
Subject: Is it possible to make characters that arent based on the te
Posted by [Anonymous](#) on Fri, 17 Jan 2003 18:56:00 GMT

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How would one go about doing that? would you have to animate every action and all that jive? or is it something like you can edit the bones as long as they all have the same names as the Westwood ones?... I ask cause i wanted to build a character whose legs are jointed like a birds. if anyone has tried this or blah blah blah... any help would rule.

Subject: Is it possible to make characters that arent based on the te
Posted by [Anonymous](#) on Fri, 17 Jan 2003 19:47:00 GMT

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quote:Originally posted by mister goid:I ask cause i wanted to build a character whose legs are jointed like a birds. if anyone has tried this or blah blah blah... any help would rule.Are you going to make a map/mod based on "The Arrival" ??

Subject: Is it possible to make characters that arent based on the te
Posted by [Anonymous](#) on Fri, 17 Jan 2003 20:22:00 GMT

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quote:Originally posted by Blazer: quote:Originally posted by mister goid:I ask cause i wanted to build a character whose legs are jointed like a birds. if anyone has tried this or blah blah blah... any help would rule.Are you going to make a map/mod based on "The Arrival" ?? ha no. without going TOO into it, im doing a demons vs. holy mod... kind of a biblical war with modern/quasi-futuristic weaponry. a couple of the demon models i wanted to be jointed differently if it was possible.

Subject: Is it possible to make characters that arent based on the te
Posted by [Anonymous](#) on Sat, 18 Jan 2003 07:44:00 GMT

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can you not just link both legs to one bone and make a third invis leg for the other bones not sure if u can make invis parts though but it a thought

Subject: Is it possible to make characters that arent based on the te
Posted by [Anonymous](#) on Sat, 18 Jan 2003 09:51:00 GMT

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Have an extended shinbone - make the thigh bone a lot shorter, that way you seem to have a reversed knee.

Subject: Is it possible to make characters that aren't based on the te
Posted by [Anonymous](#) on Sat, 18 Jan 2003 17:47:00 GMT

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if you don't care about the length of time it will take, you can do the following...1. create a new base skeleton (s_a = human male, s_b = human female, s_c = mutant, s_z = giant kane)2. create a group of animations for that (walking, death, idle should be enough to start with)3. create your character, export with that skeleton4. do a but load of modding in level edit global settings, i.e. human loiter stuff, etc...hope that helps.

Subject: Is it possible to make characters that aren't based on the te
Posted by [Anonymous](#) on Sat, 18 Jan 2003 19:24:00 GMT

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It would be interesting to see something like that... But I doubt it'll ever get made due to the amount of work involved, like Dante explained.
