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Subject: Re: My Christmas Special

Posted by [PsycoArmy](#) on Sun, 11 Dec 2005 03:26:34 GMT

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alright i was joking about that hat lol, hes got hair thats just waiting for a texture liek the rest of it.

First test of animation = success, just got a few misc ones to export.

For any1 who is interested, for the bone structure i used for this creature i tried to reuse as many of the default bones as posable so incase i miss a animation or 2 it will just use the defaults for those bones so there wont be any really bad deforms. Last one i did i spent so many hours going through and fixing up any loose ends, but this way just helps me speed up the process.

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