Subject: wwskin a vehicle
Posted by Gen_Blacky on Mon, 19 Nov 2007 16:07:17 GMT
View Forum Message <> Reply to Message

Can some one help me with wwskining a vehicles tread or give me a tutorial.

i looked at the rippling flag tutorial on renhelp but i don't get what vetrices I link to the bone.

msn = solidfire444@hotmail.com

Subject: Re: wwskin a vehicle
Posted by Jerad2142 on Mon, 19 Nov 2007 18:08:19 GMT
View Forum Message <> Reply to Message

Only bind to the P bones.
http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=59

Subject: Re: wwskin a vehicle
Posted by Gen_Blacky on Mon, 19 Nov 2007 19:57:59 GMT
View Forum Message <> Reply to Message

what if i had a wheeled vehicle do i bind the wheel position bones and wheel center bones ?

on the tutorial it doesn't say anything about wwskkin ?

can i just link the tread to the position bone and the tread will follow the bone ?

Subject: Re: wwskin a vehicle
Posted by AngeLFaN on Wed, 21 Nov 2007 04:42:40 GMT
View Forum Message <> Reply to Message

Jerad Gray wrote on Mon, 19 November 2007 10:08Only bind to the P bones.
http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=59

any download link on this?

Subject: Re: wwskin a vehicle
Posted by Jerad2142 on Wed, 21 Nov 2007 18:13:55 GMT
View Forum Message <> Reply to Message

In the "RenegadePublicTools\HowTo\Vehicles\Mammoth Tank" folder there is a gmax file of the mammoth tank if that would help.

AnGeLfAn1 wrote on Tue, 20 November 2007 21:42Jerad Gray wrote on Mon, 19 November 2007 10:08Only bind to the P bones.
http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=59

any download link on this?
Its just a link to a tutorial if thats what you are asking.

Subject: Re: wwskin a vehicle
Posted by Gen_Blacky on Wed, 21 Nov 2007 20:00:47 GMT
View Forum Message <> Reply to Message

Gen_Blacky wrote on Mon, 19 November 2007 13:57what if i had a wheeled vehicle do i bind the wheel position bones and wheel center bones ?

on the tutorial it doesn't say anything about wwskkin ?

can i just link the tread to the position bone and the tread will follow the bone ?