Subject: TS DMmap idea
Posted by Anonymous on Sun, 12 Jan 2003 21:23:00 GMT
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It depends on what you're doing. Westwood did interriors through the use of proxie bones and aggregates. You don't have to go that route if you're not getting too fancy. Bones are really just needed if you're animating parts of the building. If you're not doing animations you don't need them.