
Subject: Re: Character model editing

Posted by [jamiejrg](#) on Tue, 27 Feb 2007 04:25:42 GMT

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Slave wrote on Mon, 26 February 2007 18:41: 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

Which 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.

Ya, that makes sense i'll try that out.
