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Subject: Animating Aggregates

Posted by [Sanada78](#) on Sun, 03 Aug 2003 16:46:00 GMT

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I'm creating an animated model that destructs when all health have gone. I want to use some aggregates to activate at certain parts of the animated destruction sequence and then are deactivated once a certain frame has passed. Something like Aggregate~001 to activate at frame one then deactivate on the next frame then Aggregate~002 activate on the next frame.

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Subject: Animating Aggregates

Posted by [YSLMuffins](#) on Sun, 03 Aug 2003 23:58:37 GMT

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You will have to become familiar with the trackview feature in gmax as well as search for stonerook's topic on damage aggregates (bridge destruction) on this forum.

But, I'm assuming that's what you want because I had a hard time deciphering your question?

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Subject: Animating Aggregates

Posted by [Sanada78](#) on Mon, 04 Aug 2003 02:04:09 GMT

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I'm sorry if I didn't describe what I needed very clear. I was going to use a picture to show what I meant but I couldn't be asked to upload it to n00bstories.

Stonerook's bridge tutorial you mentioned seems to cover what I need, Thanks.

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