Subject: Character model editing
Posted by jamiejrg on Mon, 26 Feb 2007 23:53:47 GMT
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Evening,

Has anyone figured out how to edit character models yet?

This is as far as i got;

Extract the character's w3ds, in this case i used sakura.

I'm pretty sure you need:

c_nod_saku_.w3d
c_nod_saku_l0.w3d
c_nod_saku_l1.w3d
c_nod_saku_l2.w3d
c_nod_saku_l3.w3d
s_b_human.w3d

Those are the models that renx prompts you for when you try to open c_nod_saku_.w3d.

So now i have a huge jumble of meshes and bones. What can i edit? What do i have to hide, other than the world box and the boundingbox.

Even if you can explain to me why there are that many models for one character, that would be nice.

Jamie

Subject: Re: Character model editing
Posted by Slave on Tue, 27 Feb 2007 00:41:43 GMT
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i hope i got this right, since i never really got into modeling.

I believe sakura is made up of more models than those. You should search always.dat a bit.
c_nod_saku_head.w3d for example.
A head might be convenient.

c_nod_saku_.w3d Combines all the sakura related models.
c_nod_saku_l0.w3d High poly version
c_nod_saku_l1.w3d Medium poly version
c_nod_saku_l2.w3d Low poly version
c_nod_saku_l3.w3d Amazingly low poly version
s_b_human.w3d Female skeleton

Wich level of character detail is used depends on your computer's polygon budget and how far a character is away.
I think you can get away with just editing L0 and getting rid of the low detail versions, since computers have evolved since 2002.

Subject: Re: Character model editing
Posted by Gen_Blacky on Tue, 27 Feb 2007 02:30:49 GMT
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lmao slave

Subject: Re: Character model editing
Posted by jamiejrg on Tue, 27 Feb 2007 04:25:42 GMT
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Slave wrote on Mon, 26 February 2007 18:41i hope i got this right, since i never really got into modeling.

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Ya, that makes sense i'll try that out.

Subject: Re: Character model editing
Posted by jamiejrg on Tue, 27 Feb 2007 13:26:07 GMT
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In order for it to be legal still i can't screw with any of the colision boxes right? But if i take some of the vertexs out of the world box etc it shouldnt matter right?

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edit Ok so i had a little time to fool around with this stuff and i knoticed something. the l0 models have the boundingbox and worldbox, as well as a shadow mesh and k_xxxx bones, i think those are colision boxes. I think the l0 models are souly for that purpose, the shadow mesh and colision, becuase it looks almost exactly the same as the l1 models.

Anyone willing to test this out with me?

Jamie