

## Doomsday Engine - Bug #2194

### Enhanced player weapon 3D model animations (VR compatible)

2017-01-19 10:34 - skyjake

<b>Status:</b>	New	<b>Start date:</b>	2015-06-21
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Enhancement		
<b>Target version:</b>	Rendering		
<b>Description</b>			
<p>The player weapon 3D models use a vanilla-like sine-curve bobbing animation. However, if the model author would be able to animate the bobbing as its own animation sequence, it would allow for more realistic and varied weapon-carrying animations.</p> <p>This is also important for "real-world" 3D positioning in VR, where having a realistic position and motion for the weapon is more important.</p>			
<b>Related issues:</b>			
Follows Feature #1994: Model asset for player weapons (model.weapon.*)		<b>Closed</b>	<b>2015-06-20</b>

#### History

##### #1 - 2017-01-19 10:34 - skyjake

- Start date changed from 2017-01-19 to 2015-06-21

- Follows Feature #1994: Model asset for player weapons (model.weapon.\*) added