

## Doomsday Engine - Feature #2170

### Improved sequence-based model animation mechanism

2016-08-07 08:51 - skyjake

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

#### 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