone called "camera" and use the Control\_Camera command in the cinematics, then just capture.

elaborate i need this to for my mod

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Subject: Dose someone know how to create Cutscenes ?

Posted by --oo00o00oo-- on Wed, 26 May 2004 01:18:37 GMT

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if given the models and textures to go along with them and a script to animate by, i could also do this for u. i would animate in max and just render out the movie with max itself and then if u would like i could send it through After Effects and spice/clean it up.

u got my email just hit me up if u want to elaborate more on it. or on AIM with the screen name WTFnameNOW.

btw: for some reason, i like animating just as much as i like to model.

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Subject: Dose someone know how to create Cutscenes ?

Posted by [SuperFlyingEngi](#) on Wed, 26 May 2004 02:27:23 GMT

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If you make it in 3DS max, be sure to have lots of fancy eye candy you wouldn't see in Renegade, like elaborate explosions and stuff. I think this tutorial looks good:

<http://www.the123d.com/tutorial/tutorial-3dsmax.html>

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Subject: Dose someone know how to create Cutscenes ?

Posted by [Sn1per XL](#) on Wed, 26 May 2004 03:00:16 GMT

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And dont forget to use terragen to make the sky textures.

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Subject: Dose someone know how to create Cutscenes ?

Posted by [Madtone](#) on Wed, 26 May 2004 03:36:26 GMT

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I learnt how to do Matrix effects in 3DS Max.. Thats always good fun!

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Subject: Dose someone know how to create Cutscenes ?

Posted by --oo00o00oo-- on Wed, 26 May 2004 04:14:16 GMT

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i would be able to use many other effects for a pre-rendered event. particles, dymanics, soft/hard bodies, and a few other things if need be.

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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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Subject: Dose someone know how to create Cutscenes ?  
Posted by [Renardin6](#) on Wed, 26 May 2004 14:56:21 GMT  
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thx for all that, Movie Maker Found...

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