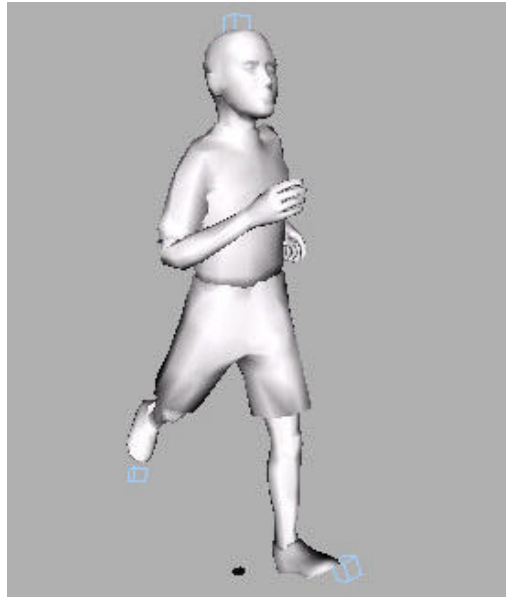


3DS Max Export Example: Character Studio.



Procedure

In order to export Character Studio animations from 3DS Max use the following procedure.

Load the sample file 'character studio example.max' from the RenderWare3 SDK. You will see a single skin mesh which is attached to a Bipod using the Physique Modifier. This is animated in a simple run cycle over 23 frames.

In order to export this to RenderWare3 select just the skin object in 3DS Max. Go to File Export and select Save as type – RW3.0 DFF. Enter a file name and click Save. The Rw3.0 Clump Exporter dialogue opens.

In the animation section check ***only*** the Character Studio Export option. Click OK and the .dff file is created and saved to disk.



If you drag and drop this file onto the Advview (Advanced Viewer) supplied with the SDK you should see the skinned animation running in RenderWare3.