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Subject: Re: WWII warpath presents : First view bazooka!

Posted by [Dante](#) on Sun, 10 Aug 2003 22:50:15 GMT

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PsycoArmyMe and genocide both agree that it looks normal ingame, so if you think it might look a bit off remember what i just said.

Model and skinning done by Genocide

First view boning and animating done by me PsycoArmy

<http://warpath.arm-ent.com/>

move the front handle back a bit closer to the human model, wrap the thumb around it (thats why we are superior to apes, so when we shoot a bazooka, it don't hit us in the face with the handle). then it should start looking a bit better.

how does the 3rd person view look?

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