

---

Subject: Character Mod

Posted by [Slayer9x9](#) on Fri, 03 Aug 2007 16:30:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

After a long period of time experimenting, downloading, etc...

I finally created a character for Renegade!

For those of you who have played Silent Hill 2, you'll know who this is.

It Pyramid Head!

Everything seems to work well, except for its head...

Like the other characters in Renegade, P-Head's top part of his head turns, disorienting the large helmet he has on...

Well anyway, here are some pics:

---

#### File Attachments

1) [Untitled0-19-3-43.jpg](#), downloaded 723 times

---

# Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



Map Screen Hits: 0  
Menu Screen Hits: 0  
Vis Sample Rejected - No Vis Sector or Vis Sector ID not assigned!

Ready

Gabe\_1

Camera (0.00,0.00,80.00)

Frame 1

2) [Untitled0-19-16-39.jpg](#), downloaded 722 times

Command K:



3) Untitled0-19-16-43.jpg, downloaded 717 times



4) Untitled0-19-17-34.jpg, downloaded 723 times



---

**Subject: Re: Character Mod**  
Posted by [jamiejrg](#) on Fri, 03 Aug 2007 16:32:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

What is it supposed to look like?

Maybe I can help.

Good job tho. Character modding took me a long time to figure out.

---

---

**Subject: Re: Character Mod**

Posted by [OWA](#) on Fri, 03 Aug 2007 21:31:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Try linking the whole of the helmet vertices to the head bone by name, that should work. Pretty good stuff. If that is all your own work, maybe you should consider joining Bluehell Productions

---

---

Subject: Re: Character Mod

Posted by [Ryu](#) on Fri, 03 Aug 2007 22:57:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I HATE THAT THING ON SILENT HILL!

D:

---

---

Subject: Re: Character Mod

Posted by [Slayer9x9](#) on Sat, 04 Aug 2007 05:01:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

One Winged Angel wrote on Fri, 03 August 2007 16:31 Try linking the whole of the helmet vertices to the head bone by name, that should work. Pretty good stuff. If that is all your own work, maybe you should consider joining Bluehell Productions

Thanks for the help!

Actually, this isn't all of my own work...I converted the mod on Oblivion to 3ds max, to Gmax, to RenX, to leveleditor...

So, I guess I should have some credit....

Right now, I'm working on a custom weapon for P-Head.

His giant knife would be a perfect fit for him in Renegade...

---

---

Subject: Re: Character Mod

Posted by [Ryu](#) on Sat, 04 Aug 2007 05:03:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Nice! His sword kicks ass.

But yeah, Ignore my immature comment , Pretty good stuff even if you didn't completely make it.

---

---

Subject: Re: Character Mod

Posted by [Veyrdite](#) on Sat, 04 Aug 2007 06:59:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

OMG ITS MY GRANDMOTHER

Brill Job, looks really good. Pop a Normal Map on And your're Done.  
EDIT: Lol look at his ingame name

---

---

---

---

**Subject: Re: Character Mod**  
Posted by [GrayWolf](#) on Sat, 04 Aug 2007 14:01:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

You guys see the movie where that guy rips that bitch's skin off and throws it at the church door?  
LOL Best part of the movie.

---

---

---

---

**Subject: Re: Character Mod**  
Posted by [Slayer9x9](#) on Sat, 04 Aug 2007 14:54:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

GrayWolf wrote on Sat, 04 August 2007 08:01 You guys see the movie where that guy rips that  
bitch's skin off and throws it at the church door? LOL Best part of the movie.

Yah, that was cool...  
Although, he was cooler in the game...

---