
Subject: boning a character

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

[View Forum Message](#) <> [Reply to Message](#)

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)

File Attachments

1) [sydniey.gmax](#), downloaded 118 times
