Subject: IK Chains/Exporting
Posted by bigwig992 on Sat, 03 Apr 2004 05:27:00 GMT
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I was playing with the skeleton bones tonight, and I applied the IK chain limb solver to some of the bones, it makes animation soooo much easier. So I come to the question, is it possible to export bones normally after making a whole animation with the IK chain limbsolver? Select the skeleton bones and export? I'd love to know, because then I could make many animations, and I'd have so much more fun with characters.

Subject: IK Chains/Exporting
Posted by Cpo64 on Sat, 03 Apr 2004 07:41:26 GMT
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I am pretty sure that it won't export the chain, but will export the animation that it caused.

Subject: IK Chains/Exporting
Posted by laeubi on Sun, 04 Apr 2004 06:59:38 GMT
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right. If you export the animation the animation will be played. np