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Subject: CnC TA Evolution :: Arm Peewee

Posted by [danpaul88](#) on Sun, 12 Feb 2006 17:25:56 GMT

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A while ago I finished the model for the Arm Peewee, but found it hard getting the Renegade engine to accept the custom skeleton and bones. I am now succeeded in getting the Peewee setup as an infantry unit, and working in game.

So far I have only created a running animation for the Peewee, I still need to do all the other animations (strafe, walking, crouching etc etc etc), but it's working in-game, and that's the important thing!

Still needs texturing, but I stuck a few blue patches on the UVW map to give an idea of what it should look like.

Demo video

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