Subject: char animations
Posted by NACHO-ARG on Fri, 24 Feb 2012 12:55:04 GMT
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is it posible to make the c_bones display in renx the ingame animations like crouch, run and weapon carry positions?
the ones that display in renx are not very usefull at the time of boning a char and having to chek multiple times in game if a vertex is well riged wile crouch for example, is a litle bit annoying, any ideas?

Subject: Re: char animations
Posted by Jerad2142 on Mon, 27 Feb 2012 15:20:01 GMT
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So are you asking for a good way to make animations or a good way to make wwskin bind the mesh right?

Subject: Re: char animations
Posted by kamuixmod on Mon, 27 Feb 2012 16:05:57 GMT
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he is asking how to make new animations for a character, like how salute or making a new and more realistic crouch animation

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Subject: Re: char animations
Posted by Jerad2142 on Mon, 27 Feb 2012 16:08:05 GMT
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kamuixmod wrote on Mon, 27 February 2012 09:05he is asking how to make new animations for a character, like how salute or making a new and more realistic crouch animation
More realistic than what the people in the animation suits made it?

Subject: Re: char animations
Posted by sla.ro(master) on Mon, 27 Feb 2012 17:46:29 GMT
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kamuixmod wrote on Mon, 27 February 2012 18:05he is asking how to make new animations for a character, like how salute or making a new and more realistic crouch animation

facepalm

indios want to know if is possible to play the ren animations in RenX, not the default char

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animation from boning character..

Subject: Re: char animations
Posted by NACHO-ARG on Mon, 27 Feb 2012 17:47:11 GMT
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Quote:a good way to make wwskin bind the mesh right?

this is the thing, i can rig inf models prety well but it takes me several ingame test to get it right, so i wanted to know if there is a way to reproduce the character ingame anymations wile working whit renx.

Quote:indios want to know if is possible to play the ren animations in RenX, not the default char animation from boning character..

 exactly, you posted before me you evil sla.ro ;p

Subject: Re: char animations
Posted by Jerad2142 on Tue, 28 Feb 2012 15:15:22 GMT
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NACHO-ARG wrote on Mon, 27 February 2012 10:47Quote:a good way to make wwskin bind the mesh right?

this is the thing, i can rig inf models prety well but it takes me several ingame test to get it right, so i wanted to know if there is a way to reproduce the character ingame anymations wile working whit renx.

Instead I just recommend clicking animate, moving to frame one, then moving the bones far away from each other, this makes any binding issues plenty noticeable.