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Subject: Need someone to help me make an animated Renegade gif

Posted by [flyingfox](#) on Mon, 02 Aug 2004 21:05:58 GMT

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I had this idea for a .gif using the rocket soldier on my current avatar. I was going to have many frames captured (using fraps and some video frame capture software) in a close-up of his face and maybe some of his body while running across terrain (on C&C mutation ~ the landscape is good for that sort of thing) to give the illusion of a never ending run whilst rain is coming down from an ion storm.

Problem is, it can't be done alone because the V targeting system won't allow you to turn your character to face you unless you go up against a wall or some other obstacle. So I just need someone to join me in a private game and have them run a rocket soldier across field while I take the video in front of them in first person, then use the frames to make the .gif. I know it'll look good so long as enough frames are taken from the sample vid which'll be about 10 seconds long. If you're interested, add me to your ren buddy list (foxofts) and message me when I'm on.

Thanks

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Subject: Need someone to help me make an animated Renegade gif

Posted by [z310](#) on Tue, 03 Aug 2004 00:29:34 GMT

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Well if you cant find anybody ill be up for it...

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Subject: Need someone to help me make an animated Renegade gif

Posted by [Blazea58](#) on Tue, 03 Aug 2004 19:24:14 GMT

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or you could always just start a quick highfield map in level edit, then change the camera.ini so your rocket soldier is facing you as you run againt the screen. Would take just a bit of fine tuning, but you could probably get even better pictures doing it this way..

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Subject: Need someone to help me make an animated Renegade gif

Posted by [z310](#) on Tue, 03 Aug 2004 21:01:55 GMT

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Subject: Need someone to help me make an animated Renegade gif

Posted by [flyingfox](#) on Wed, 04 Aug 2004 13:49:52 GMT

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I'd need the .lvl file for C&C Mutation to do that, because it's the only terrain suitable. Good suggestion though.

A ghost411 wanted to do it with me yesterday but I was busy. Ghost, if you're reading this, later on today would be fine if you'll be on.

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