
Subject: Re: First person view gun animation
Posted by [LR01](#) on Fri, 05 Sep 2014 16:50:34 GMT
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dblaney1 wrote on Fri, 05 September 2014 03:03How does one go about making these animations for a custom weapon model. It looks dumb without them, especially without the reload, fire, animations etc.

It's difficult but this tut pretty much covers it:
<http://renhelp.laeubi.de/tutorial-weapons-hand-positions.html>
