
Subject: Complex bridge destroy animation
Posted by [c0vert7](#) on Wed, 27 Dec 2006 22:59:07 GMT
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Would anyone be willing to animate a very complex bridge I made so it will blow up? I tried a tutorial on it but I don't think I'm ready to learn it all I tried but it's not a very easy to understand tutorial. And it covers it a different way. So if anyone out there can animate this bridge for me I would like it very much. Please help. leave ur msn or email if u want to help and I will send it to you. Thanks.

Subject: Re: Complex bridge destroy animation
Posted by [c0vert7](#) on Thu, 28 Dec 2006 15:45:22 GMT
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please

Subject: Re: Complex bridge destroy animation
Posted by [Blazea58](#) on Thu, 28 Dec 2006 15:53:54 GMT
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show a pic of the bridge first

The model makes a huge difference as most of the time it would be best to have it fully in mind how the destroying parts will be, before you even have built your model. That is unless you want to detach it all in chunks and have pieces fly off etc.

I personally can't do anything more than make the animation, exporting is another story, but I'm sure if you have a picture to present, finding help will come a lot faster lol.

Subject: Re: Complex bridge destroy animation
Posted by [c0vert7](#) on Thu, 28 Dec 2006 15:59:49 GMT
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I got a picture somewhere. I got the model ready but I don't want to put it up here and have someone steal it from me ;P.

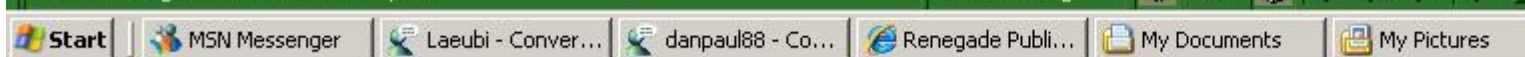
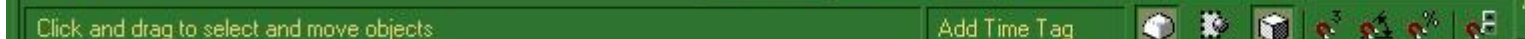
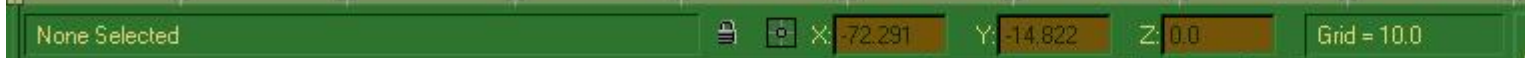
Picture is attached

File Attachments

1) [Bridge.JPG](#), downloaded 216 times



Perspective



Subject: Re: Complex bridge destroy animation
Posted by [c0vert7](#) on Thu, 28 Dec 2006 16:06:01 GMT
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The animation I would really really want is to have it like break in half and the point it breaks to go down to the ground and stops... Once that goes down the supports in the middle will collapse onto it and than the strings that are attached the supports will snap and possibly make a little bend and than fall. Once its blown up i dont want people to be able to drive on it. But it it repairable...I dont think you need really much animation on that mabey have the bridge main walk way were the vehicles ride on pull back up while u repair and than the rest just appears there. Picky but I dont want a very tacky looking thing.

Subject: Re: Complex bridge destroy animation
Posted by [Zion](#) on Fri, 29 Dec 2006 23:13:45 GMT
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I'd do it, it'll double as experience too

Add me to MSN (addy's in my profile).
