
Subject: How to change walk animation?

Posted by [Di3HardNL](#) on Fri, 21 Mar 2008 12:04:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have a Monkey model, and I am trying to make it walk on 4 feet. I tried in RenX to move the bones locations, but it came out real bad. I want the gun to be placed on the back of the animal. How would i have to do that?

I am planning to make a animal mod for renegade, just for fun. But i can't make it without your help

thank uu

Subject: Re: How to change walk animation?

Posted by [Di3HardNL](#) on Fri, 21 Mar 2008 18:44:11 GMT

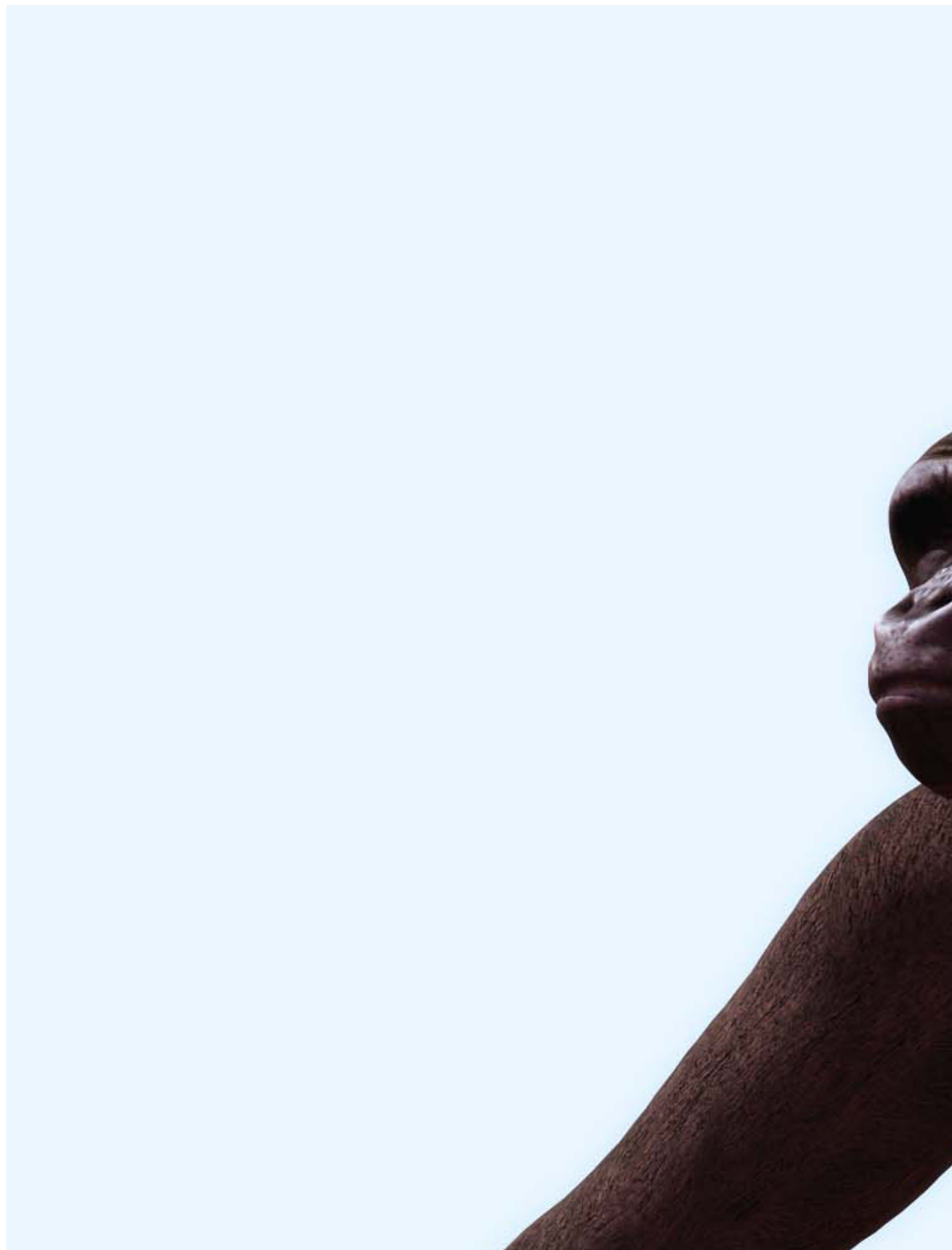
[View Forum Message](#) <> [Reply to Message](#)

this is what the monkey/gorilla looks like

i hope someone can help me out

File Attachments

1) [GORILL01.jpg](#), downloaded 359 times



Subject: Re: How to change walk animation?
Posted by [danpaul88](#) on Fri, 21 Mar 2008 21:16:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

You have to create a new skeleton using the bones from S_A_Human to get the correct bone names, and export it as a Renegade Skeleton (I suggest S_F_Human to avoid collisions with the existing skeleton sets).

You then have to create new versions of all the h_a_<animid> animations that are used in general play, of which there will be about 100 or so, but if you plan to never give the unit more than one weapon type you can skip a few of those. There is no definitive list of which animations do what so you will have to load them into W3D viewer and find the ones you need to create copies of. Export your new ones as h_f_<animid> as pure animation and with your h_f_human.w3d file exported earlier selected as the skeleton.

Finally, once you have done all that re-export your model, linking to h_f_human.w3d as the skeleton.

Subject: Re: How to change walk animation?
Posted by [Di3HardNL](#) on Fri, 21 Mar 2008 21:49:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Allright, so I have here the S_A_Human skeleton.

Does the animation (tile 0 to 100) has to be there, or do i need to remove it?

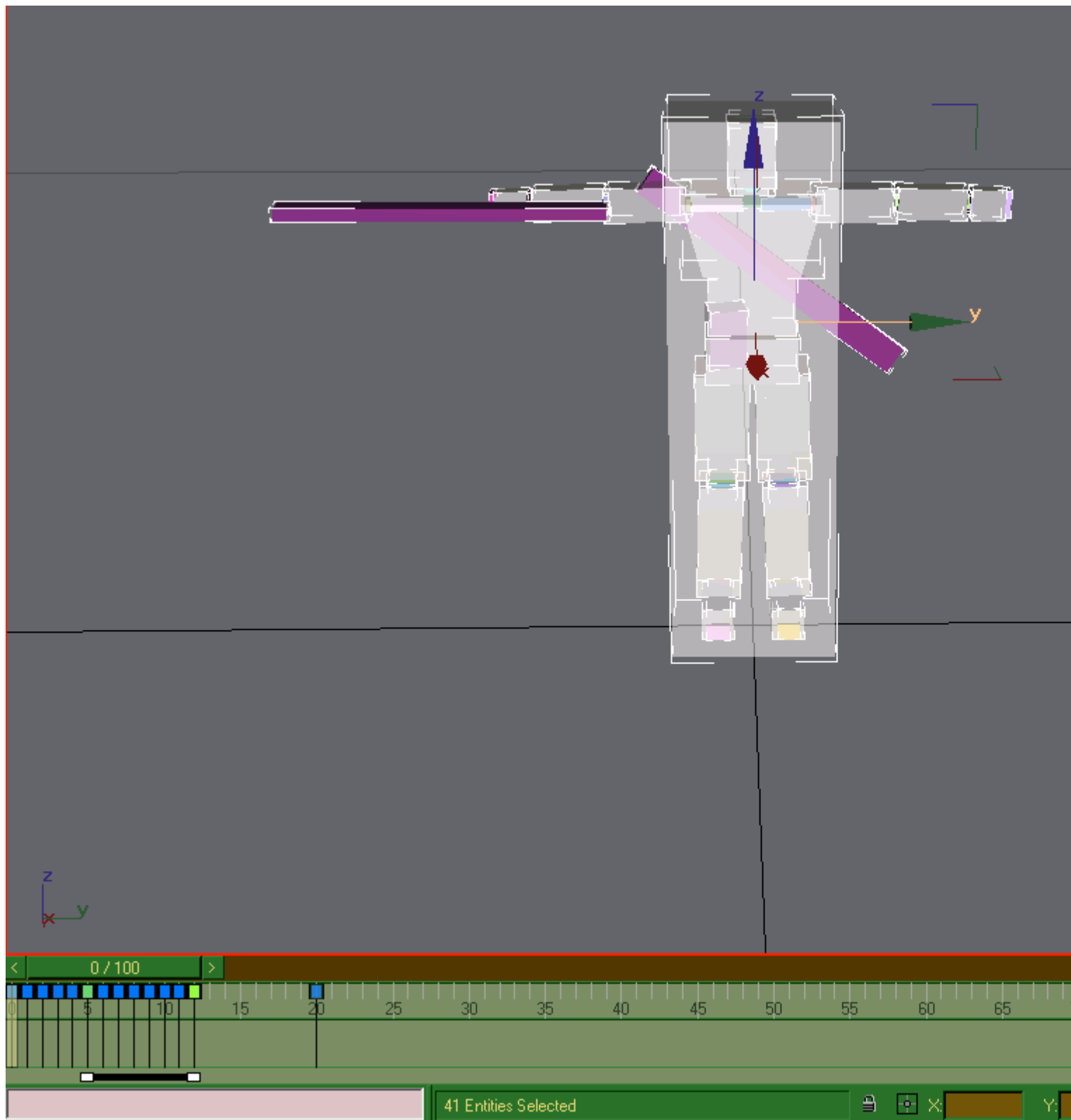
If it needs to be there then i have to change the bones to the place i want it?

Also, the animations which i would need, can they be opened in RenX or can you only just look at them in W3d Viewer?

I hope you understand my questions thanks so far

File Attachments

1) [skeleton.PNG](#), downloaded 255 times



Subject: Re: How to change walk animation?
Posted by [danpaul88](#) on Sat, 22 Mar 2008 00:23:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

The animation in S_A_Human is probably one of the many you will need, but all the others you will have to re-create from scratch, and if your planning to make decent animations that could mean several weeks worth of work...

Subject: Re: How to change walk animation?

Posted by [Canadacdn](#) on Sat, 22 Mar 2008 03:07:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Fri, 21 March 2008 18:23The animation in S_A_Human is probably one of the many you will need, but all the others you will have to re-create from scratch, and if your planning to make decent animations that could mean several weeks worth of work...

Or a few grand for a motion capture suit.

Subject: Re: How to change walk animation?

Posted by [Di3HardNL](#) on Sat, 22 Mar 2008 11:37:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

I don't mind how long it would take. I'll show my Gorilla here when its done (in 3 months ^)

By the way got 1 last question.

I now have a S_F_Human.w3d skeleton which works allright, then now I am creating the differnt animations. I found most of the animations i would need. But its only working with the orginal name that renegade has. So it will take effect on ALL renegade characters.

But ofcourse I only want this animation for the gorilla. I used for example h_a_a0a0.w3d, but I want the name h_f_a0a0.w3d. But how do i link it to the gorilla without effecting other characters?
