Subject: Animation Translation
Posted by Halo38 on Fri, 12 Sep 2003 17:50:06 GMT
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Hi all,

I have created an animation that won't translate to w3d.

Unlike a spinning fan or rolling rock etc.... my animation is a single stationary mesh and has it's vertices animated (think beating heart)

Question is, is this type of animation valid?? it won't work in w3d viewer nor level edit. :tellme:

Subject: Animation Translation
Posted by General Havoc on Fri, 12 Sep 2003 18:42:52 GMT
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I think you have to use WWskin to animate verticies. Attach verticies to bones and try it.

Subject: Animation Translation
Posted by Halo38 on Fri, 12 Sep 2003 19:33:24 GMT
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excellent, but, I have no idea how to bone (keep it clean)..... of to learn how to bone then

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Subject: Animation Translation
Posted by laeubi on Fri, 12 Sep 2003 19:36:21 GMT
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General Havoc is right. YOu ahve to create a bone (ist jsut a simple box) for each vertice.
then link vertices to the bones and the bones to the WSkin Spacewarp

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Subject: Animation Translation
Posted by General Havoc on Fri, 12 Sep 2003 19:42:24 GMT
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The flag tutorial helps. I thought you was the one who did it before but then I get you and Havoc 89 confused a lot.

Subject: Animation Translation

Posted by Halo38 on Fri, 12 Sep 2003 20:04:08 GMT
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ahh i see, don't seem to hard :huh: :dontgetit: :huh: see you in a few years (but dam this will be worth it)

Subject: Animation Translation
Posted by Ugauga01 on Sat, 13 Sep 2003 05:50:25 GMT
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Is it the Flag Tutorial which i translated into german????

Subject: Animation Translation
Posted by General Havoc on Sat, 13 Sep 2003 08:53:20 GMT
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Yeah the german version is on http://www.laeubi.de/tutorials

Subject: Animation Translation
Posted by Halo38 on Sat, 13 Sep 2003 11:59:53 GMT
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If i want to make this type of animation collidable i assume it requires a series of seperate hidden bounding planes??? (read something about that in the bridge destruction animation tut...