Posted by bigwig992 on Tue, 24 Feb 2004 06:58:56 GMT
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In Renx, I have this oh so nifty camera animation, which actully took a whilte to put together, problem is, it's only 400 frames. Which is WAY too fast for a base fly through in a Renegade cinematic. Is there a way to "slow down" the animation by creating more frames but, keeping the key frames in proportion?
...yeah.