
Subject: Greg, anyone: Rotor bone....

Posted by [Anonymous](#) on Wed, 06 Nov 2002 14:40:00 GMT

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I am not so sure how I can animate my physical treads on my model (no way I am gonna release it, well over 50 000 polys just for the right tread, but I plan to make the tread sorta flow over the wheels using wheel bones that just rotate when the vehicle moves, that way it will be a wheeled vehicle with makeshift treads on the back, this will be interesting...
