Subject: Run dont walk from the loller sword!
Posted by jamiejrg on Sun, 11 Feb 2007 18:22:55 GMT
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Good afternoon gents!

I'm new to this forum and i just recently got back into C&C renegade. Years ago i used to skin and stuff, i tried to model but it was to complex for me back then and the uvw maping absolutely blew my mind. Now, its not so bad

So yesterday i decided to try my hand at it again and see what i could come up with. So i made a little joke model. I call it the loller sword!

Pics - I resized them to about 430 x 300 or so, sorry if anyone has any problems!

Subject: Re: Run dont walk from the loller sword!
Posted by Gen_Blacky on Sun, 11 Feb 2007 18:31:12 GMT
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lmao thats funny

Subject: Re: Run dont walk from the loller sword!
Posted by jamiejrg on Sun, 11 Feb 2007 18:34:52 GMT
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Thanks

Btw, i want to change the projectile for the pistol. Does it just use an invisible one?

At anyrate, which one does it use?

Subject: Re: Run dont walk from the loller sword!
Posted by Slave on Sun, 11 Feb 2007 20:54:04 GMT
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it has no projectile defined, so there aint really much to replace.

Subject: Re: Run dont walk from the loller sword!
Posted by Urimas on Sun, 11 Feb 2007 21:09:52 GMT
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i can make a sword with 1st person animations to should i make one? if yes what kind?

Subject: Re: Run dont walk from the loller sword!
Posted by Ryu on Sun, 11 Feb 2007 21:51:56 GMT
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That's gold.

loller sword!

Subject: Re: Run dont walk from the loller sword!
Posted by jamiejrg on Sun, 11 Feb 2007 22:18:57 GMT
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Urimus... make the kakori sword from Zelda, i was going to do that one tonight.

Also, i really have to figure out this whole first person animation thing. It's realy hard

Btw: My original idea for the sword was to replace the pistol bullet with a kinda red slash. Like ichigo's attack on Bleach. And i had no idea what to do with the reload anim. I kept the idle becuase it still looked good. Lastly, I need to figure out how to do the firing animation. Obviously a slash.

We have to figure out what to do with the reload anim, because reloading a sword doesnt make much sense... or does it?

I want to make a Katana next, but replace something with a replaceable projectile, and something with a relitively fast rate of fire so you could have a slash combo attack.

First person pic

Subject: Re: Run dont walk from the loller sword!
Posted by Scrin on Sun, 11 Feb 2007 22:23:56 GMT
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jamiejrg wrote on Sun, 11 February 2007 16:18Urimus... make the kakori sword from Zelda, i was going to do that one tonight.

Also, i really have to figure out this whole first person animation thing. It's realy hard
say you can moddeling(remake) or skinning vehicles?

Subject: Re: Run dont walk from the loller sword!
Posted by Dave Anderson on Sun, 11 Feb 2007 22:28:43 GMT
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Quote:We have to figure out what to do with the reload anim, because reloading a sword doesnt make much sense... or does it?

Just make it so the arms go downward a bit and move up and down as if the guys arms are tired.

Subject: Re: Run dont walk from the loller sword!
Posted by Cpo64 on Sun, 11 Feb 2007 22:37:58 GMT
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Or just have him spin it around like some sorta show off.

Subject: Re: Run dont walk from the loller sword!
Posted by jamiejrg on Sun, 11 Feb 2007 22:43:31 GMT
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Cpo64 wrote on Sun, 11 February 2007 16:37Or just have him spin it around like some sorta show off.

AHAHAH I LIKE THAT ONE! But i still have to figure out the animations, i'm going to fiddle with it right now.

BTW, scrin i'm not sure what your getting at.

Subject: Re: Run dont walk from the loller sword!
Posted by Jerad2142 on Mon, 12 Feb 2007 03:29:18 GMT
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Slave wrote on Sun, 11 February 2007 13:54it has no projectile defined, so there aint really much to replace.
Don't be stupid, all Renegade weapons have projectiles, any weapon with out a projectile will crash the game (you must be thinking of the original Unreal Tournament).
Its called "Ammo_Pistol_Player".

Subject: Re: Run dont walk from the loller sword!
Posted by Scrin on Mon, 12 Feb 2007 08:01:16 GMT
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jamiejrg wrote on Sun, 11 February 2007 16:43Cpo64 wrote on Sun, 11 February 2007 16:37Or just have him spin it around like some sorta show off.

AHAHAH I LIKE THAT ONE! But i still have to figure out the animations, i'm going to fiddle with it right now.

BTW, scrin i'm not sure what your getting at.
i mean hmm like this.. can you convert sakura commanche cnoper to nod apach choper? (i have all files for it0?

Subject: Re: Run dont walk from the loller sword!
Posted by Urimas on Mon, 12 Feb 2007 12:31:17 GMT
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pm me the model of the loler sword and i'll animate it for you
scrin vech replacements stop the sever list from showing up....

reloading a sword is posible if it was squalls gunblade xD

Subject: Re: Run dont walk from the loller sword!
Posted by Scrin on Mon, 12 Feb 2007 15:23:07 GMT
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hmm i think servers stop only if you model bigger like original...?
here sample im use acolyte sbh model and all ok with it...just need resize to original...

Subject: Re: Run dont walk from the loller sword!
Posted by Sl4cker on Mon, 12 Feb 2007 15:53:41 GMT
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If you played some of the final fantasies a guy on there had a sward called a gun blade. It shot bullets as you sliced your target maybe you can make it something like that.
And then the reload animation would make sence.

Subject: Re: Run dont walk from the loller sword!
Posted by Slave on Mon, 12 Feb 2007 15:58:13 GMT
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Jerad Gray wrote on Sun, 11 February 2007 21:29Slave wrote on Sun, 11 February 2007 13:54it has no projectile defined, so there aint really much to replace.
Don't be stupid, all Renegade weapons have projectiles, any weapon with out a projectile will crash the game (you must be thinking of the original Unreal Tournament).
Its called "Ammo_Pistol_Player".

Don't be telling me what im thinking of. Yes it has ammo defined, but have you ever seen a projectile comming out of the pistol?

Quote:Btw, i want to change the projectile for the pistol. Does it just use an invisible one?

He was referring to a projectile model to replace for the pistol. Since this projectile moves at 400 m/s (the max) it is invisible. Therefore there aint really a visible model to replace. That's what "stupid" me was thinking of.

Subject: Re: Run dont walk from the loller sword!
Posted by Di3HardNL on Mon, 12 Feb 2007 17:47:02 GMT
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lol nice i cant wait untill someone here can mod characters, all to zelda characters

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Subject: Re: Run dont walk from the loller sword!
Posted by Zion on Mon, 12 Feb 2007 20:07:52 GMT
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Take a look at Ledgend of Renegade mod that Jerad's doing.

Subject: Re: Run dont walk from the loller sword!
Posted by jamiejrg on Mon, 12 Feb 2007 21:18:26 GMT
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I suppose modeling a character wouldn't be that hard. I just have no idea why there are so many models for one character!

Btw, good idea with the gun blade, i play ff alot(mostly 10). I can't believe i forgot about the gunblade. Maybe i'll try that. Btw, i'm not going to give out the models for a few reasons.
1) they suck, and it makes me look terrible
2) i need to learn to animate myself
3) .... there will be better coming.

IT was more of a dry run if you know what i mean. Thanks for your offer tho, i appreciate it.

edit

Jamie

Subject: Re: Run dont walk from the loller sword!
Posted by Jerad2142 on Mon, 12 Feb 2007 22:50:13 GMT
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Slave wrote on Mon, 12 February 2007 08:58Jerad Gray wrote on Sun, 11 February 2007 21:29Slave wrote on Sun, 11 February 2007 13:54it has no projectile defined, so there aint really much to replace.
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He was referring to a projectile model to replace for the pistol. Since this projectile moves at 400 m/s (the max) it is invisible. Therefore there aint really a visible model to replace. That's what "stupid" me was thinking of.
All you have to do is slow it down to "399.99" then the projectile will once again become visible, but it won't be an instant hit. And I was not calling you stupid, I was calling what you said stupid, because I misunderstood what you meant.

Subject: Re: Run dont walk from the loller sword!
Posted by jamiejrg on Tue, 13 Feb 2007 00:57:54 GMT
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no worries guys, i dont need it anymore, i'm working on that gunblade.

Subject: Re: Run dont walk from the loller sword!
Posted by Scrin on Tue, 13 Feb 2007 18:16:35 GMT
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so tell me you working with vehicles...?

Subject: Re: Run dont walk from the loller sword!
Posted by Di3HardNL on Tue, 13 Feb 2007 19:25:57 GMT

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^^ scrin

By the way , Merovingian can you give me a link to that topic for legend of renegade? Because i dont wanna search through 196 pages Mod section

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Subject: Re: Run dont walk from the loller sword!
Posted by jamiejrg on Tue, 13 Feb 2007 20:43:10 GMT

Scrin i'm not working with vehicles man sorry.

Just weapons right now, and believe me there is alot to cover.

Subject: Re: Run dont walk from the loller sword!
Posted by Scrin on Tue, 13 Feb 2007 21:46:22 GMT

ok np i just ask ;P