

Moviestorm

Programa para la creación de películas de animación usando la filosofía machinima. URL : <http://www.moviestorm.co.uk>

Extensiones Como usa Cal3d, véase http://download.gna.org/cal3d/sources/fileformats-0_10_0.txt.

- CSF : Cal3d skeleton file. Stored in this file is the hierarchy of bones that composes the skeleton.
- CMF : Cal3d mesh file (malla). This file contains all the mesh data, such as the weighted influences of the

bones on each vertex. The mesh is splitted into submeshes to group faces with the same material thread.

- CRF : Cal3d material file. Material properties like ambient, diffuse and specular color and the shininess

factor are stored in this file. If the material contains texture maps, the (file-)names of the textures are stored here too.

Texturas Ficheros .dds (DirectDraw Surface?) Dado un fichero .dds (pej. Floor_Concrete01_Spec.dds), existen los ficheros .template y .CRF que lo referencian.

Fichero .template : Coffeeshop window 01.template

<template>

```
<model>Architecture/Elements/Window/Coffeeshop_window</model>
...
<material>
  <name>**Wallback[4]**</name>
  <maps>
    <entry>
      <string>specularMap</string>
      <string>Textures/Floor_Concrete01_Spec.dds</string>
    </entry>
  </maps>
</material>
```

</template>

Fichero .CRF : Wallback[4].CRF

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