
Subject: WW2:Warpath could use a few mappers
Posted by [Anonymous](#) on Fri, 31 Jan 2003 13:08:00 GMT
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gmax.....er.....renx I'm still working out where some of the vertices should be attached.....it looks ok but when you pose him looking up his collarbones move unnaturally.....i'll get it right in a few more trys.I'm getting the body and finger animations right first then i will move on to the facial animation.....that should actually be pretty simple.When i am done with this i will include a tutorial on how to set up this skeleton for other models besides havoc.I am also working on a female skeleton....the only real difference is the breast bones.....besides the modifications i had to do already to make him pivot right.The original renegade skeleton wasnt exactly what i was expecting it to be so i had to modify it....i attached the arms to the spine1 bone instead of the neck bone....and add a bone below the pelvis bone so that he actually bent at his hips instead of just at his abdomen and chest.I am going to have to start again and redo the wwskin binding because i have to attach the head to the body mesh so that it works right.....i just found this out.As soon as i get the main body working right i will move on to the facial animation.Eric.
