Subject: boning a character
Posted by shippo on Tue, 15 Sep 2009 21:20:48 GMT
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I am trying to remodel some of the renegade characters and possibly add a couple new ones in to
some of the maps I am making.

I have been working with some of the tutorials but I can't figure out why the boning process is not
working. I can load .w3d images into the renX as well.  I will use Sydney as an example.

Using the mixer, I come up with these files:

c_gdi_syd1.dds (this I know represents her skin)

c_ag_gdi_syd_.w3d
c_gdi_syd_.w3d
c_gdi_sid_head_.w3d (this I know represents her head)
c_gdi_syd_l0.w3d
c_gdi_syd_l1.w3d
c_gdi_syd_l2.w3d
c_gdi_syd_l3.w3d

I am lost at what the purpose of these other files are (exclude the head and .dds file).

This is the Sydney model I have created from c_gdi_syd_l0.w3d.
Could someone bone it for me and up load it here and tell me how you did it? (also don't worry
about the texturing I can take care of that later)


File Attachments
1) sydniey.gmax, downloaded 169 times