
Subject: CnC TA Evolution :: Arm Peewee
Posted by [danpaul88](#) on Sun, 12 Feb 2006 17:25:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

A while ago I finished the model for the Arm Peewee, but found it hard getting the Renegade engine to accept the custom skeleton and bones. I am now succeeded in getting the Peewee setup as an infantry unit, and working in game.

So far I have only created a running animation for the Peewee, I still need to do all the other animations (strafe, walking, crouching etc etc etc), but it's working in-game, and that's the important thing!

Still needs texturing, but I stuck a few blue patches on the UVW map to give an idea of what it should look like.

Demo video

Subject: Re: CnC TA Evolution :: Arm Peewee
Posted by [Ma1kel](#) on Sun, 12 Feb 2006 17:35:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Where did you make that movie with?

Subject: Re: CnC TA Evolution :: Arm Peewee
Posted by [Oblivion165](#) on Sun, 12 Feb 2006 19:17:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hmm i dont get the reference, i was half expecting paul rubens.

He does remind me of Tankor from Beast Machines.

Subject: Re: CnC TA Evolution :: Arm Peewee
Posted by [icedog90](#) on Sun, 12 Feb 2006 19:19:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ma1kel wrote on Sun, 12 February 2006 09:35Where did you make that movie with?

He used Fraps and Windows Movie Maker.

I used to play Total Annihilation all the time when I was young. Good game.

Subject: Re: CnC TA Evolution :: Arm Peewee
Posted by [Renardin6](#) on Sun, 12 Feb 2006 22:38:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Sun, 12 February 2006 12:25A while ago I finished the model for the Arm Peewee, but found it hard getting the Renegade engine to accept the custom skeleton and bones. I am now succeeded in getting the Peewee setup as an infantry unit, and working in game.

So far I have only created a running animation for the Peewee, I still need to do all the other animations (strafe, walking, crouching etc etc etc), but it's working in-game, and that's the important thing!

Still needs texturing, but I stuck a few blue patches on the UVW map to give an idea of what it should look like.

Demo video

Would you be able to create custom animation for cyborgs or jumpjet infantry on Renegade? IF YES, we are interested.

Subject: Re: CnC TA Evolution :: Arm Peewee
Posted by [danpaul88](#) on Sun, 12 Feb 2006 23:06:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

icedog90 wrote on Sun, 12 February 2006 19:19He used Fraps and Windows Movie Maker.

Yep, not the best video editing tools out there but quick and easy to use.

Renardin6 wrote on Sun, 12 February 2006 22:38Would you be able to create custom animation for cyborgs or jumpjet infantry on Renegade? IF YES, we are interested.

Well tbh with the animations I simply loaded the default running animation from always.dat into W3D Viewer and went through frame by frame approximating the movements with the peewee, adjusting for the short upper leg and large feet.

By no means am I an expert in animation, but if you want I will give it a shot. Took me about an hour and a half to do that running animation, but with practice I am sure I could work faster.

Subject: Re: CnC TA Evolution :: Arm Peewee
Posted by [Renardin6](#) on Sun, 12 Feb 2006 23:54:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

We have some gods of animation cnc reborn staff so if you work with them, we could have

something perfect...

(I am also thinking about that for Red Alert APB, imagine a jacket not static when running... Possibilities are huge.)

Subject: Re: CnC TA Evolution :: Arm Peewee
Posted by [danpaul88](#) on Mon, 13 Feb 2006 08:31:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

ah, so what you really want to know is how to get a custom skeleton working in-game with infantry units. Well I would be happy to share that information, and yes, things such as moving jackets and such would certainly be possible, as you can have any number of bones. Using W3D Skin on a jacket would make for some really nice movement I think
