Subject: Noob question #4,897,389
Posted by ChewML on Sat, 19 Dec 2009 01:37:24 GMT
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lols...

How do I move the mesh to fit the scene. I looked at the tutorials on renegadehelp.net

The one with SS already has the mesh in proper position, the video is too blury for me to see what tabs the guy is hitting when he does it.

I have 2 meshes, one with the arms at the side, and the other with the legs to wide... how do I move the limbs to fit the scenes?

Also the arms may be too long how would I shorten them without moving them away from the torso?

Subject: Re: Noob question #4,897,389
Posted by ErroR on Sun, 20 Dec 2009 10:04:38 GMT
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what are you talking about?

Subject: Re: Noob question #4,897,389
Posted by Boofst0rm on Sun, 20 Dec 2009 10:20:01 GMT
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ErroR wrote on Sun, 20 December 2009 20:04what are you talking about?

hah yeh wtff

Subject: Re: Noob question #4,897,389
Posted by RMCool13 on Sun, 20 Dec 2009 17:25:58 GMT
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Boofst0rm wrote on Sun, 20 December 2009 04:20ErroR wrote on Sun, 20 December 2009 20:04what are you talking about?

hah yeh wtff

Subject: Re: Noob question #4,897,389

Posted by ChewML on Sun, 20 Dec 2009 18:41:05 GMT

I downloaded some models, was trying to fit the to the gmax scene... but the arms are down at the side.... How do I raise the arms?

Subject: Re: Noob question #4,897,389
Posted by ErroR on Sun, 20 Dec 2009 21:50:29 GMT

well.. you should move the vertexes afaik. i don't know how to set up a skelleton