
Subject: Re: PanzerIV threads/texture/wwskin
Posted by [Mauler](#) on Fri, 09 Jan 2009 18:13:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:This tutorial will explain the use of WWSkin objects to animate meshes using their verticies, which can create effects that could never be achieved using standard animation techniques. This is how Tank Tracks are able to move up and down with their wheels, and can also be used on any other object.
