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**Subject: Complex bridge destroy animation**

Posted by [c0vert7](#) on Wed, 27 Dec 2006 22:59:07 GMT

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Would anyone be willing do animate a very complex bridge I made so it will blow up? I tried a tutorial on it but I dont think im ready to learn it all I tried but its not a very easy to understand tutorial. And it covers it a different way . So if anyone out there can animate this bridge for me I would like it very much . Please help. leave ur msn or email if u want to help and I will send it to you. Thanks.

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**Subject: Re: Complex bridge destroy animation**

Posted by [c0vert7](#) on Thu, 28 Dec 2006 15:45:22 GMT

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please

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**Subject: Re: Complex bridge destroy animation**

Posted by [Blazea58](#) on Thu, 28 Dec 2006 15:53:54 GMT

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show a pic of the bridge first

The model makes a huge difference as most of the time it would be best to have it fully in mind how the destroying parts will be , before you even have built your model. That is unless you want to detach it all in chunks and have peices fly off etc.

I personally can't do anything more then make the animation, exporting is another story, but im sure if you have a picture to present, finding help will come alot faster lol.

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**Subject: Re: Complex bridge destroy animation**

Posted by [c0vert7](#) on Thu, 28 Dec 2006 15:59:49 GMT

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I got a picture somewhere. I got the model ready but i dont want to put it up here and have some steal it from me ;P.

Picture is attached

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#### File Attachments

1) [Bridge.JPG](#), downloaded 349 times

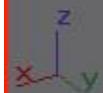
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# Bridge.gmax - RenX - W3D Modeler Edition

File Edit Tools Group Views Create Modifiers Animation Graph Editors Customize MAXScript Help



Perspective



< 0 / 100 >

10 20 30 40 50 60 70 80 90

None Selected



X: -72.291

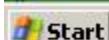
Y: -14.822

Z: 0.0

Grid = 10.0

Click and drag to select and move objects

Add Time Tag



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Subject: Re: Complex bridge destroy animation  
Posted by [c0vert7](#) on Thu, 28 Dec 2006 16:06:01 GMT  
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The animation I would really really want is to have it like break in half and the point it breaks to go down to the ground and stops... Once that goes down the supports in the middle will collapse onto it and then the strings that are attached the supports will snap and possibly make a little bend and then fall. Once its blown up i dont want people to be able to drive on it. But if it repairable...I dont think you need really much animation on that mabey have the bridge main walk way were the vehicles ride on pull back up while u repair and then the rest just appears there. Picky but I dont want a very tacky looking thing.

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Subject: Re: Complex bridge destroy animation  
Posted by [Zion](#) on Fri, 29 Dec 2006 23:13:45 GMT  
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I'd do it, it'll double as experience too

Add me to MSN (addy's in my profile).

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