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Subject: Making Animations

Posted by [Spice](#) on Tue, 08 Jun 2004 01:06:09 GMT

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How would I go about making a animation. I modeled a Windmill and I want the Wind catchers to spin in a slow manor as its rotating in the wind. Of cours ei modled it in Gmax since it was for a map im working on.

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Subject: Making Animations

Posted by [Blazer](#) on Tue, 08 Jun 2004 01:11:54 GMT

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I have probably the littlest experience in doing this out of anyone, having only animated the bobbing maggie head for my simpsons mod

I can tell you though that in gmax, there is an option to animate frames, you basically advance a frame, move the object(s), advance another frame, repeat. Someone who has done it sooner than a year ago can tell you more detail, I just wanted to let you know its easily done.

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Subject: Making Animations

Posted by [Tidu](#) on Tue, 08 Jun 2004 01:16:10 GMT

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I was wondering about this too... do we have to press a button to start the recording of the animation, because sometimes i just accidentally move that little barr at the bottom and wonder if i messed up something... there's also an Animate! button that you can toggle on/off... does this turn on the animation or allow us to start recording the animation?

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Subject: Making Animations

Posted by [SuperFlyingEngi](#) on Tue, 08 Jun 2004 01:18:08 GMT

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Maybe you should look around <http://www.discreet.com/> and see if they have a... oh, what's the word.... oh yeah, tutorial or something like that.

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Subject: Making Animations

Posted by [Tidu](#) on Tue, 08 Jun 2004 01:27:43 GMT

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Well, discreet directed people seeking help to <http://www.gmaxsupport.com> , but it's down at this moment... :\

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Subject: Making Animations

Posted by [Blazer](#) on Tue, 08 Jun 2004 01:31:08 GMT

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I vaguely remember that you drag the bar a click to the right to go to the next frame...and that the "animate!" button just played back the entire animation. Its been sooooo long ago that I did this that I'm probably not much help, as I said I just wanted you to know that doing animations were simple and easy...someone who has done one fairly recently should be able to tell you all the details.

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Subject: Making Animations

Posted by [Tidu](#) on Tue, 08 Jun 2004 01:36:08 GMT

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I got it now.. it's really easy

1. click the animate button, so the 1-100 bar turns red
2. move your object for whatever you want to be animated a little bit
3. move the bar up 1 notch for frame #2
- 4 repeat until done
5. press animate to turn off animate mode
- 6 to the right of animate is rewind, forward, play, etc.
- 7 have the animated object highlighted, and click play
8. i made a windmill easily, all you do is group the propellers and during every frame, move them on the Y axis a little bit.

9 i would guess export as a hierarchy animated model... but i don't know; commando confuses me

tip: under the play, ff, rewind, etc is a button with a clock. click that, and edit how many frames (gmax calls them time: 1 time = 1 frame) you want and the speed. 1/2x is slow, 2x is fast, etc. I don't think you can toggle the speed in game; that'd be cool because it would look like the wind would vary in speed.

if i got it right anyone can.

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Subject: Making Animations

Posted by [Spice](#) on Tue, 08 Jun 2004 02:14:37 GMT

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AHHH I go it. Very simple. It would have helped if i kinda just messed around instead of making a topic about it but im sure this will help other people. I got my windmill moving to a point. I just made 4 animations of it turning and its looks like crao but i got it now. Thanks Blazer and Tidu.

Tip though , when animating make sure the your object is all attached or you get some funky stuff

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Subject: Making Animations

Posted by [icedog90](#) on Tue, 08 Jun 2004 04:25:24 GMT

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I know how to animate an object in Gmax and set it up to loop in gameplay. If you need any help, ExDeath, you know I'm in IRC or on AIM.

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Subject: Making Animations

Posted by [Tidu](#) on Tue, 08 Jun 2004 23:24:17 GMT

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Would you then just export it as an animated heirarchy model and it'd work? or would you have to do other stuff?

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Subject: Making Animations

Posted by [SuperFlyingEngi](#) on Wed, 09 Jun 2004 01:48:01 GMT

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Oh dear....you have to animate every frame in gMax? Cinema 4d is way better, I think.

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Subject: Making Animations

Posted by [Spice](#) on Wed, 09 Jun 2004 17:48:16 GMT

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yea as far as I know. You can skip frames but it wont look as good. Such as doing frames at 2 , 4 , 6 , 8 intervals or doing animations at 25 , 50 , 75 , 100 like I did for a test. The bigger the intervals the shittier the animation will look,

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Subject: Making Animations

Posted by [Tidu](#) on Wed, 09 Jun 2004 19:01:50 GMT

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You can go into the time properties and set the max amount of frames so you don't have to stretch the animation over 100 frames.

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