Subject: FF8 Gunblade
Posted by jamiejrg on Tue, 13 Feb 2007 01:24:54 GMT

Alright guys,

My a$$ is asleep, and 24 is on so i'll show you what i have done so far.

Original picture

My model: Notice the slight changes. I didnt like the revolver so i change the gun part to an hk usp tactical (the sex). BTW modeling gunz takes a long time...

I'll keeep going once I have a break.

Yes, it's just the back model so far.

Jamie

Subject: Re: FF8 Gunblade
Posted by jamiejrg on Tue, 13 Feb 2007 01:58:39 GMT

One more thing, if i'm replacing the pistols anims, where do i get the models and bones?

I guess these ones?
http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=53

Jamie

Subject: Re: FF8 Gunblade
Posted by Viking on Tue, 13 Feb 2007 02:28:27 GMT

Yah, I could use those too.

Subject: Re: FF8 Gunblade
Posted by jamiejrg on Tue, 13 Feb 2007 03:18:43 GMT
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OOOOH I GET IT.

Alright, ill explain best i can. You can either use f_hm_gdi.w3d or f_hm_nod.w3d. When you open
these models the importer prompts you for the f_skeleton.w3d model. The skeleton is the
important part becuase it contains all of your bones. You will also knotice that in models such as
f_ha_pist_relod.w3d the same bones are used as the skeleton.

So lets apply this.

Firstly, you want to make your idle animation right. So you open your gun model, and one of your
hand models. f_hm_gdi.w3d for instance (it will prompt you for the skeleton.w3d model so make
sure it is in the same directory. Pose your gun and hands as they would be when your character is
holding the gun. Press animate and mode your animation scroll bar to the 1 position. You can
then export this as a pure animation useing frames 1 to 1. this is your idle animation. Note, if you
want your character to move the gun around when he is not firing then make a few extra frames
then export as a pure animation. An example of this would be f_ha_pist_idle.w3d

refer to ren help for examples, i'm sure they explain it better. I was just a little mixed up becuase i
kept wanting to do the hand positions and the clip animation at the same time.

Subject: Re: FF8 Gunblade
Posted by Spice on Tue, 13 Feb 2007 05:12:52 GMT
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You rock.

The hands model is attached to my post.   Goodluck!

File Attachments
1) f_gm_rifle.rar, downloaded 136 times

Subject: Re: FF8 Gunblade
Posted by jamiejrg on Tue, 13 Feb 2007 12:27:43 GMT
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Thanks man!

I'll keep working on it tonight if i get the chance.

Subject: Re: FF8 Gunblade
Posted by jamiejrg on Tue, 13 Feb 2007 23:21:23 GMT
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update

Back model: 100% done

3rd person model: 100% done

1rst Person model: 100% done

Animations/Hand postisions: about 2%