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Subject: Is it possible to make characters that arent based on the te  
Posted by [Anonymous](#) on Fri, 17 Jan 2003 18:56:00 GMT

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How would one go about doing that? would you have to animate every action and all that jive? or is it something like you can edit the bones as long as they all have the same names as the Westwood ones?... I ask cause i wanted to build a character whose legs are jointed like a birds. if anyone has tried this or blah blah blah... any help would rule.

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