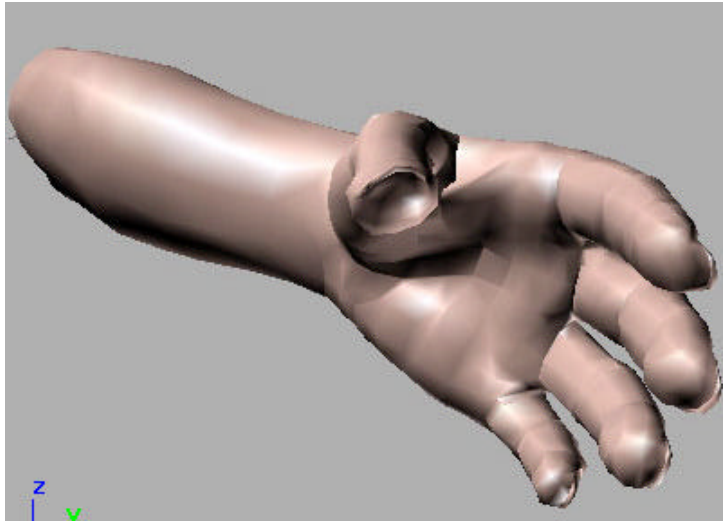


3DS Max Export Example: Morph Target.



Procedure.

In order to export Morph Target animations from 3DS Max use the following procedure.

Load the sample file 'morph target hand.max' from the RenderWare3 SDK. You will see a hand mesh that has been set up to animate between several morph targets over 60 frames using the 3DS Max Morpher Modifier.

In order to export this to RenderWare3 select just the hand 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 Save Morph Targets option. Morph Target Frame Interval controls the number of samples exported. 1 = every frame 10 every 10th frame and so on. 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.