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Subject: Animated hands

Posted by [Viking](#) on Sun, 17 Sep 2006 05:11:36 GMT

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Can you animate the hands in a firing animation?

Like in first person view say you had a knife, you wanted to swing said knife. Could you animate the hands so they look like its being swung?

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Subject: Re: Animated hands

Posted by [LR01](#) on Sun, 17 Sep 2006 07:49:57 GMT

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that would be a animation on fire.

Yes it is possible, in the sole survivor mod the hands animate when you throw a grenade

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Subject: Re: Animated hands

Posted by [FynexFox](#) on Mon, 18 Sep 2006 23:01:35 GMT

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I know LR01 gave you the yes no direct answer but Ill just teach you a little more. As far as 1st person animations there is:

Enter - what happens when the weapon comes onto screen

Idle - If your guy ooes soething like fiddle with his gun when your not doing anything

Fire - What happens when you fire in your case a swining arm and model.

Reload - Pretty obvious.

Exit - what happesn when the weapon goes off screen.

With all those and the many other things you can do it makes me mad to see people arent spicing guns up. Like after 100 frames id like to see the character maybe wiping his gun off or something, oh wait, I can rig guns, maybe Ill do that

Just ask if you need more help, tuts, videos, anything.

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