
Subject: Cinematics

Posted by [ErroR](#) on Fri, 12 Dec 2008 19:55:09 GMT

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i have a question, two in fact..

1) How are the cinematics made (not the ingame ones, the other "video" ones?)

2) how to make cinematics..(in game ones) how do i make it play the correct animation when i want it to?

Subject: Re: Cinematics

Posted by [ErroR](#) on Fri, 19 Dec 2008 13:23:38 GMT

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BUMP TO TEH OLD TOPIC. any 1? i really want to know how it's done..

Subject: Re: Cinematics

Posted by [LR01](#) on Fri, 19 Dec 2008 17:11:17 GMT

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video, I think WW rendered it, well it was rendered, I think

try looking at .txt and mission .MIX, but I won't think this is going to be easy

Subject: Re: Cinematics

Posted by [Altzan](#) on Fri, 19 Dec 2008 17:52:12 GMT

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I remember joining a co-op server and walking among the men from the first mission, listening to Eagle Base Radio and watching them get ambushed =\

So I do believe it isn't a pre-made movie, it's acted out (like Halo cutscenes).

Like LR01 said, doing it would not be easy.

Subject: Re: Cinematics

Posted by [GEORGE ZIMMER](#) on Fri, 19 Dec 2008 18:12:46 GMT

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They use .txt files as far as I know. Which basically act as scripted events. C130 drop mods are a form of cinematics.

Subject: Re: Cinematics
Posted by [LR01](#) on Fri, 19 Dec 2008 19:32:33 GMT
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yup, look at the .txt that is how the entire intro goes (from M13.MIX)

not easy huh?

File Attachments

1) [x00_intro.txt](#), downloaded 148 times

Subject: Re: Cinematics
Posted by [cnc95fan](#) on Fri, 19 Dec 2008 21:19:24 GMT
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The movies in between are just .bink files.

Subject: Re: Cinematics
Posted by [YazooGang](#) on Sat, 20 Dec 2008 02:40:30 GMT
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AWESOME(SORRY FOR SPAMMING, NO REALLY I'M)

I FOUND THE WAY HOW TO MAKE CINEMATICS NOW!!!!!! I WILL MAKE ONE TOMMAROW
AND SHOW YOU!!!!!!!!

OMG, OMG, OMG!!!!

MAYBE I WILL MAKE A TUTORIAL

yea actualy, cabal is right, the ingame movies that are showing (like when m13 starts) arent
movie files, they are actualy in the text file that he has, u edit it and it works, i found the way. But it
has something to do with renx/3ds max
