Subject: WW2:Warpath could use a few mappers
Posted by Anonymous on Fri, 31 Jan 2003 11:31:00 GMT
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It would be greatly appreciated if anyone would like to be a map maker for WW2:Warpath. Please PM me for info.

Subject: WW2:Warpath could use a few mappers
Posted by Anonymous on Fri, 31 Jan 2003 13:02:00 GMT
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Animation Taunts Would be Tight! Sticking middle finger out and yelling "n00b!"

Subject: WW2:Warpath could use a few mappers
Posted by Anonymous on Fri, 31 Jan 2003 13:08:00 GMT
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gmax.....er.....renx   I'm still working out where some of the vertices should be attached.....it looks ok but when you pose him looking up his collarbones move unnaturally.....i'll get it right in a few more trys.I'm getting the body and finger animations right first then i will move on to the facial animation.....that should actually be pretty simple.When i am done with this i will incluse a tutorial on how to set up this skeleton for other models besides havoc.I am also working on a female skeleton....the only real difference is the breast bones.....besides the modifications i had to do already to make him pivot right.The original renegade skeleton wasnt exactly what i was expecting it to be so i had to modify it....i attached the arms to the spine1 bone instead of the neck bone....and add a bone below the pelvis bone so that he actually bent at his hips instead of just at his abdomen and chest.I am going to have to start again and redo the wwskin binding because i have to attach the head to the body mesh so that it works right.....i just found this out.As soon as i get the main body working right i will move on to the facial animation.Eric.

Subject: WW2:Warpath could use a few mappers
Posted by Anonymous on Fri, 31 Jan 2003 13:09:00 GMT
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breasts -- pivot right ---   nice work - how will they work in-game?

Subject: WW2:Warpath could use a few mappers
Posted by Anonymous on Fri, 31 Jan 2003 13:13:00 GMT
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Thanks for the tip dante   I'll post up some more screenies when i get the model built back up again.Eric.

Subject: WW2:Warpath could use a few mappers
Posted by Anonymous on Fri, 31 Jan 2003 13:20:00 GMT
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Due to the fact that i have exstensively modified the original westwood human skeleton i am pretty sure that it cannot be used for multiplay game applications but i know it can be used to create animated cut scenes for single play mods {with voiceover dubbing) or possibly for single player static animations.I could be wrong but from what the ww tutorials say it doesnt look like they will be usefull for anything but making cut scene movies or single player applications.But i'm willing to bet that the first sp mod that actually uses them as actors to build on the storyline will be happy with them.Eric.

Subject: WW2:Warpath could use a few mappers
Posted by Anonymous on Fri, 31 Jan 2003 16:57:00 GMT
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nice!!! good luck SGT.MAY

Subject: WW2:Warpath could use a few mappers
Posted by Anonymous on Sat, 01 Feb 2003 00:16:00 GMT
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see the screen shots and info
here:http://forums.uprisingnet.com/showthread.php?s=&threadid=61This is a work in progress.....i
still have some hours to put in on this one before it is ready for release.But it is coming along
nicely   Eric.

Subject: WW2:Warpath could use a few mappers
Posted by Anonymous on Sat, 01 Feb 2003 00:43:00 GMT
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Looks coolwhat program are you using?

Subject: WW2:Warpath could use a few mappers
Posted by Anonymous on Sat, 01 Feb 2003 00:50:00 GMT
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RenX dube... it all possible, just someone like the man here needed to take the time..Good work
on that, looking sweet

Subject: WW2:Warpath could use a few mappers
Posted by Anonymous on Sat, 01 Feb 2003 19:29:00 GMT
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Facial animations are coming along.Here's some more screen shots.http://forums.uprisingnet.com/showthread.php?s=&postid=236#post236I still am not happy with it yet but at the rate i'm going on this one i should have it ready sunday or monday for download.Eric.

Subject: WW2:Warpath could use a few mappers
Posted by Anonymous on Sat, 01 Feb 2003 22:26:00 GMT
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I got it done early for a change!   I sent it out to a couple people for testing.....after i hear back from them....and as long as the reports are good...i will release it.I dont expect any problembs so it should be up for download some time today......sunday Feb. 02,2003Eric.

Subject: WW2:Warpath could use a few mappers
Posted by Anonymous on Sun, 02 Feb 2003 00:58:00 GMT
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Ah, my good little post. Up to the top you go.

Subject: WW2:Warpath could use a few mappers
Posted by Anonymous on Sun, 02 Feb 2003 01:53:00 GMT
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Waiting...

Subject: WW2:Warpath could use a few mappers
Posted by Anonymous on Sun, 02 Feb 2003 07:55:00 GMT
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Really sweet.

Subject: WW2:Warpath could use a few mappers
Posted by Anonymous on Sun, 02 Feb 2003 15:47:00 GMT
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what?

Subject: WW2:Warpath could use a few mappers
Posted by Anonymous on Sun, 02 Feb 2003 18:02:00 GMT
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yo help is needed here

Subject: WW2:Warpath could use a few mappers
Posted by Anonymous on Sun, 02 Feb 2003 23:13:00 GMT
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Anyone?

Subject: WW2:Warpath could use a few mappers
Posted by Anonymous on Mon, 03 Feb 2003 06:10:00 GMT
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what exspecially shall i do, mapping is a large area

Subject: WW2:Warpath could use a few mappers
Posted by Anonymous on Mon, 03 Feb 2003 08:41:00 GMT
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My brother might be able to help you thx for the beta (^_^). [February 03, 2003, 09:28: Message edited by: snipefrag]