Subject: Animation overide on new skeletons?
Posted by bigwig992 on Sat, 26 Jul 2003 06:11:59 GMT
View Forum Message <> Reply to Message

Made a new skeleton, a model, and an animation to go along with it. It worked flawlessly (except for it's uglyness) in W3D veiwer. Opened up commando (I already set all the animation overides to the animations I wanted) and used the walk thru guy as my test. Replaceed havoc with my 'dog' model and tryed walk-thru. Instead of looking and walking like a dog, all the boxxes that made up my crappy dog model magicly molded into some sort of human form. What the hell?

What it should be...
http://www.n00bstories.com/image.fetch.php?id=1072657288

What it is...
http://www.n00bstories.com/image.fetch.php?id=1179003642

Subject: Animation overide on new skeletons?
Posted by Infinint on Sat, 26 Jul 2003 09:57:26 GMT
View Forum Message <> Reply to Message

thats probibly funny looking you should take a screen shot.

Subject: Animation overide on new skeletons?
Posted by maytridy on Sat, 26 Jul 2003 13:24:37 GMT
View Forum Message <> Reply to Message

he did.

Subject: Animation overide on new skeletons?
Posted by Skier222 on Sat, 26 Jul 2003 15:36:15 GMT
View Forum Message <> Reply to Message

lol, thats a funny lookin dog

Subject: Animation overide on new skeletons?
Posted by bigwig992 on Sat, 26 Jul 2003 18:16:29 GMT
View Forum Message <> Reply to Message

Because...it was a test....thanks for the load of help.

Subject: Animation overide on new skeletons?
Posted by Dante on Sat, 26 Jul 2003 21:16:26 GMT
View Forum Message <> Reply to Message

here was your problem...

all models & animations have to start in the pose position

*standing up legs together arms out.

this is probably what happened, the engine loaded your "dog" and bent him backwards for the rest of the animation thinking that the 0 frame was supposed to be the pose.

sometimes if you goto 3rd person on a laggy game, you will notice that at a PT the character will pop up in the pose position, then switch.

try that out, im sure it will fix it.

Subject: Animation overide on new skeletons?
Posted by Dante on Sat, 26 Jul 2003 21:18:31 GMT
View Forum Message <> Reply to Message

another thing, you have to use boxes for bones, not the IK chain, as Ren doesn't support that, it is more of a guideline for you to use, then delete it, and replace with the proper type of boning..

in other words, if you bone this guy with the IK chain, export the IK chain as a bone, that is only one bone

---

Subject: Animation overide on new skeletons?
Posted by bigwig992 on Sat, 26 Jul 2003 22:16:31 GMT
View Forum Message <> Reply to Message

Thanks, I'll try all that out later tonight.

Subject: Animation overide on new skeletons?
Posted by Dante on Sat, 26 Jul 2003 23:06:40 GMT
View Forum Message <> Reply to Message

best thing to do always when finished modeling your character/dog/whatever is to then merge in the bones, worldbox, etc... from the how-to character, then just link to those bones.

then export that way, this way you know all your settings are correct and in the right place.