
Subject: The Chicken

Posted by [Jerad2142](#) on Tue, 12 Jul 2016 17:36:32 GMT

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

I was bored today so I threw 4.5 hours into rigging and touching up the Renegade chicken, it now has a fully complete animation set and is ready to be used in mods video of the chicken.

If being used in a map it's not required all animations are used, you only need the animations needed for all the weapon hold styles the chicken can acquire.

The animations you can exclude are the following:

h_r_a*** (weapon hold style ----/beacon/c4)

h_r_c*** (weapon hold style shoulder)

h_r_d*** (weapon hold style hip)

h_r_e*** (weapon hold style launcher)

h_r_f*** (weapon hold style handgun)

If anyone decides to make a better texture for the chicken please share it here, otherwise enjoy

Edit: Added a fix so the AI can turn the head to look around and also so the AI will aim at the head of the chicken when shooting at it instead of its feet.

File Attachments

1) [Chicken.zip](#), downloaded 335 times
