Subject: Rippling Flags...........
Posted by maytridy on Fri, 08 Aug 2003 15:42:20 GMT

I followed General Havoc's Rippling Flag tutorial and I just can't get the animation to look good!
Is there any way to use the wave modifier? Because the flag needs bones to move in-game and I
can't manually make the ripples look realistic!   Any ideas? Is it possible to use any modifiers?