
Subject: First Real CutScene, check it out
Posted by [Dante](#) on Sun, 04 May 2003 23:17:18 GMT
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here is a sample teaser, to show you we aren't bullshitting you

we can do ingame cutscenes

<http://modx.renevo.com/showthread.php?s=&threadid=284>

Subject: First Real CutScene, check it out
Posted by [\[REHT\]Spirit](#) on Sun, 04 May 2003 23:37:31 GMT
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Dang it you stole my idea before I even got to say something about it!!! Evil mind reader!
(jk.....sort of.....).

Anyhow, I didn't think that screen fade stuff was enabled in MP. Gj!

Edit:

So that's how they did the bone stuff for animating! Must've been a nightmare for you animating that thing, lol.

Subject: First Real CutScene, check it out
Posted by [Blazer](#) on Sun, 04 May 2003 23:38:13 GMT
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LOL! Nice. I pushed Locke over to where the Nod guy drops, and the Nod guy killed him haha.
Nice flythrough too. If you go into the wf bay, you can see that the wf has no MCT inside...I guess they figured since it wasn't needed for that level why bother including it.

Cool work Dante.

Subject: First Real CutScene, check it out
Posted by [maytridy](#) on Sun, 04 May 2003 23:50:45 GMT
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That is fucking awesome. Nice work dude.

Subject: First Real CutScene, check it out

Posted by [Blazer](#) on Sun, 04 May 2003 23:52:42 GMT

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maytridyDo i put this in my data folder to make it work?

Yes. Its a .pkg file. Then host a 1 player lan game, using said file.

Subject: First Real CutScene, check it out

Posted by [maytridy](#) on Sun, 04 May 2003 23:57:26 GMT

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nvm, i figured it out. (edited post)

Subject: First Real CutScene, check it out

Posted by [Dante](#) on Mon, 05 May 2003 00:13:43 GMT

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BlazerLOL! Nice. I pushed Locke over to where the Nod guy drops, and the Nod guy killed him haha. Nice flythrough too. If you go into the wf bay, you can see that the wf has no MCT inside...I guess they figured since it wasnt needed for that level why bother including it.

Cool work Dante.

it has an MCT, its on the bottom floor...

Subject: First Real CutScene, check it out

Posted by [Dante](#) on Mon, 05 May 2003 00:15:12 GMT

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actually, that was the easy part, the only hard part was figuring out the right camera position... but i have a trick for that now

Subject: First Real CutScene, check it out

Posted by [\[REHT\]Spirit](#) on Mon, 05 May 2003 00:19:31 GMT

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I guess for a camera it's easy. Ever tried animation if four-legged object? *shivers*

Anyhow gj! I want to do one of those, once I get some people for voices.

Subject: First Real CutScene, check it out

Posted by [Dante](#) on Mon, 05 May 2003 00:47:53 GMT

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[REHTSpirit]Dante[REHTSpirit]Dang it you stole my idea before I even got to say something about it!!! Evil mind reader! (jk.....sort of.....).

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yes

don't be a control freak over the animation (like setting every frame) and it will go pretty smooth

Subject: First Real CutScene, check it out

Posted by [maytridy](#) on Mon, 05 May 2003 00:50:36 GMT

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The Kung-Foo that the officer does is awesome. Is that using the custom hand, face and body positions that were release a while ago?

Subject: First Real CutScene, check it out
Posted by [England](#) on Mon, 05 May 2003 00:58:36 GMT
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DanteBlazerLOL! Nice. I pushed Locke over to where the Nod guy drops, and the Nod guy killed him haha. Nice flythrough too. If you go into the wf bay, you can see that the wf has no MCT inside...I guess they figured since it wasnt needed for that level why bother including it.

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it has an MCT, its on the bottom floor...

Found em, perty

<http://www.radiantx.net/hosted/screen1.jpg>
<http://www.radiantx.net/hosted/screen2.jpg>
<http://www.radiantx.net/hosted/screen3.jpg>

How do i get into the rest of the buildings!!!! I must know!! Also, this looks good for a map.. make it

Subject: First Real CutScene, check it out
Posted by [Dante](#) on Mon, 05 May 2003 01:19:34 GMT
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you guys are wierd....

that is the Tutorial level...

i made a DM of it a while back ago

C&C_DMTutorial.mix

http://www.renevo.com/Downloads/C&C_DMTutorial.zip
