
Subject: Paths

Posted by [Skier222](#) on Sat, 12 Jul 2003 01:21:00 GMT

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I was wondering if any1 knew how to make a Camera follow a path in 3ds Max? like using a line object, i see this used before with a bone. But i have no idea how it works.

thx

-Skierarc

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Posted by [General Havoc](#) on Sat, 12 Jul 2003 13:12:09 GMT

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Dante would be the one to ask about this because he made one. Basically you have a bone and then animate it with a few thousand frames. I'm not sure how you get the bone to follow a path. From what he said though he did it using the "frame by frame" method except he moved the bone then advanced 20 frames or so then moved it again. This lets the W3D exporter fill in the gaps because your making keyframes and it will fill in the missing gaps (Like flash if you have ever worked with it).

As for all the settings on the bones i'm not sure but if you use XCC on Dantes cinematic then you should be able to pull the cinematic script and W3D out and deconstruct it in the W3D importer to see how the bones he used relate to the cinematic.

Also when you do look at the cinematic the tutorial on my site

http://www.renhelp.co.uk/Tutorials/TUT_Cinematics may help you identify the animations used.

_General Havoc

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Posted by [Skier222](#) on Sat, 12 Jul 2003 13:58:05 GMT

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that for the help, but that not really wht im talking about. I want it just to follow a path in 3ds and render the movie in 3ds.

But i figred it out, i just wanted it to spin in circle. i just linked the camera to a cricle line, and made the circle have a spinning animation and it worked
