Subject: WoW mod (need help)
Posted by Urimas on Tue, 20 Nov 2007 15:19:55 GMT
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i have a question how do i animate my own characters (i feel like making a World Of Warcraft mod
i have the models ALL of them) heres a look at a character and weapon

http://www.fileden.com/files/2007/5/25/1111692/characterandsword.PNG
so can anyone help me?

Subject: Re: WoW mod (need help)
Posted by Urimas on Tue, 20 Nov 2007 16:23:05 GMT
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here is the character + weapon that replaces the GDI shotgunner tell me what you think

File Attachments
1) wowcharaandweap.zip, downloaded 176 times

Subject: Re: WoW mod (need help)
Posted by mrÃ£Ã§Ä·z   on Tue, 20 Nov 2007 17:57:48 GMT
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ehm..

awesome!

Subject: Re: WoW mod (need help)
Posted by IronWarrior on Tue, 20 Nov 2007 22:40:11 GMT
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Very nice.

Subject: Re: WoW mod (need help)
Posted by Urimas on Wed, 21 Nov 2007 14:53:13 GMT
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does anyone know where to find a Character tuts (making custom skellingtons and animations?)

Subject: Re: WoW mod (need help)
Posted by bisen11 on Wed, 21 Nov 2007 16:30:48 GMT
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renhelp.net . Look at the boning a character tutorial

Subject: Re: WoW mod (need help)
Posted by Urimas on Wed, 21 Nov 2007 17:30:13 GMT
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i have thats just boing a character i need to know how to CUSTOM animate a character and its own skellington! (cuz I dougt a tauren would fit in the defualt skellington!)

Subject: Re: WoW mod (need help)

Posted by IronWarrior on Fri, 02 May 2008 16:32:05 GMT

I didn't know you could use this in game, thought it was just a model, lol

Anyway, had this for a long time, added to Game-Maps.NET
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