
Subject: F_HM_XXX, First View Hand/Arm Models for download!

Posted by [Anonymous](#) on Mon, 13 Jan 2003 07:12:00 GMT

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The way I assume it works with w3d is that it contains data about the mesh (polygon co-ordinates, texture mapping) and the bones (orientation, attached polygons). Animations are then stored as sequences of bone movements. The engine takes that information and moves the corresponding polygons in realtime. So basically, as long as your bone names match, and the animation names match, you can do whatever animations you like. The only limitation that I can see is that the number of frames per animation may be hardcoded into the engine, so if you make a lengthy animation to replace a short one, it would play too quickly. (Note - not having examined the w3d format, this information is applicable to all engines using skeletal animation)
