

AnimationWORKS

1. You can now export a movie in parts. This allows a movie to be broken up into smaller segments, to get around possible crashes in VW, or to farm out different parts of the movie to different machines. When entering the time for say a 15 second movie to be broken into five segments, you would enter 0–3, 3–6, 6–9, 9–12 and 12–15 secs for each of the segments. Once export is complete, the files can be seamlessly combined in QuickTime Pro.

The AnimationWorks command will process the animation in wireframe up to the nominated export start time, at which point it will begin writing rendered frames to the movie. Once the desired portion is exported, AnimationWorks will exit.

2. Redraws during export have been suspended. This can speed up movie generation in Final Quality RenderWorks by up to 80%.

3. I fixed a bug in the *Visibility* tool, that made a texture invisible again after it had become visible (in certain circumstances).

4. For adventurous users, I have exposed the colour ID numbers for camera and object paths at the top of the "AW_Constants.vss" text file, which resides in the Plug-ins/Data folder. This will change all new paths used on a particular computer to your desired colour, or existing paths once they have been regenerated.

5. Any 3D object can now be rotated with the Expert mode, including layer links. There is however, no error checking, so you are responsible for complying with the rules:

5.1. Objects must be 3D only. Hybrid objects are permitted, but only if they are within a 3D layer link that is not projecting 2D objects.

5.2. To rotate an object, use the *Data* tab of the *Obj Info* palette, to attach the record called "AW Rotating Record" to the object you want to rotate. You can import this record from the downloadable file on the website, into other VW files using the *Resource Browser*.

5.3. This record essentially mimics the *AW Rotate Object* PIO fields, so you must enter legal values in the record fields. For popup menu choices (which are all numbered), you only need to enter the number of the choice you want, followed by a period (full stop).

5.4. If you want to rotate layer link/s, create one or more, unlock, group, then attach the record to the group. It will not work if you just attach the record to the layer link. Layer link groups will be rotated about the 3D centre of the group.

5.5. Whether you are rotating 3D objects or layer link groups, the object you are rotating must be in the class called "AW-Moving Object". If your object needs to be in a different class, group the object, then attach the record to the group and place the group into the "AW-Moving Object" class, leaving the object/s within the group in the class you desire.