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Subject: How to animate a flag?

Posted by [R315r4z0r](#) on Tue, 23 Feb 2010 17:47:27 GMT

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Renhelp.net used to have this tutorial on the site, but when it changed to game-maps.net's ownership a lot of the tutorials weren't carried over and all of the FAQ questions aren't there anymore.

Basically, I have a plane and I want to animate it as a flag. If I remember correctly, I need to attach bones to each segment of the flag... but I don't remember how to do it.

Can anyone help?

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