Subject: Nod Buggy in gmax ???
Posted by Anonymous on Sun, 19 Jan 2003 11:34:00 GMT
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I have extracted the nod buggy for you.just remember........the bones in the vehicle are animation bones......they are not like the bones in the westwood tutorials.These are connected together in their original hirearchy from the model.Now you have all your bone names and x,y,z coordinates where they need to be placed.....you might want to just replace all the bones in this file with little proxy bone boxes like westwood did.Here's the download for the model.Download extracted_nod_buggy.zip from FilePlanetHope this helps you out   Eric.