
Subject: the chicken

Posted by [Poskov](#) on Sat, 20 Dec 2008 15:27:54 GMT

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Would someone show me how to bone the chicken model with the proper bones so it can do animations like M_chickenwalk?

Subject: Re: the chicken

Posted by [Reaver11](#) on Sat, 20 Dec 2008 17:51:06 GMT

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You should ask DiehardNL he can bone characters so he might have this solution. I guess you would have to set up a new skeleton structure. (duno if i say it correctly)

You would need somethins like s_m_human (s_m_chicken)

I think you will end up redoing all the animations you will need to get a moving char. (walking,running,jumping etc)

Subject: Re: the chicken

Posted by [Poskov](#) on Sat, 20 Dec 2008 23:17:33 GMT

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Is it possible to make it a hybrid like the mutants?

So it walks and such like a chicken but uses the human jumping anim.

(they use some mutant animations and regular human animations)

PS

Renegade already has chicken animations, but the poorly made chicken model doesn't use them

Subject: Re: the chicken

Posted by [Reaver11](#) on Sun, 21 Dec 2008 11:19:01 GMT

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A mutant uses a different 'human type' standard is s_a_human en the mutants use s_c_human.

If you remake the chicken you could try to bind the s_a_human to it. Well I'm not an expert on char you should try to find someone who is an expert on char modeling.
