Doomsday Engine - Feature #1865

Align 3D model's head with the target's direction

2014-09-15 08:48 - skyjake

Status:	New	**Start date:**	2014-09-15
Priority:	Normal	**% Done:**	0%
Assignee:			
Category:	Enhancement		
Target version:	Rendering		

Description

It would make enemies for believable if they turned their head to look at their target rather than always staring straight ahead. A skeletal model's head could be turned by Doomsday, given certain assumptions about how the head is oriented in model space. Requires a model asset definition that tells Doomsday which model bone to modify.

Related issues:

Related to Feature #1246: Support newer model formats and skeletal animation	**Closed**	**2013-10-12**

History

#1 - 2014-09-15 08:48 - skyjake

- Related to Feature #1246: Support newer model formats and skeletal animation added

#2 - 2019-11-29 21:06 - skyjake

- Target version set to Rendering