

Doomsday Engine - Feature #1165

Multipart 3D models

2003-05-29 16:45 - skyjake

Status: Rejected	Start date: 2003-05-29
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version:	
Description To allow better animation of objects, 3D models should support a separate state for each submodel. The state could be purely for visual purposes. Each submodel could be rotated/scaled separately. An MD3 model can specify multiple parts in one file (right?). The "must have" animations: <ul style="list-style-type: none">- Doom guy run and shoot (sidestep, too?)- Heretic's Gargoyle wings- Monster heads turn to look at target Labels: Graphics	
Related issues: Related to Feature #1246: Support newer model formats and skeletal animation Closed 2013-10-12	

History

#1 - 2003-06-03 05:46 - sin4u

Logged In: YES
user_id=876431

This is possibly easier with skeletal support, and allows even better animation, and could in the future lead to blended physics sim and keyframed animation, see the CryEngine for an example of this.

#2 - 2003-09-29 07:10 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

have you even considered to read the md3 support feature request?

#3 - 2016-08-09 10:33 - skyjake

- Tags set to 3DModel, Renderer

- Status changed from New to Rejected

Obsoleted by newer model file formats.