Subject: Re: [Tutorial]Add moving effects and bone a character
Posted by Di3HardNL on Mon, 23 Nov 2009 20:49:53 GMT

Picture10

When you selected them all press the 'Auto-link' button on the right menu.

When you did that select the Helmet_0 mesh and do the same thing as we did for the Sniper_0 mesh. (Where we started 'bind to spacewarp')

BUT after you selected all the blue dots don't click on Auto-link, but on 'link to bone' Now press 'H' and select c_head and click on 'pick'

Now your character is all set and done to EXPORT it.

Go to File -> Export and save it in your renegade DATA as c_ag_nod_sniper.w3d

'export using skeleton' Here you must select s_a_human.w3d
Picture 11

END RESULT + FILES IN ATTACHMENT

File Attachments
1) Stealth BlackHand - Gmax Scene - W3d Importer - Di3HardNL.rar, downloaded 194 times