

Doomsday Engine - Feature #1149

MD3 support

2003-03-27 17:20 - noctrun

Status: Closed	Start date: 2003-03-27
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Description md3 model support, better format for higher res models and easier to export form the major 3d modeling programms (3dmax, maya, etc) featuring multiple md3 models for a single object using tags (not limited to head/upper/lower, highly scriptable). we could even legally use quake3's doom model if we would only point doomsday to our full quake 3 installation, I also like note the generations mod for q3a (http://www.wireheadstudios.org) has great models for hud, weapons & items for it's doom class already done, we might be allowed to use those if we ask 'em nicely	
Labels: Graphics	
Related issues:	
Is duplicate of Feature #1246: Support newer model formats and skeletal anima...	Closed 2013-10-12

History

#1 - 2003-03-29 09:40 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

But it needs pain skins

#2 - 2003-04-01 10:39 - noctrun

Logged In: YES

user_id=501315

well, i think painskins are not a problem, artists might create them when they can be used ingame

#3 - 2003-04-03 14:52 - danij

Closing as duplicate (there is a newer RFE for this with more recent information/discussion).

#4 - 2003-04-25 15:46 - noctrun

Logged In: YES

user_id=501315

animation can be done through q3a's animation.cfg, that would gain support for all custom q3a models: head (no animation) / upper (classic doom states -> the entries in the animation.cfg) / lower (player/monster movement -> the entruess in the animation.cfg) and that's just an example limited to head/upper/lower the tags can be used to turn the heretic player model to something similar like the heretic2 player

#5 - 2003-06-05 12:00 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

I can see it now ! quake3's doom trooper!

#6 - 2003-06-16 19:34 - skyjake

(originally posted by anonymous SF.net user)

Logged In: YES

user_id=794600

Why don't make pain anims instead, maybe bulletholes in model or, wait, why not sof effects????

the way pain skins was used once is obsolete way, let it be for the past.

#7 - 2003-06-18 09:47 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

Yeah. I say convert the old md2s to md3, and have them be low-res versions for people who can't handle it on their computers. Then high detail md3s for the higher end computers. You people must realize that there are alot more monsters in doom then any quake game. Also, is there a format even better then md3 (whatever Doom 3 uses, but that is probaly hush hush for now)

#8 - 2003-06-18 21:28 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

Should use md3 skeletal animation.

#9 - 2003-07-03 04:20 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

the md3 format does not support skelletal animation, PLEASE DO NOT SPAM FEATURE REQUESTS, this is not a discussion forum

#10 - 2009-10-04 22:46 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

SOF pains affects would be great.