Subject: Re: Character model editing
Posted by Slave on Tue, 27 Feb 2007 00:41:43 GMT
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i hope i got this right, since i never really got into modeling.

I believe sakura is made up of more models than those. You should search always.dat a bit.
c_nod_saku_head.w3d for example.
A head might be convenient.

c_nod_saku_.w3d Combines all the sakura related models.
c_nod_saku_l0.w3d High poly version
c_nod_saku_l1.w3d Medium poly version
c_nod_saku_l2.w3d Low poly version
c_nod_saku_l3.w3d Amazingly low poly version
s_b_human.w3d Female skeleton

Wich level of character detail is used depends on your computer's polygon budget and how far a character is away.
I think you can get away with just editing L0 and getting rid of the low detail versions, since computers have evolved since 2002.