

Leaderhead Animation Index

[illegible]

NOTES

6AB	Neck a tiny bit overstretched.
6H	Eyebrows a bit odd.
6Z	Only Minor Glitches. Looks a bit like Johnny Bravo.
8AA	Shoulder variation. Face OK
8Q	Almost working and looks a bit different. Teeth & Eyes can be fixed with NifScope. Arms need de-rigging.
8T	Eyes look odd. Not sure how to fix - perhaps 'import' Gilgamesh's own. Otherwise clean.
10Y	Eye target seems messed up. Perhaps de-animate Eyes.
11AA	There is a small glitch with the hair
11AJ	Camera slightly off
11C	Some stretching on the eyebrows.
11T	Needs Eyes Fixed. Also a minor glitch on the Nose
12N	eyes need adjustment
12Y	eyes need adjustment
13AK	Some shades problem on the arm
13B	eyes need adjustment
13P	eyes are weird
14G	Looks a bit odd, but glitch-free
15B	Moustache problem + silly looks.
15G	Eye target MIA
15R	Fix eyes, remove Moustache
17D	The Neck is a bit long and eyes need fixing. But it's close to be working...
17K	move teeth back in nifscope
18AW	"looks more british" - dutchking
18F	eye error
18S	A slight glitch in the corner of his mouth
19N	Left (his left) corner of the mouth is glitched. Therwise clean. :(
19R	See 19N above. + Eyes need fixing.
20AK	Almost. Arms a bit thin and eyes twisted.
20B	Face is OK, but body distorted beyond salvaging.
20*	Many animations will do the same for Gandhi, so might work with a body replacement
21A	Nose does look a bit weird, teeth need NifScope Fixing.
21AF	Teeth need fixing. A bit of short neck
21D	Face looks ok (Teth need fixing). Arms very weird - de-rig ?
21F	eyes need adjustment. Shoulder pieces Weird. Remove or de-rig.

NOTES

22B	Very minor teeth glitch. Non-symmetric smile (Does not look broken tho)
22O	Minor Glitch with the lips corner.
22J	The armors Texture is a bit distorted. Eyes need be moved back a notch.
24B	Beard looks odd and eyes need fixed.
25C	One shoulder-piece is broken. (Separable in Nifscope ??). Otherwise ok
26Q	Lips look awkward
27C	Looks a bit silly. Teeth need to be pushed back/
27AV	Teeth need fixing
30H	Minor Glitch on Shoulder and Nose
30W	De-rig harms for a incredible friendly looking Stalin
30X	Minor glitch on the Hat. Probably can be hidden by texturing clipping poly black.
31AJ	arms are bad
32O	Eyes out of Sync. (Replacing with original should help)
33*	It's necessary to rotate the mesh in the <i>Kublai_khan.nif</i> file to make it work with other animations than it's own. For the test following values were used in nif-scope (Format: Translation T(X/Y/Z) Rotation (Euler) R(Y/P/R)): Body: T(1.5/-4.5/-8) R(90/0/-90); Beard T(10/2.5/7.65) R(90/0/-90); Eyes (both) T(2.73/-6.9/-9.3) R(90/0/-90) The values need further finetuning (i.e Eyes). T didn't moved the teeth... Rotation should be the same
AD*	A reversed action would be required, to make other Nif work on <i>Kubla_khan_*.kf</i> s animations. Didn't try that, so no values here.
33J*	Since the moustache/beard is a separate mesh (Removeable in Nif-scope) i mostly ignored the glitches there.
35AM	Eyes need adjustment
34AK	Eyes misplaced
34E	Hair looks weird
35D	Neck, Overstretched, Eyes displaced
36D	Face OK, But Glitches on Hands and Neck.
36F	Eyes a bit weird, some stretching on Neck
36K	Looks a bit silly. Eyes a notch too deep
37F	Beard looks odd and eyes need fixed.
37K	Eye Target seems broken. Replace with donors eyeballs
38AA	Slight shoulder Displacement
38C	Arms are a bit odd
39AA	Shoulder variation
39AK	Eye Target MIA. Replace with donor's eyes.
39E	eyes need adjustment

NOTES

39H	eyes need adjustment
40AL	Arms a bit thin.
40C	The eyes are twisted somehow... Perhaps replacing eyes in NifScope will help...
41*	Tested without the silly helmet but with sword. The sword will have to be removed for most animations as well, to prevent Pericles from hurting him self.
41AK	Arms a bit weird. Fix Eyes
41B	Eyes shut.
41C	Eyes Need fixing. Remove sword.
41E	Eyes are twisted. Perhaps replacing with the animation doner eyes.
41M	Eyes need fixed, otherwise glitch free. But looks a bit weird.
42V	Eyebrows are glitched. Jist a tiny bit.
43*	Because of the FIRAXIS'an mess up, the artwork called "qin_shi_huang" is actually used for Kublai in game. So here We are talking here about animations that will work with the <i>qin_shi_huang.nif</i> / <i>qin_shi_huang.kfm</i>
33*	Accordingly, the line labeled "Kublai Khan" explores which animation will work with <i>Kublai_Khan.nif</i> , while being shown as Qin Shi Huang in game.
AD*	By the same reason the columns labeled Kublai Khan / Qin Shi Huang are referring to the artwork folders and files called Kublai_Khan* and Qin_Shi_Huang*
AN*	
44V	Minor texture glitch on left upper arm.
45C	Left shoulder broken. Could be easy to fix in blender.
46F	Moustache looks weird. Cut it.
47AS	His neck is a bit short and eyes need fixing. Otherwise fine.
47Q	Arms a bit weird, teeth need fixing...
47V	The fur look a bit glitched on one shoulder
49T	Very close... There are a few glitches that should be fixed in texture.
50*	This one is hard. Everything looks freaky. But so does the Original anim...
51V	transparent eyelids
53F	Eyes and Moustache need fixing.
55D	Shader Problem on the neck. Might be fix-able in texture