

---

Subject: FF8 Gunblade

Posted by [jamiejrg](#) on Tue, 13 Feb 2007 01:24:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

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

[View Forum Message](#) <> [Reply to Message](#)

---

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

[View Forum Message](#) <> [Reply to Message](#)

---

Yah, I could use those too.

---

---

Subject: Re: FF8 Gunblade

Posted by [jamiejrg](#) on Tue, 13 Feb 2007 03:18:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

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 becuae 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 becuae 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

[View Forum Message](#) <> [Reply to Message](#)

---

You rock.

The hands model is attached to my post. Goodluck!

---

#### File Attachments

1) [f\\_gm\\_rifle.rar](#), downloaded 77 times

---

---

Subject: Re: FF8 Gunblade

Posted by [jamiejrg](#) on Tue, 13 Feb 2007 12:27:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

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

[View Forum Message](#) <> [Reply to Message](#)

---

\*update\*

Back model: 100% done

3rd person model: 100% done

1rst Person model: 100% done

Animations/Hand postisions: about 2%

---