Subject: something people might not know Posted by Anonymous on Wed, 08 Jan 2003 05:32:00 GMT View Forum Message <> Reply to Message

That's very similar for Half-Life (and other engines that use skeletal animation) - each model is stored as a mesh (which defines the polygons, and which bones they're assigned to), and a series of animations (which define the movements of the bones)

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums