

Doomsday Engine - Feature #2170

Improved sequence-based model animation mechanism

2016-08-07 08:51 - skyjake

| | | | |
|--|-------------|--------------------|-------------------|
| Status: | Progressed | Start date: | |
| Priority: | Normal | % Done: | 10% |
| Assignee: | skyjake | | |
| Category: | Enhancement | | |
| Target version: | Rendering | | |
| Description | | | |
| Continuing work in #1890 , skeletal animation enables doing more sophisticated animations: | | | |
| <ul style="list-style-type: none">• Animating parts of the skeleton separately.• Motion-controlled animations, e.g., walking animations for the legs only depending on walking/running speed and direction.• Blending animation sequences for smoother transitions from one sequence to another. | | | |
| Related issues: | | | |
| Copied from Feature #1890: New sequence-based model animation mechanism | | Closed | 2013-10-12 |

History

- #1 - 2016-08-07 08:51 - skyjake
- Copied from Feature #1890: New sequence-based model animation mechanism added
- #2 - 2016-08-07 09:01 - skyjake
- % Done changed from 0 to 10