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Subject: Re: Replacing Hands

Posted by [Jerad2142](#) on Thu, 22 Feb 2007 21:21:10 GMT

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It does not look like you have the 3d model of the hands centered properly.

A problem I have found is that when you import 3d models some times the skeleton (bones) get moved around, so it is just kind of guess and check.

But if I figure out a better way of doing it I will let you know (tomorrow I am finishing up my work on master chief, and this reminds me that his first person hand should probably match).

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