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Subject: Re: boning a vehicle

Posted by [my486CPU](#) on Mon, 06 Jun 2011 19:14:05 GMT

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I almost forgot about that tutorial Gen\_Blacky. I remember you gave me that link a while back and it was indeed helpful.

Ftw, why stop there we should also mention wire animation.

Here is a two part video tutorial:

Part1 <http://www.youtube.com/watch?v=x5isvlAu6T8>

Part2 <http://www.youtube.com/watch?v=7QwB4ZFejQQ&feature=related>

The tutorial was done in 3ds but you can do this in renx by manually assigning the controllers to your object's via Track View.

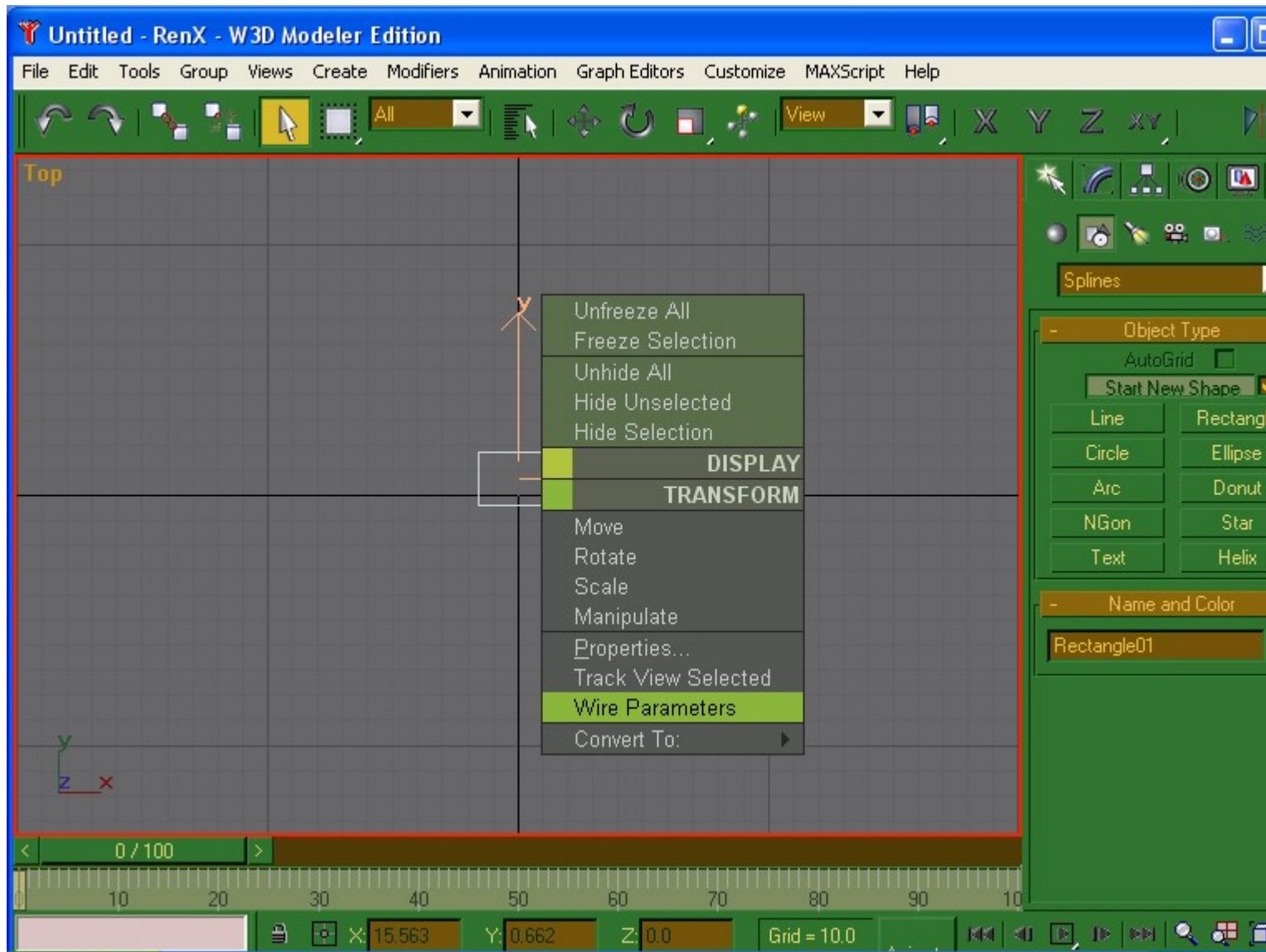
A bunch of renx screen-shots as to how to assign the controllers:

Edit: I should mention you don't have to do it the same way as he describes you can connect each wheel's rotation individually with the object that uses the position controller.

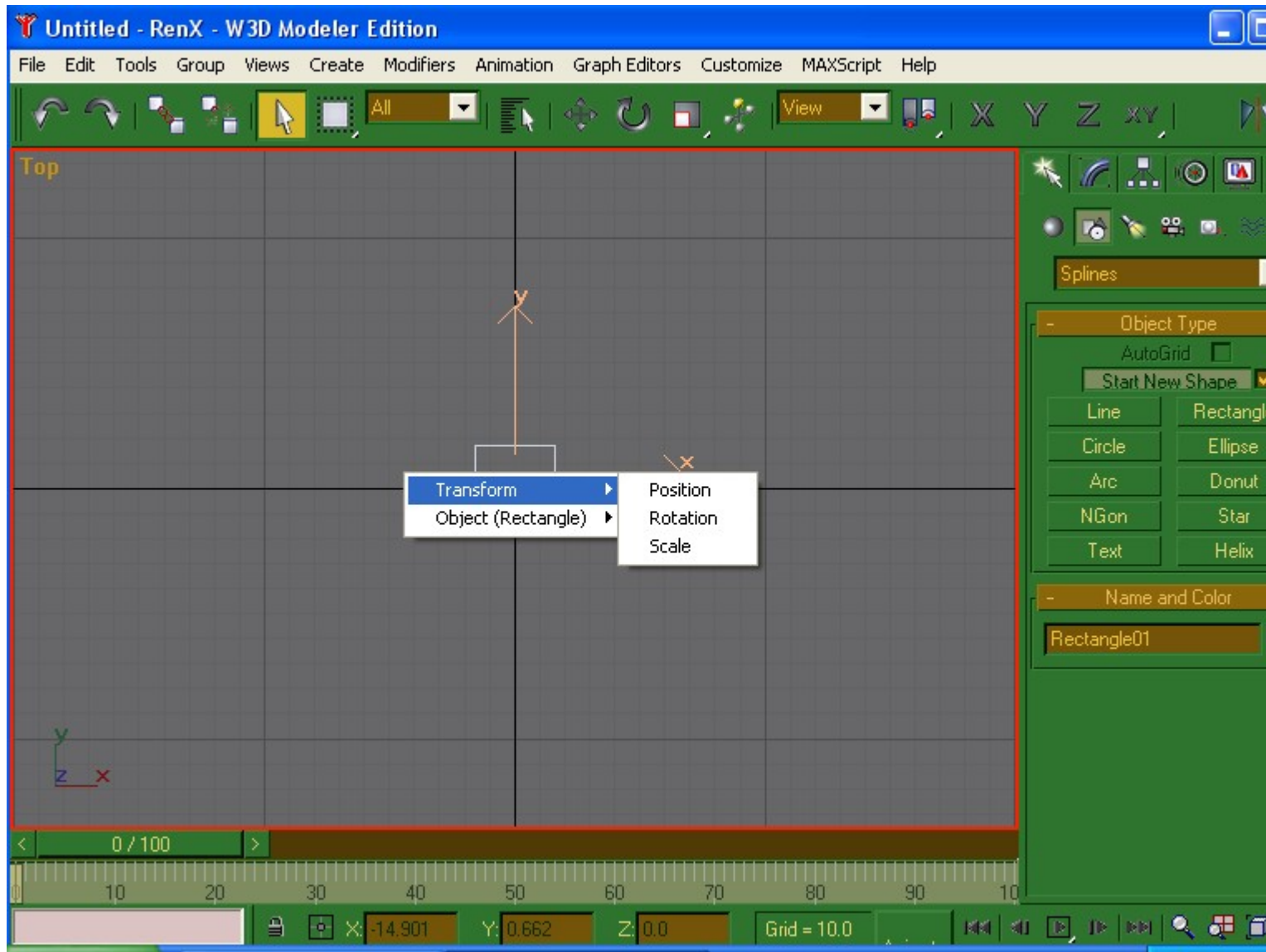
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### File Attachments

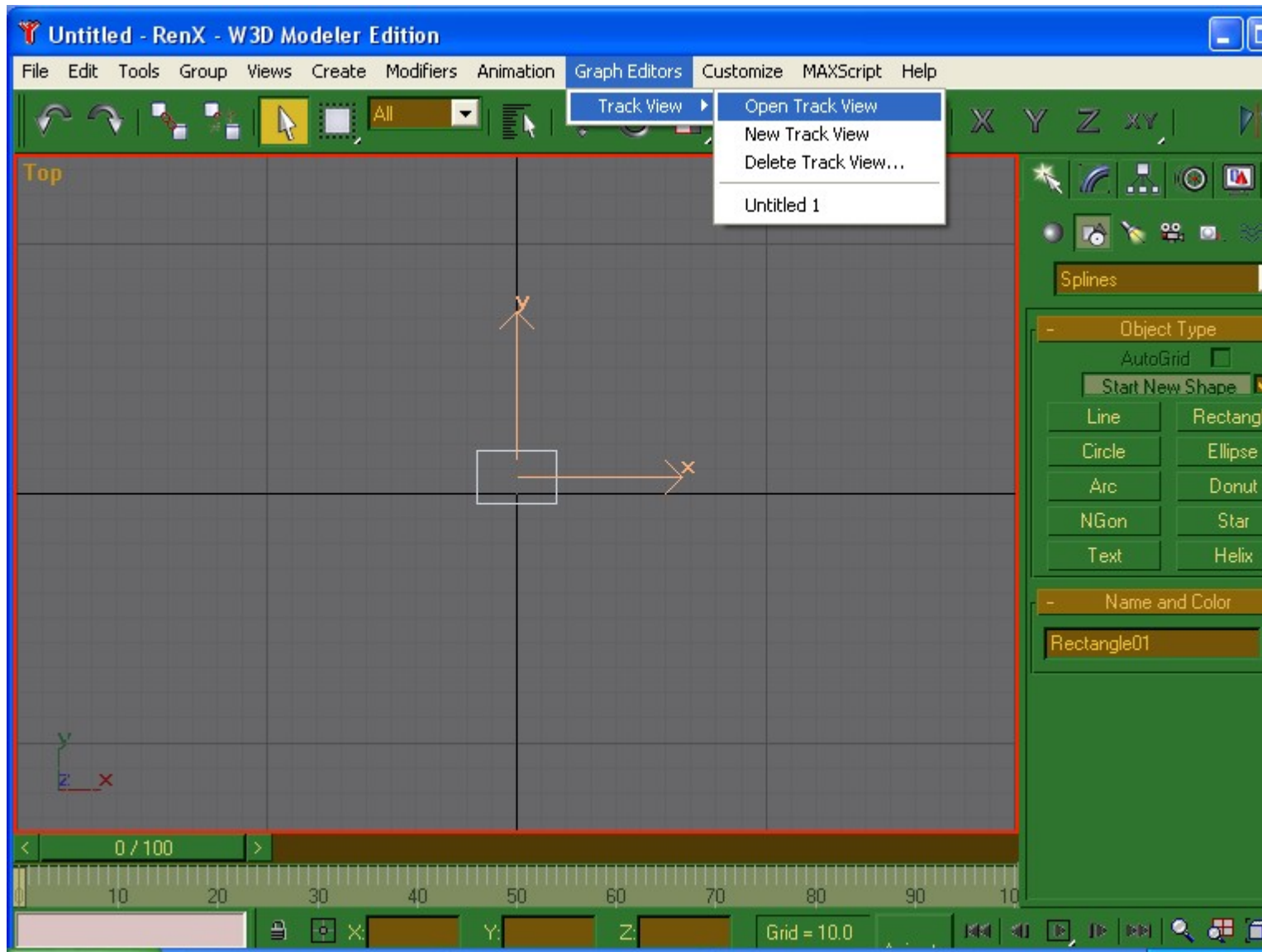
1) [ssl.jpg](#), downloaded 801 times



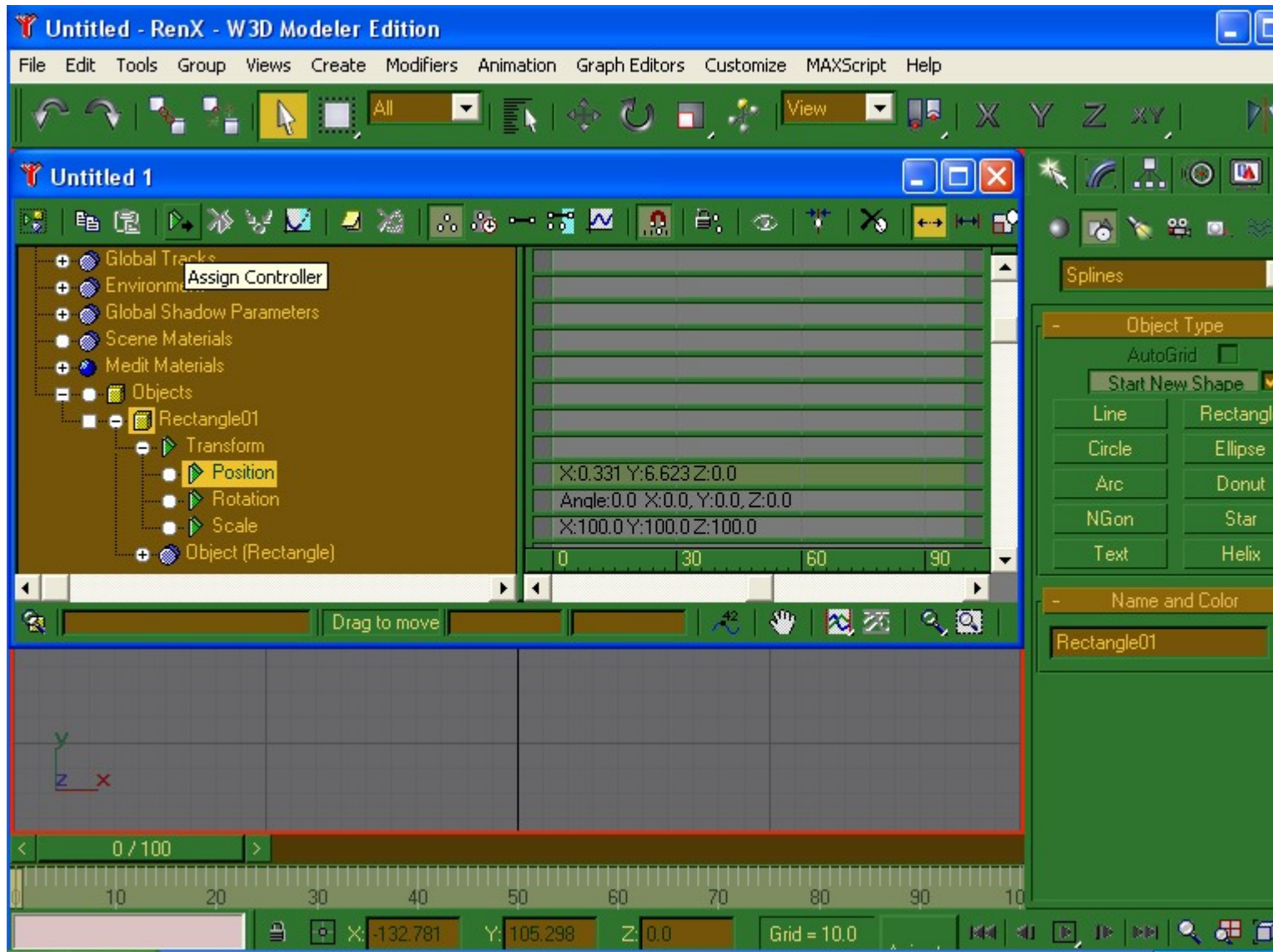
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3) [ss3.jpg](#), downloaded 819 times

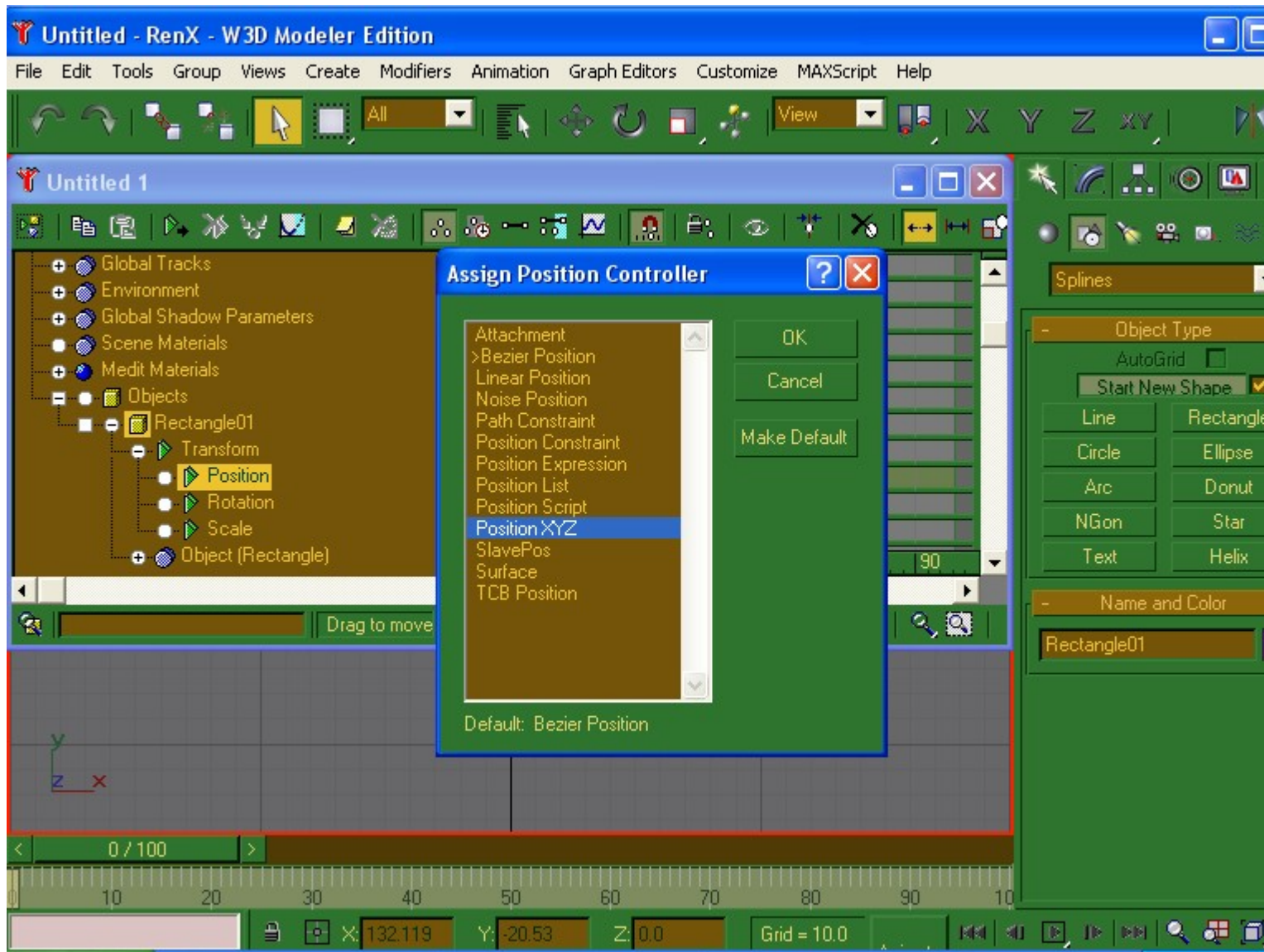


4) [ss4.jpg](#), downloaded 801 times

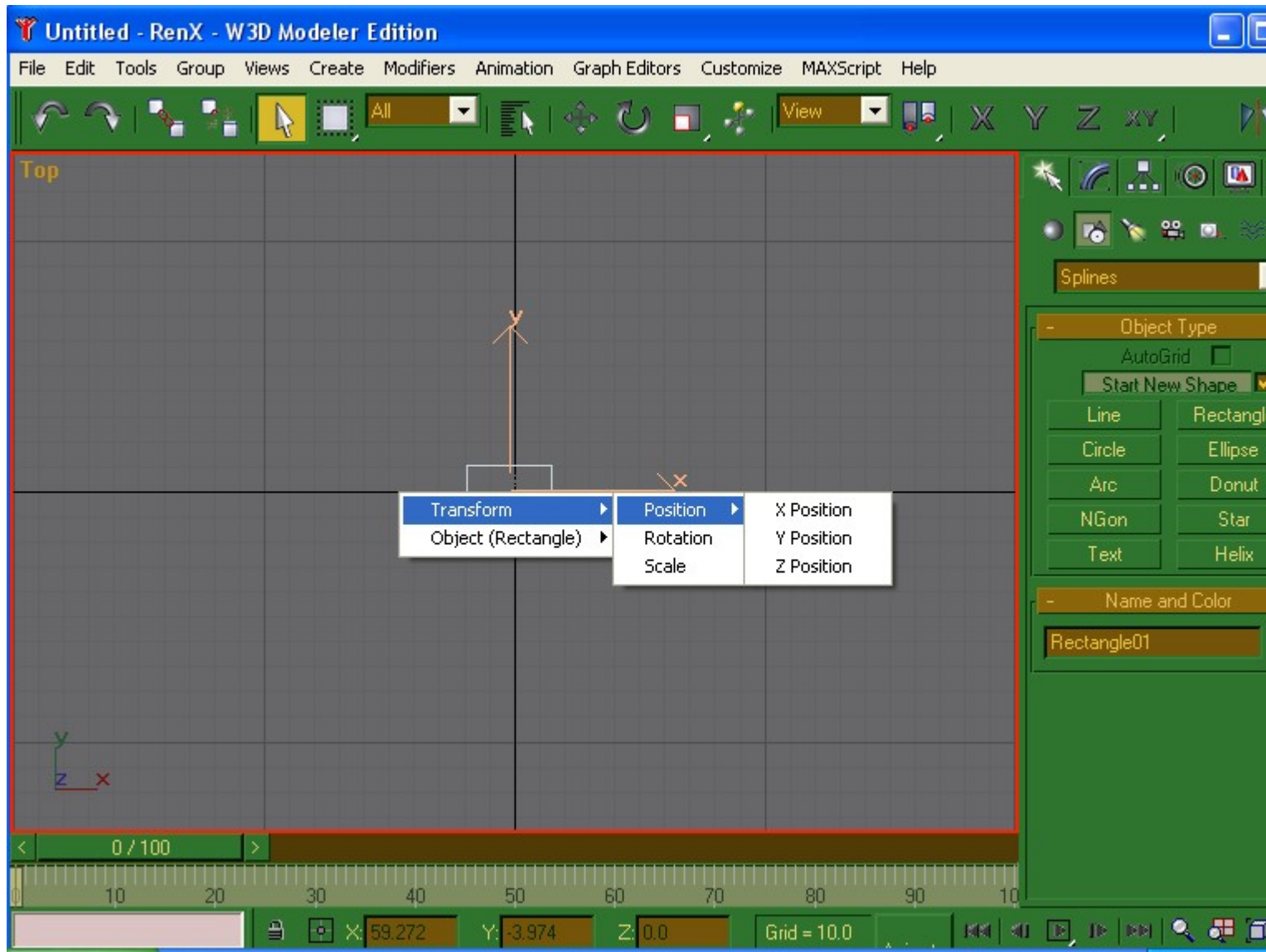


5) [ss5.jpg](#), downloaded 801 times

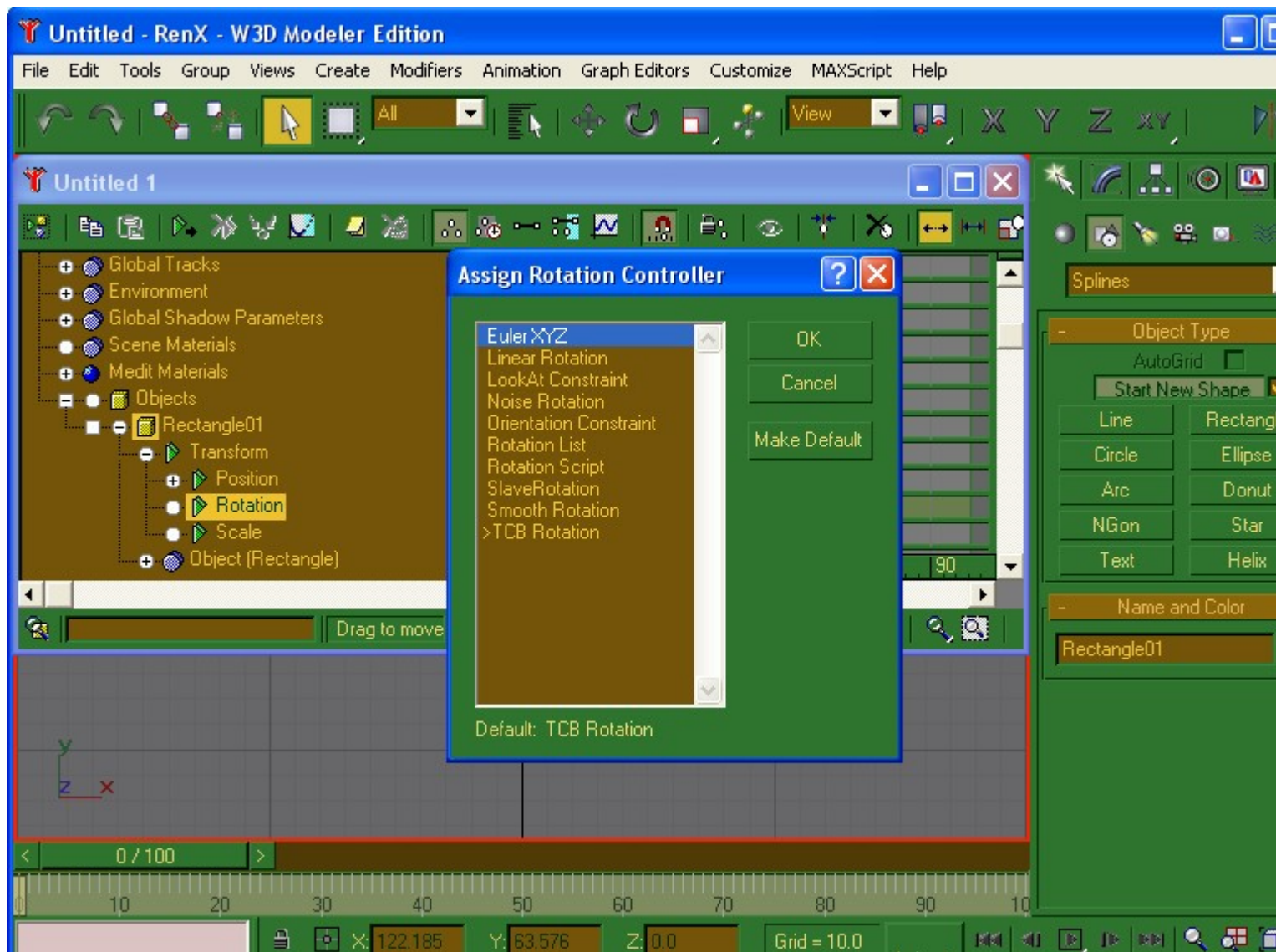




6) [ss6.jpg](#), downloaded 790 times



7) [ss7.jpg](#), downloaded 785 times



8) [ss8.jpg](#), downloaded 788 times



