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tri4: animated triceratops with camera motion

<description>

This sample data shows a triceratops that is animated by HMD animation primitive. Please use anim/tuto3 in HMD sample program directory to run.

This data is created by the following steps:

1. Bones and animation are added to "triceratops", a sample data of LightWave3D, by Layout Editor of LightWave3D.
2. Old-RSD files are created by PlayStation plugin for LightWave3D developed and distributed by NewTek/D-Storm.
3. tri.cod, tri.mot and tri.pvt are created by "lws2rsd" from LWS file created in step 1.
4. tri.cod is edited by text editor to add a coordinate to animate camera position.
5. "rsdup" is used to create new-RSD format files (tri.rsd, tri0.ply, tri0.mat and tri0.grp) from old-RSD created in step 2.
6. "meshconv" is used to create tri.msh.
7. "rsd2hmd" created tri.hmd from the above files.