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Subject: boning a character

Posted by [shippo](#) on Tue, 15 Sep 2009 21:20:48 GMT

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I am trying to remodel some of the renegade characters and possibly add a couple new ones in to some of the maps I am making.

I have been working with some of the tutorials but I can't figure out why the boning process is not working. I can load .w3d images into the renX as well. I will use Sydney as an example.

Using the mixer, I come up with these files:

c\_gdi\_syd1.dds (this I know represents her skin)

c\_ag\_gdi\_syd\_.w3d

c\_gdi\_syd\_.w3d

c\_gdi\_sid\_head\_.w3d (this I know represents her head)

c\_gdi\_syd\_l0.w3d

c\_gdi\_syd\_l1.w3d

c\_gdi\_syd\_l2.w3d

c\_gdi\_syd\_l3.w3d

I am lost at what the purpose of these other files are (exclude the head and .dds file).

This is the Sydney model I have created from c\_gdi\_syd\_l0.w3d.

Could someone bone it for me and up load it here and tell me how you did it? (also don't worry about the texturing I can take care of that later)

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### File Attachments

1) [sydniey.gmax](#), downloaded 166 times

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