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Subject: Giant Boat Animation

Posted by [Burn](#) on Sat, 03 Jul 2010 15:29:00 GMT

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Hey guys.. I was wondering if anyone had any experience with this before...

Basically I'm making a map where it's at a docking facility and there's a giant boat that's docked there, and my idea was to make it a giant Animated Mesh that moves up, down, left and right slightly so when you step on the boat, it feels like you're really on a boat and might make aiming more difficult.

Does anyone know if Renegade will yell at me for trying to do this? Do I have to limit the amount of polygons I try to animate?

I tried something similar to this before and it worked but I had way less polygons and seemed to work alright.

Thanks!

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