

Basics of Animations

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Okay, here are some basic guidelines for animating things for Halo...

1. All geometry must be linked to a node (frame or biped bone).
2. You do not animate the object itself; you simply animate a node which the object is linked to.
3. Keyframe amounts do not matter in base animations like .jma. In all other animation types, the number of keyframes does matter.
4. Try to make all animations end where they started (to make it look smoother in the game).
5. Some notes when exporting:

.jma = base animation

.jmr = replacement animation

.jmo = overlay animations

1. If you are updating an existing animation graph, the file extensions must stay the same or it won't import the animation.
2. When animating an object, the actual object is not needed (but can be used for reference). You **ONLY NEED** to animate the nodes of the model.

That is all I can think up for now... Hope this gets you on your way to animating!

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