Subject: Rippling Flags...........
Posted by General Havoc on Fri, 08 Aug 2003 17:53:23 GMT
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I managed to make a rippling flag and it looked half decent. Basically the way I did it was to max an "X" shape with the bones and not a straight line down the centre. Start at frame 10 then use the rotate tool to rotate the bone in the corners and also the one in the middle. Move to frame 20 then move them in the oposite direction using the rotate tool and also move another bone or two. Basically the more frames you skip in between bone movements the smmmother it will look as RenX fills in the gaps between the key frames.

_General Havoc