
Subject: Re: Complex bridge destroy animation
Posted by [c0vert7](#) on Thu, 28 Dec 2006 16:06:01 GMT
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The animation I would really really want is to have it like break in half and the point it breaks to go down to the ground and stops... Once that goes down the supports in the middle will collapse onto it and than the strings that are attached the supports will snap and possibly make a little bend and than fall. Once its blown up i dont want people to be able to drive on it. But it it repairable...I dont think you need really much animation on that mabey have the bridge main walk way were the vehicles ride on pull back up while u repair and than the rest just appears there. Picky but I dont want a very tacky looking thing.
