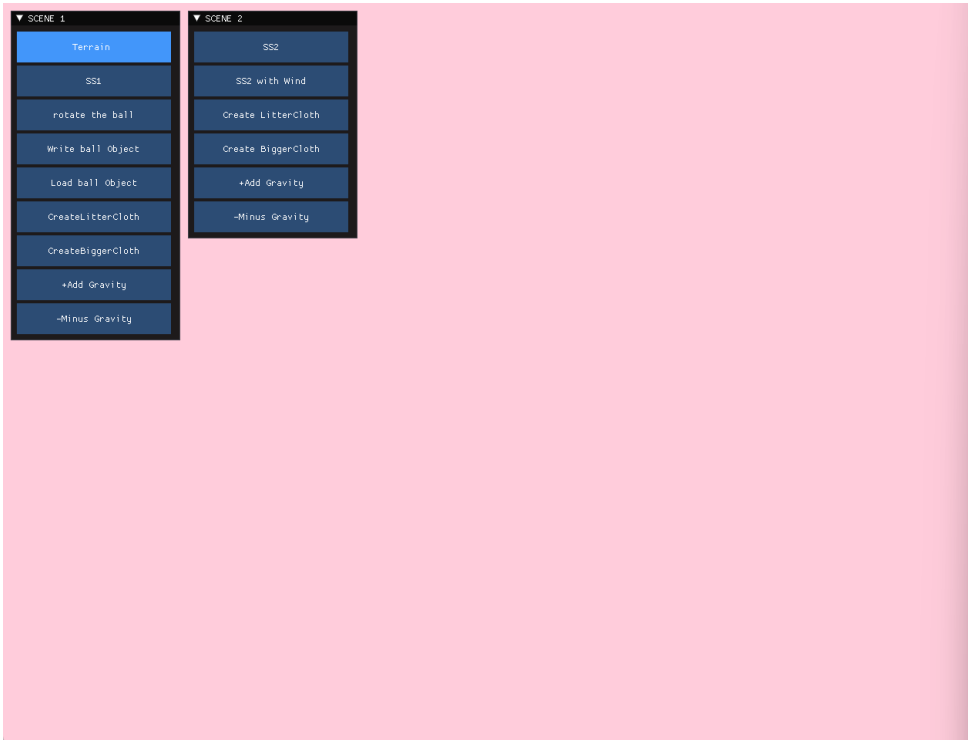


The readMe or user's manual for Animation Resit

For SS1:

1、Press Terrain button to create the Terrain



2、Press SS1 to Show the SCENE SS1





3、Press the Rotate Button to Show SS1 with Rotation



4、 We could Refresh The Cloth with this button



5、 To accelerate or slow down we can use these two buttons





6、You could write the balloutput obj and load it in the scene

名称

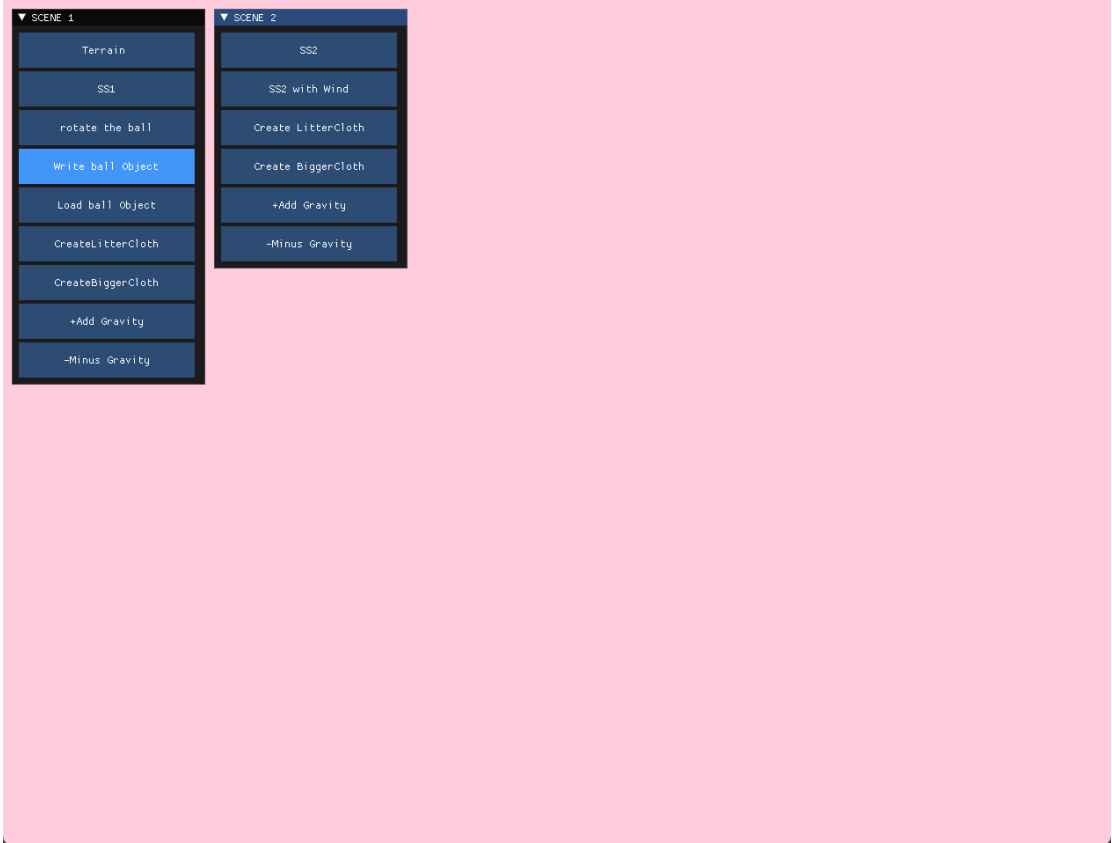


修改日期




类型

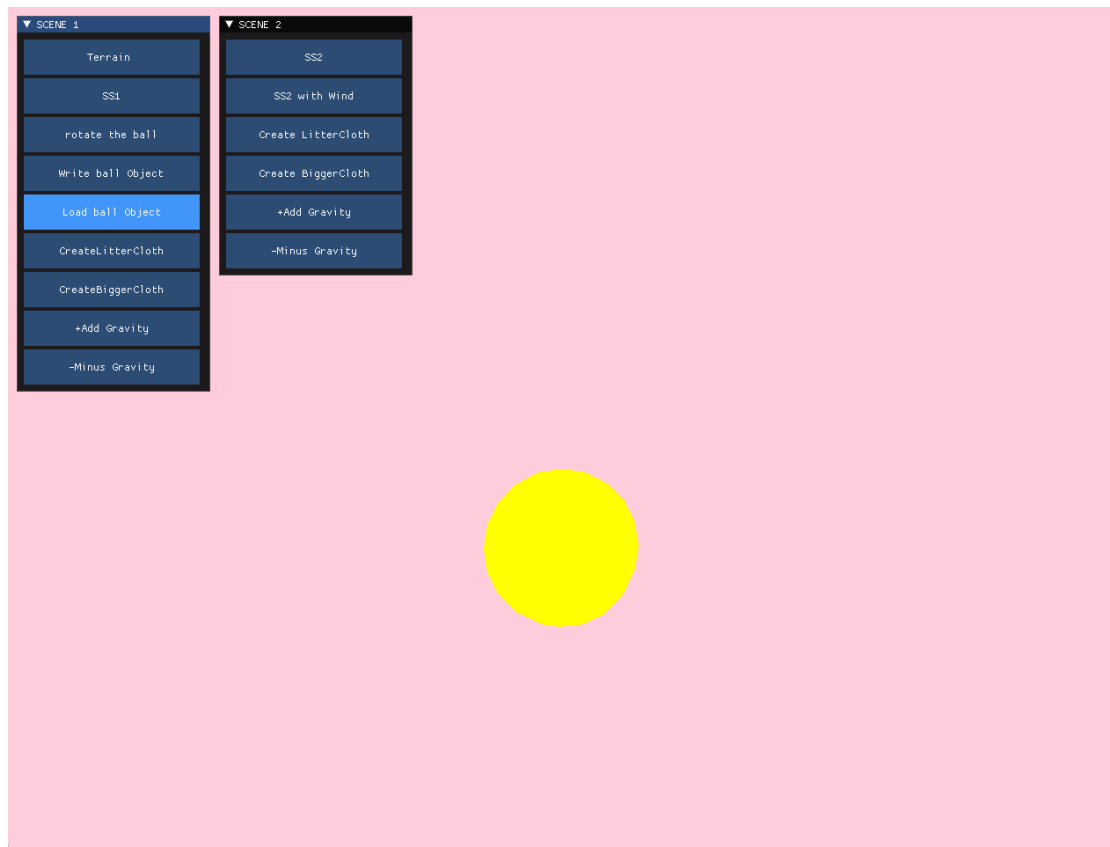
此文件夹为空。



Then there will be one obj output

名称

 ballout.obj



For SS2:

1、Press the SS2 to start it



2、Press the SS2 with wind to show the scene with wind(Mine is left one)

