Subject: Rippling Flags...........
Posted by maytridy on Fri, 08 Aug 2003 15:42:20 GMT
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I followed General Havoc's Rippling Flag tutorial and I just can't get the animation to look good!
Is there any way to use the wave modifier? Because the flag needs bones to move in-game and I
can't manually make the ripples look realistic!   Any ideas? Is it possible to use any modifiers?

Subject: Rippling Flags...........
Posted by Jaspah on Fri, 08 Aug 2003 17:47:35 GMT
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I've seen it done before.

There one in Paradox Harbor but it looks fake.

Subject: Rippling Flags...........
Posted by General Havoc on Fri, 08 Aug 2003 17:53:23 GMT
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I managed to make a rippling flag and it looked half decent. Basically the way I did it was to max
an "X" shape with the bones and not a straight line down the centre. Start at frame 10 then use
the rotate tool to rotate the bone in the corners and also the one in the middle. Move to frame 20
then move them in the oposite direction using the rotate tool and also move another bone or two.
Basically the more frames you skip in between bone movements the smmmother it will look as
RenX fills in the gaps between the key frames.

_General Havoc

Subject: Rippling Flags...........
Posted by maytridy on Fri, 08 Aug 2003 18:03:50 GMT
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Ok, thanks.

What do you mean by an "x" shape?

Subject: Rippling Flags...........
Posted by General Havoc on Fri, 08 Aug 2003 18:19:31 GMT
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Here is a shape that works quite good when animating. The X shape works best for a hanging

flag. The Y shape works best for flags on a pole because you usually want the bottom of the flag or the side of the flag to ripple th most.

_General Havoc

Subject: Rippling Flags............
Posted by maytridy on Fri, 08 Aug 2003 19:51:17 GMT
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I tried the "y" and it worked great! The animation still looks pretty bad, but it's alot better!