
Subject: Wolverine In-Game

Posted by [Renardin6](#) on Tue, 18 May 2004 22:56:47 GMT

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Wolverine is included and ready for next Reborn Release

And a movie :

Here is the animation of the Wolverine :

Model : SpartnII

Animation : theKGBspy

Skin : Renardin

Bone : theKGBspy

Video : Angel of Dawn

(this unit is the result of our good team work !)

<ftp://ftp2.clanserver4u.de/figh7club/reborn/Wolverineanimation.avi>

Enjoy (you need last divx codec and divx player to see it properly, it works in windows media but with bad colors.)

Subject: Wolverine In-Game

Posted by [deadaim00](#) on Tue, 18 May 2004 23:05:43 GMT

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Good job reborn team! Just one thing i noticed about the animation. The ankle part thing, goes into the foot when it walks. But other than that, good job!

Subject: Wolverine In-Game

Posted by [Nodbugger](#) on Tue, 18 May 2004 23:10:51 GMT

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thats awesome

now 2 questions

what is your normal fps?

How many ploys are each wolverine?

Subject: Wolverine In-Game

Posted by [Havoc 89](#) on Tue, 18 May 2004 23:28:47 GMT

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wow... looks kool! i noticed the Bullet rope shakes when the foot comes down. awesome work!

Subject: Wolverine In-Game

Posted by [SuperFlyingEngi](#) on Tue, 18 May 2004 23:59:57 GMT

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Yeah, that wolverine's looking pretty awesome. BTW, did you fix the guns so they fire straighter this time around? Last version the wolverine kind of got on my nerves because the target would go back and forth really fast like the flame tank and I could only hit infantry with one gun instead of two.

Subject: Wolverine In-Game

Posted by [jonwil](#) on Wed, 19 May 2004 03:55:14 GMT

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good job on the wolverine.

Are you using JFW_Vehicle_Animation to make it animate?

Subject: Wolverine In-Game

Posted by [NeoX](#) on Wed, 19 May 2004 04:13:57 GMT

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Very good job keep it up!

Subject: Wolverine In-Game

Posted by [icedog90](#) on Wed, 19 May 2004 06:22:24 GMT

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The model is great. The texture is great. And the animation is realistic.
