

---

Subject: Re: Animated projectile

Posted by [Jerad2142](#) on Wed, 28 Nov 2012 18:51:46 GMT

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

---

You might be able to fake an animation with LOD (assuming your projectile is supposed to animate while flying). That is the most creative solution I'll come up with; however, LODs only kick in if a certain poly threshold has been exceeded.

Otherwise you could do things like an animated texture to try and pull it off.

---