Subject: Transparent water tut released
Posted by Anonymous on Sun, 02 Feb 2003 18:41:00 GMT
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you will have to make each characters mesh with animateable hands and attach the head and hands to the main body mesh......look closely at how i attached the hands on the model.The hand that i used for this model came from dante's firing and reload animation model....you can retexture this hand with most of the hand textures that are in renegade.Each model will also have to have a separate "k mesh" set made out of them so that you can split them up into the same pattern that you want the vertices in the westwood skin binding to go to......that just makes it easier.Take a close look at the k meshes......they are an exact cloned copy of the original one piece body mesh.....i just removed the texture and split it up by face selection{select and detach}into the separate animation bone sections.The animation bones move the k meshes and the k meshes move the vertices on the textured body mesh with a westwood skin binding.Eric. [February 02, 2003, 18:43: Message edited by: SGT.May]