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Subject: Human Animations System

Posted by [Jerad2142](#) on Wed, 31 Dec 2014 15:40:57 GMT

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So as some of you know I've made full custom animation sets for cats, bears, and deer. However, I've run into an issue which has me stumped.

As you may know from watching AI, sometimes AI will look left or right at where they heard a sound from or things like that (basically their head will turn where they are looking).

My issue is I have yet to find an animation that they use to blend in to make this look left and look right happen. They have animation sets for tilting the player's 3rd person gun up and down when they aim up and down. So it seems like it would be possible they blend an animation in; however, I suspect its actually done in the engine code itself.

If anyone has stumbled across at least 2 animations where the only thing that was changed on the t-pos was the head was turned left or right let me know. Or if anyone has stumped across engine code that would be responsible for this please let me know as well.

Thanks

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