

Adding Sound to your Animation

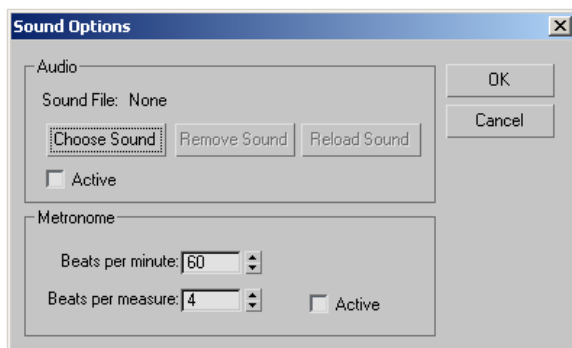
How to add a sound to a 3DS Model ready for animations.

3DS MAX Users

Adding a sound to an animation will give the file more realism than just a silent movie. Within 3DS MAX you can also assign sound emitters for VRML (this is detailed in a separate white paper). In this example we will show you how to add sound to your model.

1. In the Track View Controller window, right-click a sound item and choose Properties. 3ds Max Design opens the Sound Options dialog.
2. Click Choose Sound, select a sound file, and then click OK. A Wave Form branch appears in the Track View Hierarchy. A waveform appears in the Track View Key window.
3. Turn on Real Time in the Time Configuration dialog to hear the sound track when you play your animation.

The sound options dialog box is quite simple (see below), I have listed each of the commands with a brief description of each of the commands. on the newer versions of MAX you can also use 'Pro Sound' which will be discussed in a separate white paper.



Choose Sound

This will allow you to externally source a sound file. this can be .wav or .avi

Remove Sound

Will allow you to remove a sound from the track view

Reload Sound

This will reload the last loaded file. this is equivalent to a refresh of the file.

Active

This will play the file during the animation sequence.

Beats Per Minute

Sets the frequency of beats. The beats display in the track as black vertical bars (default is 60bpm)

Beats Per Measure

Sets which beat is emphasised with a higher pitch tone. Emphasised beats display in the track as black pulses. A setting of 4 generates a higher pitched tone every fourth beat. (default is 4).