

---

Subject: Reversing an animation

Posted by [R315r4z0r](#) on Mon, 20 Oct 2008 21:29:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I'm trying to make flag animation, but every time I try, it always turns out running more realistically backwards than it does when it goes forwards. How can I change it to run the animation backwards? Or can I just fix it in RenX?

I'm using RenX, not 3Dsmax.

---

---

Subject: Re: Reversing an animation

Posted by [samous](#) on Tue, 21 Oct 2008 00:22:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

depends, if it is 2 animations combined (EX: flaganione and flaganitwo and it is set up like: flaganione.flaganitwo) then you can just reverse the order (flaganitwo.flaganione). If it is one animation, there may be a script like (play animation "<name>" reverse) but idt so. If there isn't, you have to redo it in renx.

=samous

---

---

Subject: Re: Reversing an animation

Posted by [Di3HardNL](#) on Tue, 21 Oct 2008 13:04:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i was going to make a flag animation to. how did you do it? could you share the gmax scene of it?

---

---

Subject: Re: Reversing an animation

Posted by [R315r4z0r](#) on Tue, 21 Oct 2008 14:32:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

There is a tutorial on Renhelp.net.

It's actually very easy to do, just animating it so it looks good is very frustrating.

---