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Subject: Re: METRIOD PRIME!

Posted by [Reaver11](#) on Sat, 20 Dec 2008 17:56:44 GMT

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Altzan wrote on Sat, 20 December 2008 00:15LR01 wrote on Fri, 19 December 2008 13:41Yea, I would love some new metriod levels to play in Renegade

I might experiment for the fun of it. Anything resulting from it will look like crap but who knows?

Altzan wrote on Fri, 19 December 2008 18:50How difficult would it be to make elevators or doors? Metroid-style doors and elevators would be freaking SWEET in my opinion!

Anyone? If it isn't too hard I might try, not sure how to animate doors though.

Well doors and elevators are not hard. Infact they are pretty easy. There are two tutorials for them on renhelp. Basically for a standard door you will only animate the beginning frame and the end frame. (Dont use 100 frames for a door!! Lauebi uses like 100 frames for a door which is wastage and the door will move very slow)

If you need help just call. I have a near perfect working vehicle elevator. So some standard doors and elevators wont hurt

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