Subject: Re: boning a vehicle
Posted by my486CPU on Mon, 06 Jun 2011 19:14:05 GMT
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I almost forgot about that tutorial Gen_Blacky. I remember you gave me that link a while back and it was indeed helpful.
Ftw, why stop there we should also mention wire animation.

Here is a two part video tutorial:

Part1 http://www.youtube.com/watch?v=x5isvIAu6T8

Part2 http://www.youtube.com/watch?v=7QwB4ZFejQQ&feature=related

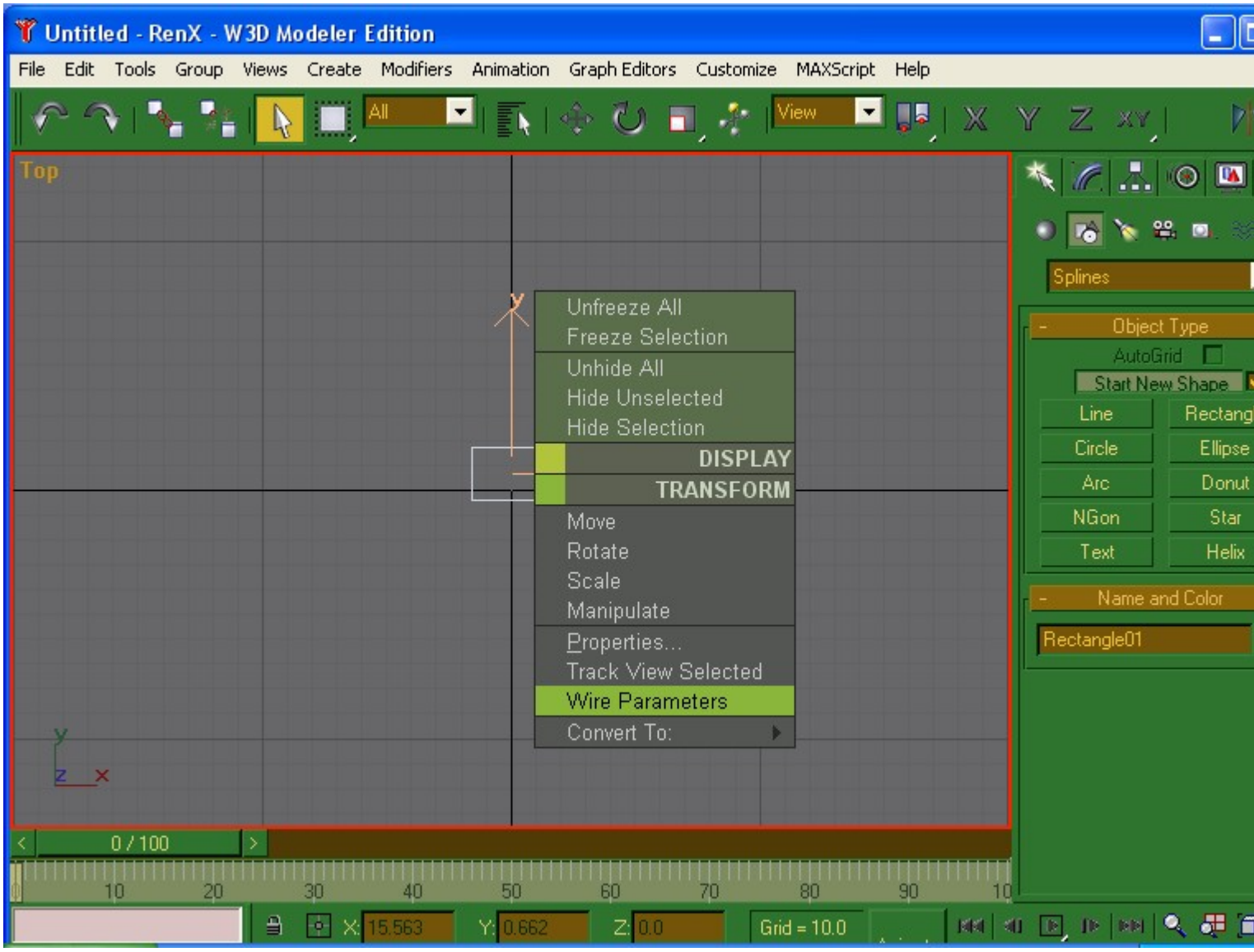
The tutorial was done in 3ds but you can do this in renx by manually assigning the controllers to your object's via Track View.

A bunch of renx screen-shots as to how to assign the controllers:

Edit: I should mention you don't have to do it the same way as he describes you can connect each wheel's rotation individually with the object that uses the position controller.

File Attachments

1) ss1.jpg, downloaded 732 times



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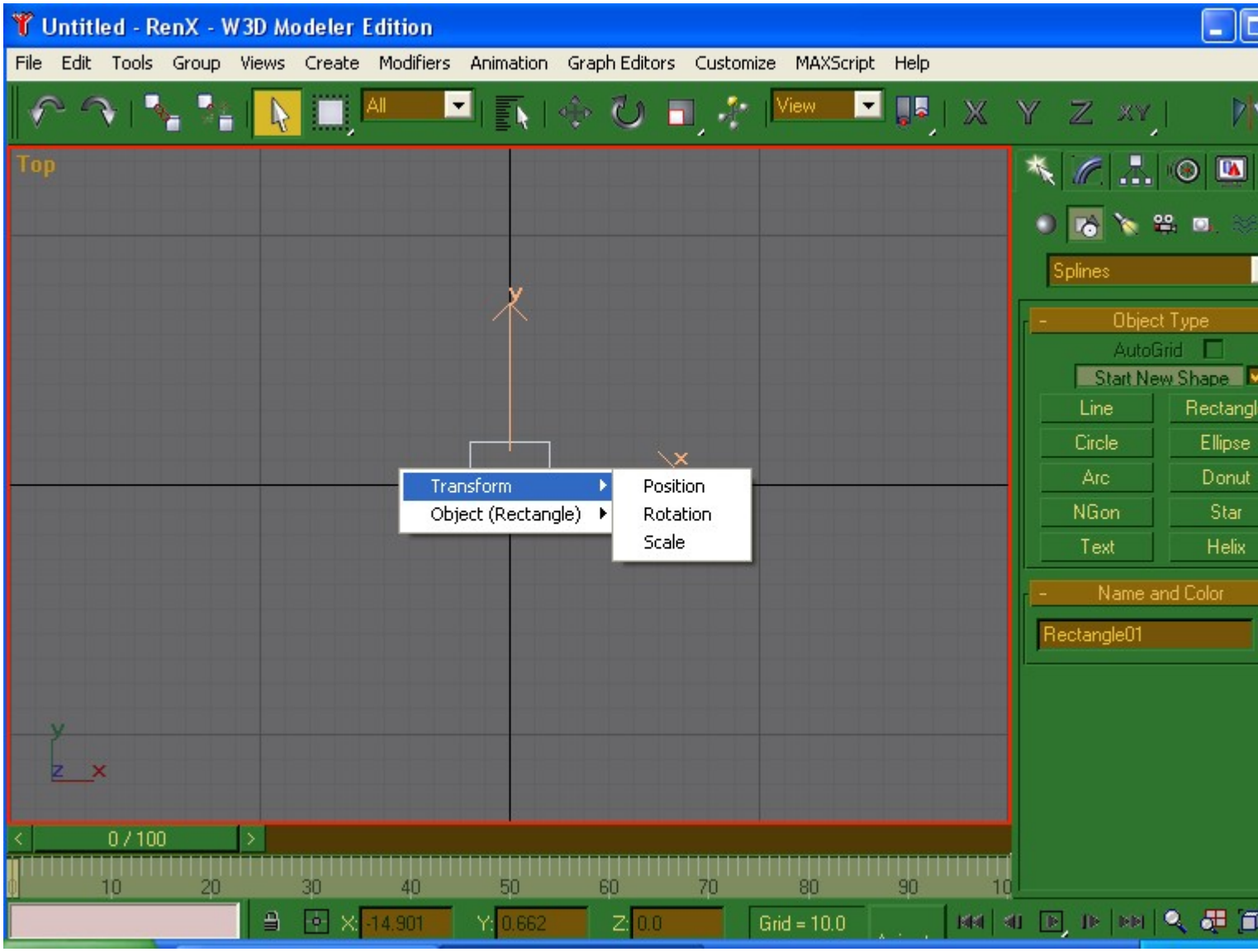

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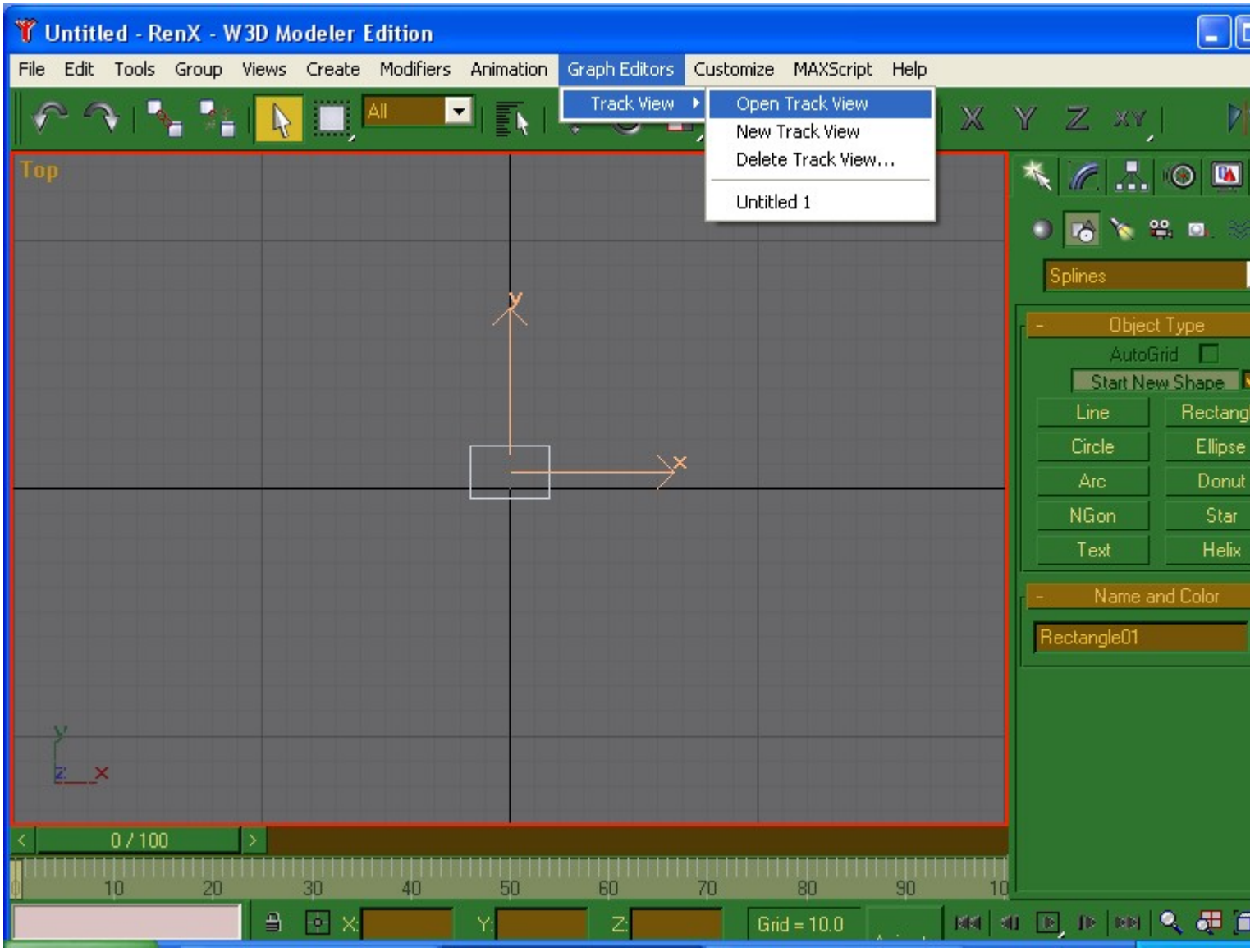

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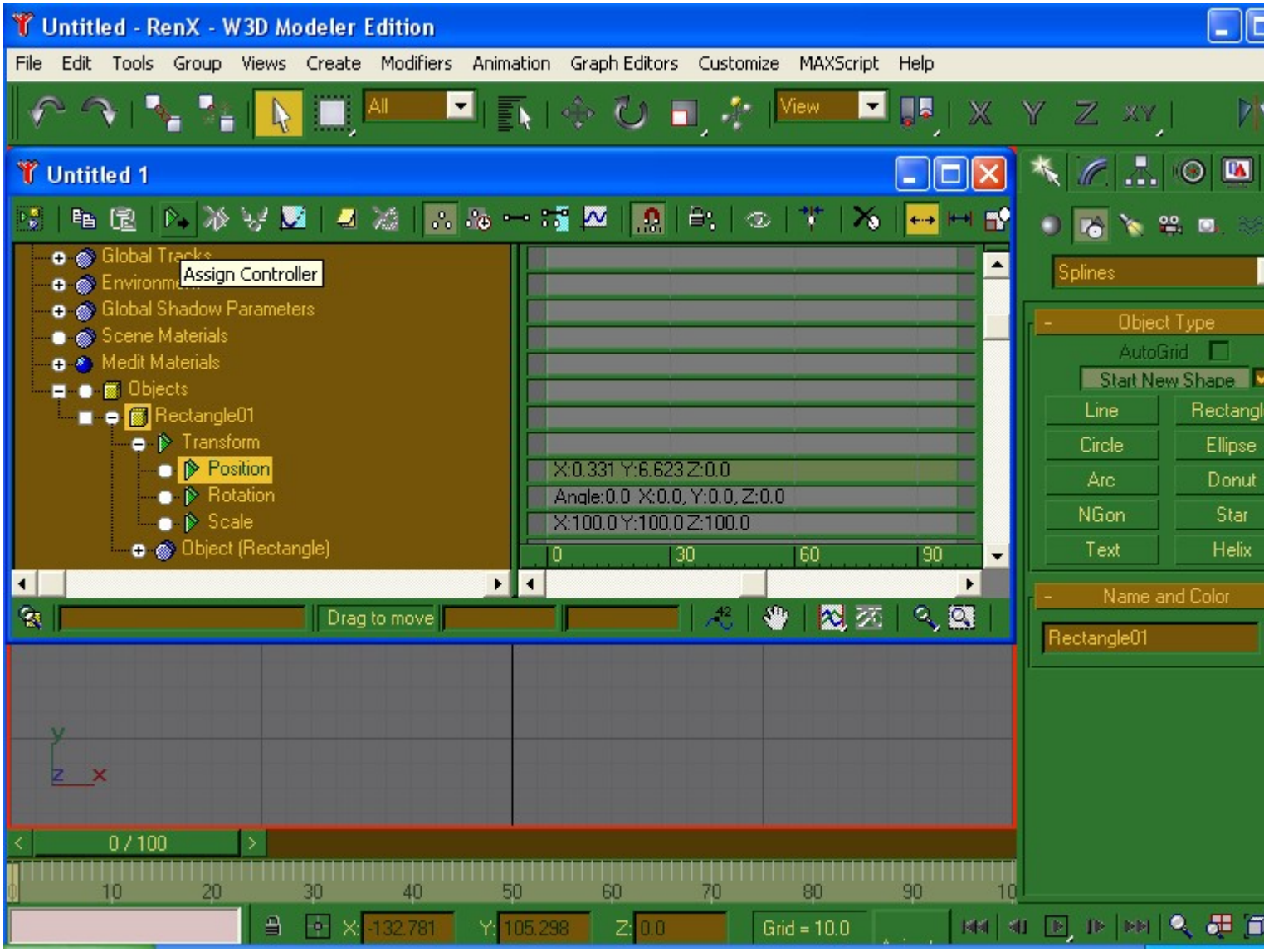

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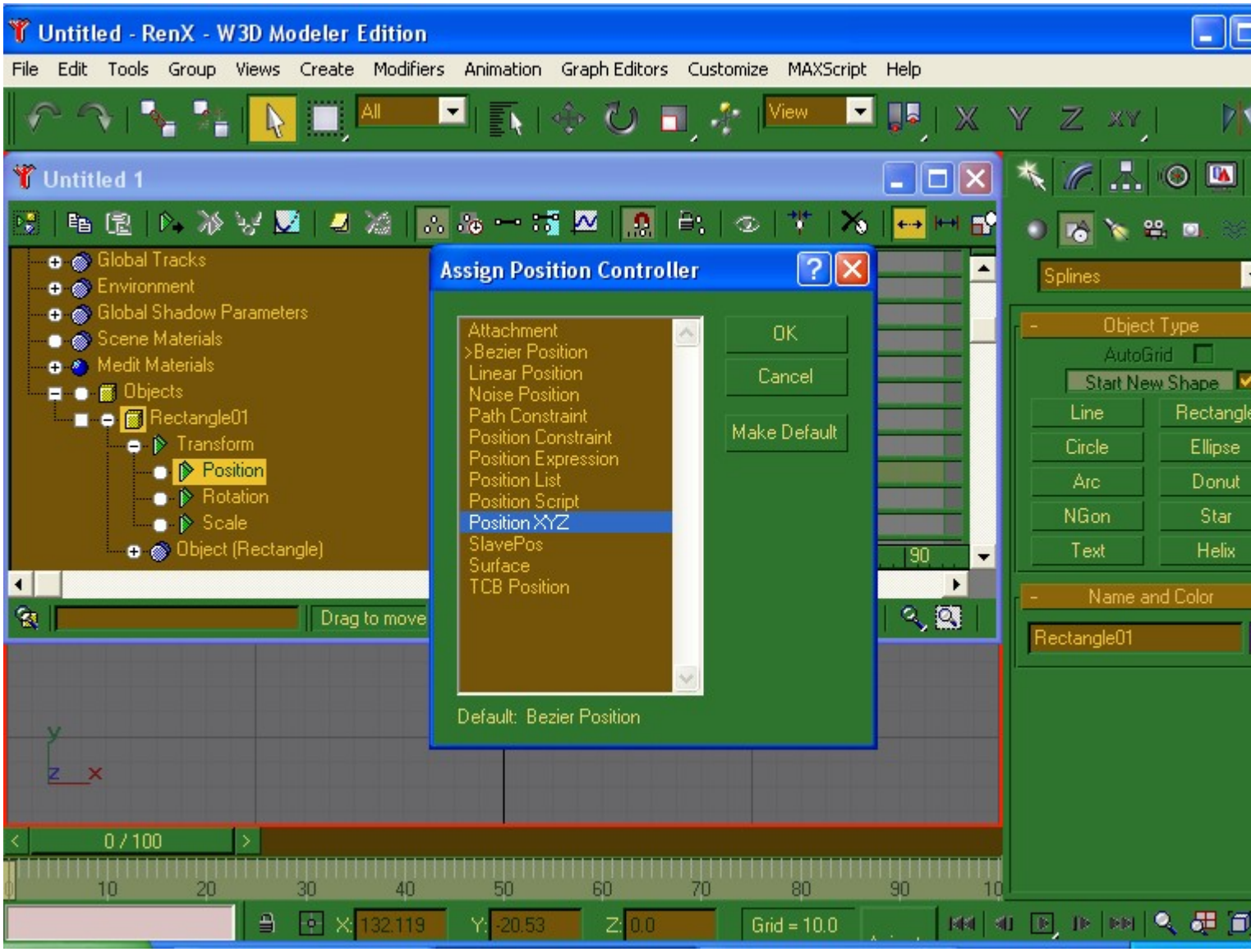

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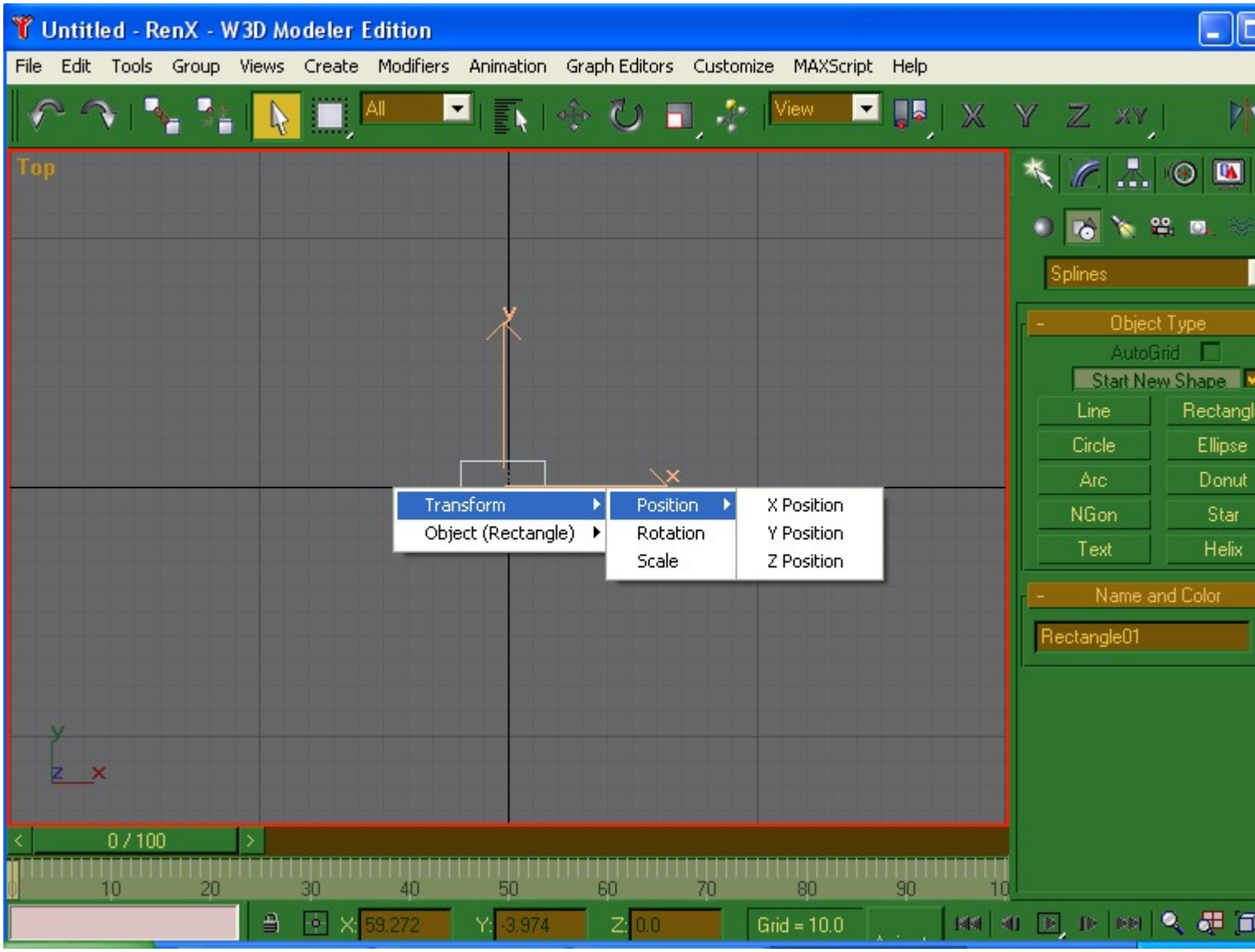

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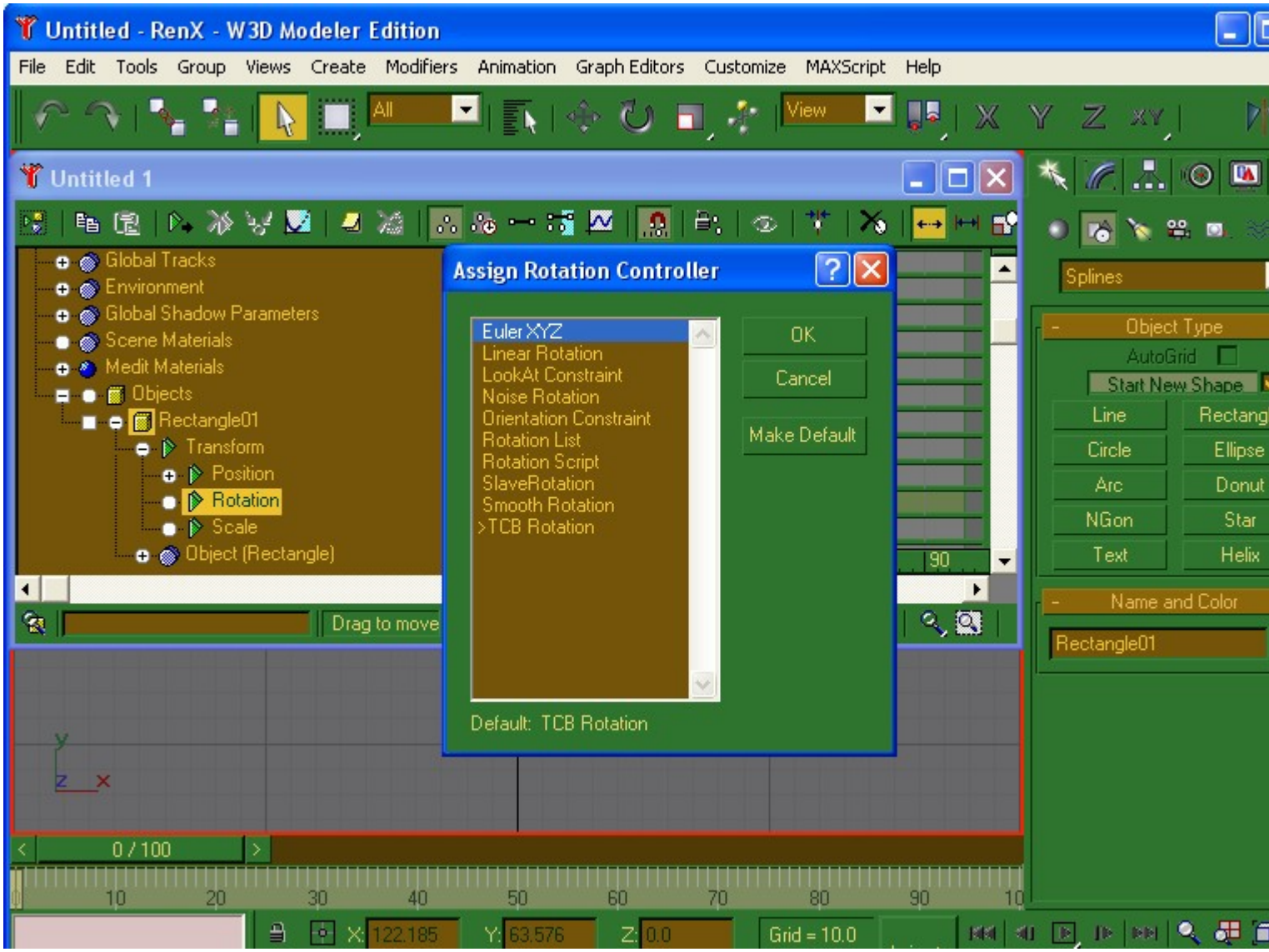

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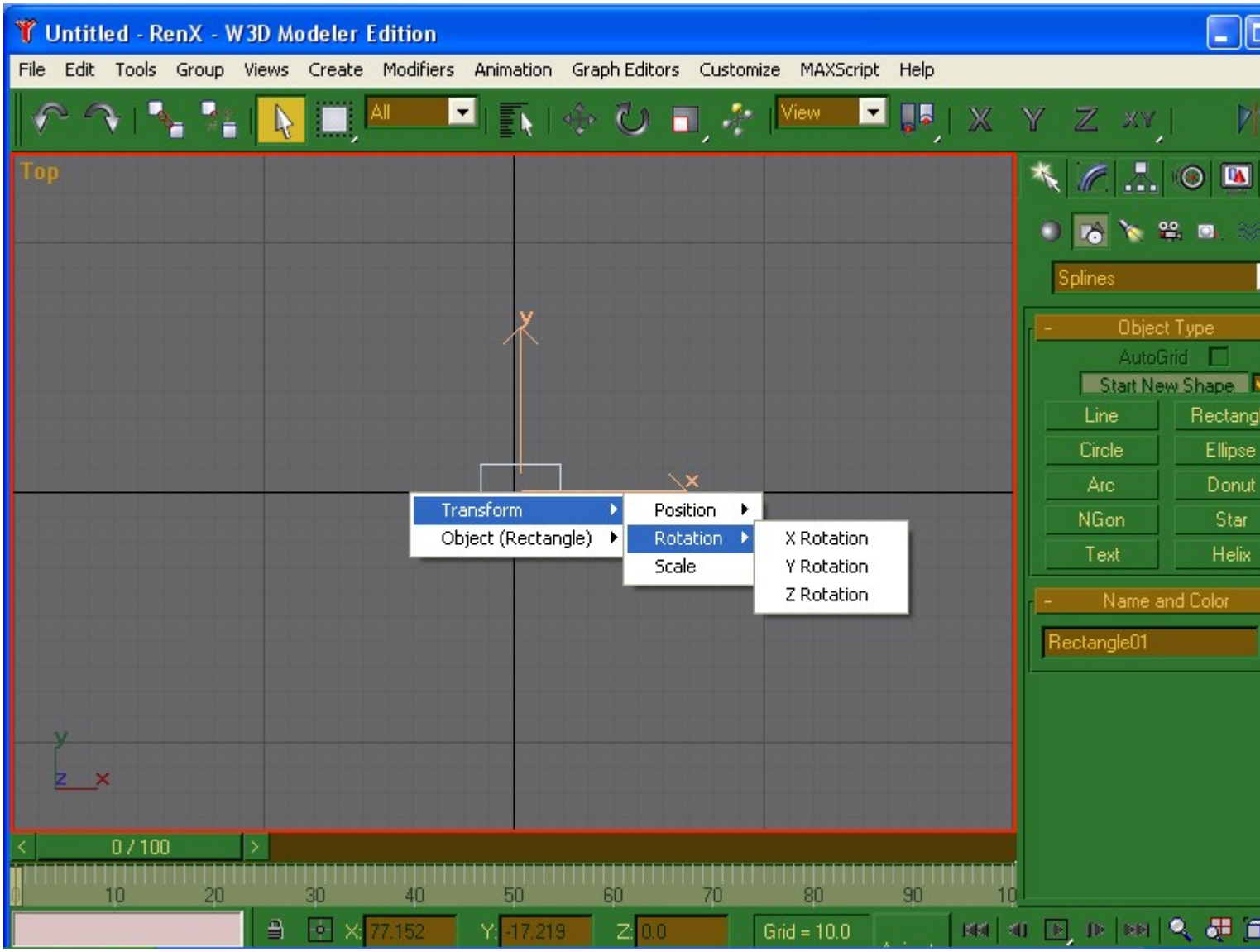
Untitled - RenX - W3D Modeler Edition
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Object (Rectangle)
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Rotation
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Z Rotation
Splines
Object Type
AutoGrid
Start New Shape
Line
Rectang
Circle
Ellipse
Arc
Donut
NGon
Star
Text
Helix
Name and Color
Rectangle01
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