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interp: an animation with three types of interpolation

<description>

This data shows Linear, Bezier and B-Spline interpolated animation.  
Please use anim/animview in HMD sample program directory to run.

The following steps create this data:

1. 3D Studio MAX and GAMUT-PSm are used to create Old-RSD files
2. "rsdup" is used to create new-RSD format files from old-RSD created in step 1.
3. "rsd2hmd" created a HMD file from the above files.
4. "xhmd" is used to dis-assemble the HMD file created in step 3.
5. interp.lab is created by text editor. This file contains non-model data, for example animation and coordinates.
6. To combine with interp.lab, files created in step 4 are edited by text editor and saved as \*.inc files.
7. "labp" command created HMD files from interp.lab file created in step 5.

In step 1, another version of Old-RSD files are created by Nichimen Graphics N-World and PlayStation Express.

In default setting, interp.lab includes \*.inc files that are created by 3D Studio MAX, but \*.inc files created by N-World will be included if you changed USE\_NWORLD\_OBJS to 1 and USE\_3DMAX\_OBJS to 0 in the beginning of interp.lab.

You will see four blue spheres on the screen. These spheres are located at four key frames.

And data created by 3D Studio MAX, be.inc ("be" in Japanese), ri.inc ("ri" in Japanese) and su.inc ("su" in Japanese) are interpolated by Bezier, Linear and B-Spline.

Data created by N-World, bezier.inc (Z), linear.inc (L) and bspline.inc (B) are interpolated by its own name.