Subject: Re: CnC TA Evolution :: Arm Peewee
Posted by danpaul88 on Sun, 12 Feb 2006 23:06:16 GMT

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icedog90 wrote on Sun, 12 February 2006 19:19He used Fraps and Windows Movie Maker.

Yep, not the best video editing tools out there but quick and easy to use.

Renardin6 wrote on Sun, 12 February 2006 22:38Would you be able to create custom animation for cyborgs or jumpjet infantry on Renegade? IF YES, we are interested.

Well tbh with the animations I simply loaded the default running animation from always.dat into W3D Viewer and went through frame by frame approximating the movements with the peewee, adjusting for the short upper leg and large feet.

By no means am I an expert in animation, but if you want I will give it a shot. Took me about an hour and a half to do that running animation, but with practice I am sure I could work faster.