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Subject: The mod you all love !

Posted by [Doitle](#) on Sun, 13 Mar 2005 04:49:44 GMT

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Again Aurora CS:S has the port in the face of the player. lol If you want to see it oriented the correct way play AA:O. I haven't seen anyone saying CS:S Sucks because the port on their M4 is on the wrong side, so why should this be such a big flipping deal.

Also I was gonna say just what Icedog posted. Since you have him ignored I think Renardin I'll quote it because its important...

Quote:Here's the constructive criticism you're looking for:

Those two animations are pretty good, but I'd say the first one looks kind of "floaty", meaning it looks like there isn't much gravity; a common issue many animators have to look out for.

And as for the Mammoth MKII animation, it moves properly and there seems to be a good balance of gravity. However, the legs shouldn't move two at a time, but should move unevenly two at a time. Try watching the cinematic in Tiberian Sun of the Mammoth demolishing a Nod base.

It looks weird the way that they both move identical. Stagger them and you'll have a peachy keen walking Mechanical Elephant lol.

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