
Subject: The Scorpion

Posted by [Jerad2142](#) on Fri, 23 Sep 2016 13:51:28 GMT

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I was bored so I threw 4 hours into rigging and touching up the Renegade scorpion, it now has a fully complete animation set and is ready to be used in mods video of the scorpion.

If being used in a map it's not required all animations are used, you only need the animations needed for all the weapon hold styles the scorpion can acquire.

The animations you can exclude are the following:

h_r_a*** (weapon hold style ---/beacon/c4)

h_r_c*** (weapon hold style shoulder)

h_r_d*** (weapon hold style hip)

h_r_e*** (weapon hold style launcher)

h_r_f*** (weapon hold style handgun)

File Attachments

1) [Scorpion.zip](#), downloaded 310 times

Subject: Re: The Scorpion

Posted by [Wyld1USA](#) on Sat, 24 Sep 2016 13:09:06 GMT

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lol Nice Jerad. Scary looking thing.

Subject: Re: The Scorpion

Posted by [Gen_Blacky](#) on Sat, 24 Sep 2016 21:00:52 GMT

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Oh really, cool

Subject: Re: The Scorpion

Posted by [Mauler](#) on Thu, 29 Sep 2016 19:06:15 GMT

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You should make some tutorials on how to bone, animate stuff like this... Nice work. Lots of possibilities on having more than humans as characters

Subject: Re: The Scorpion

Posted by [Gen_Blacky](#) on Sat, 01 Oct 2016 09:06:28 GMT

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I would help make tutorials. but really I would like to thank you Jerad that you are working on stuff still. It gives me passion to work on my RxD project.

Subject: Re: The Scorpion

Posted by [Jerad2142](#) on Sat, 01 Oct 2016 17:21:57 GMT

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Gen_Blacky wrote on Sat, 01 October 2016 03:06I would help make tutorials. but really I would like to thank you Jerad that you are working on stuff still. It gives me passion to work on my RxD project.

Actually pushed out two maps last month, both COOP (spoiler warning):

Temple Of Cervinae

Scorpion Hunters
