
Subject: What settings create a 3+ frame animation in gmax?
Posted by [WNxCABAL](#) on Sat, 16 Apr 2005 21:14:10 GMT
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How would I create a 3 or more frame animation like the image below...

What settings are to be done to achieve this?

Cheers,

Andy

Subject: What settings create a 3+ frame animation in gmax?
Posted by [Aircraftkiller](#) on Sun, 17 Apr 2005 04:52:21 GMT
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How about you use the search function instead?

Subject: What settings create a 3+ frame animation in gmax?
Posted by [WNxCABAL](#) on Sun, 17 Apr 2005 11:51:34 GMT
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Any clue's as to what keywords I should type.
I mean, I have clicked Search, but nothing seems to be happening?
Is Dr.Know supposed to appear on the screen and tell me?

Subject: What settings create a 3+ frame animation in gmax?
Posted by [Deactivated](#) on Sun, 17 Apr 2005 14:34:20 GMT
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Download this and see how the TV screen is done.

Subject: What settings create a 3+ frame animation in gmax?
Posted by [Oblivion165](#) on Sun, 17 Apr 2005 15:20:52 GMT
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Subject: What settings create a 3+ frame animation in gmax?

Posted by [Deactivated](#) on Sun, 17 Apr 2005 15:34:11 GMT

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No, that's a different thing. He wants to know how to make an animated texture. What you're showing is hiding/showing meshes according to damage state.

Subject: What settings create a 3+ frame animation in gmax?

Posted by [WNxCABAL](#) on Sun, 17 Apr 2005 15:57:02 GMT

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CommandoSRDownload this and see how the TV screen is done.

Cheers Sea, will download soon and see what I can make of it!

Subject: What settings create a 3+ frame animation in gmax?

Posted by [Oblivion165](#) on Sun, 17 Apr 2005 16:49:05 GMT

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CommandoSRNo, that's a different thing. He wants to know how to make an animated texture. What you're showing is hiding/showing meshes according to damage state.

Yeah, i just was showing it as a useable alternative.

Subject: What settings create a 3+ frame animation in gmax?

Posted by [WNxCABAL](#) on Sun, 17 Apr 2005 19:32:25 GMT

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Oblivion165CommandoSRNo, that's a different thing. He wants to know how to make an animated texture. What you're showing is hiding/showing meshes according to damage state.

Yeah, i just was showing it as a useable alternative.

Cheers Oblivion, but its not what I intended for
Many thanks for your reply anyways.
