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Subject: Animations

Posted by [Deafwasp](#) on Fri, 18 Apr 2003 16:55:50 GMT

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I just learned how to animate in gmax (took about 30 seconds).

What should I know when I am making animations?

What are the limitations of size? polygons?

I want to animate a Veinhole monster. Is there a way to make a death animation for this monster? like you throw c4 on it and it explodes with tiberium gas?

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Subject: Animations

Posted by [StoneRook](#) on Fri, 18 Apr 2003 17:23:58 GMT

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Well - i have a veinhole monster on a map i am making....

think building.....

Their quite easy - but you have to do a couple things to keep the FPS up.

One - don't make the swinging tentacles collidable - because the engine will have to track them all -- not worth it.

If you want to be able to destroy the creature - you will have to set it up as a damagable object - with all the animations (waving - dying) -- similar to the destructable object tiles....

Since the "kill" animation setting is bugged in commando - you will have to come up with a way to kill other objects entering the monster (i came up with a unique solution)

there really isn't a limitation to size/polys - depends on how many people are online/map/server.... so dont go overboard

i

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Subject: Animations

Posted by [Deafwasp](#) on Fri, 18 Apr 2003 17:54:41 GMT

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Well I have been thinking about this map for about a year now. Only started it last month. Should be cool that we both are featuring a veinhole monster. Get back to me on aim so we can talk.

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