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Subject: Re: Can I use scaling in animations?

Posted by [Di3HardNL](#) on Tue, 23 Dec 2008 17:39:05 GMT

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that would be alot of work on highpoly models

I have a question by the way. I have here a animated fish (found on turbosquid)

In 3ds max it plays its animation, but when i export as W3d and open it in w3dviewer the animation will be gone.

Should I apply WWSkinBinding?

Here you can see the fish

<http://www.turbosquid.com/3d-models/3d-clown-fish/400042>

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