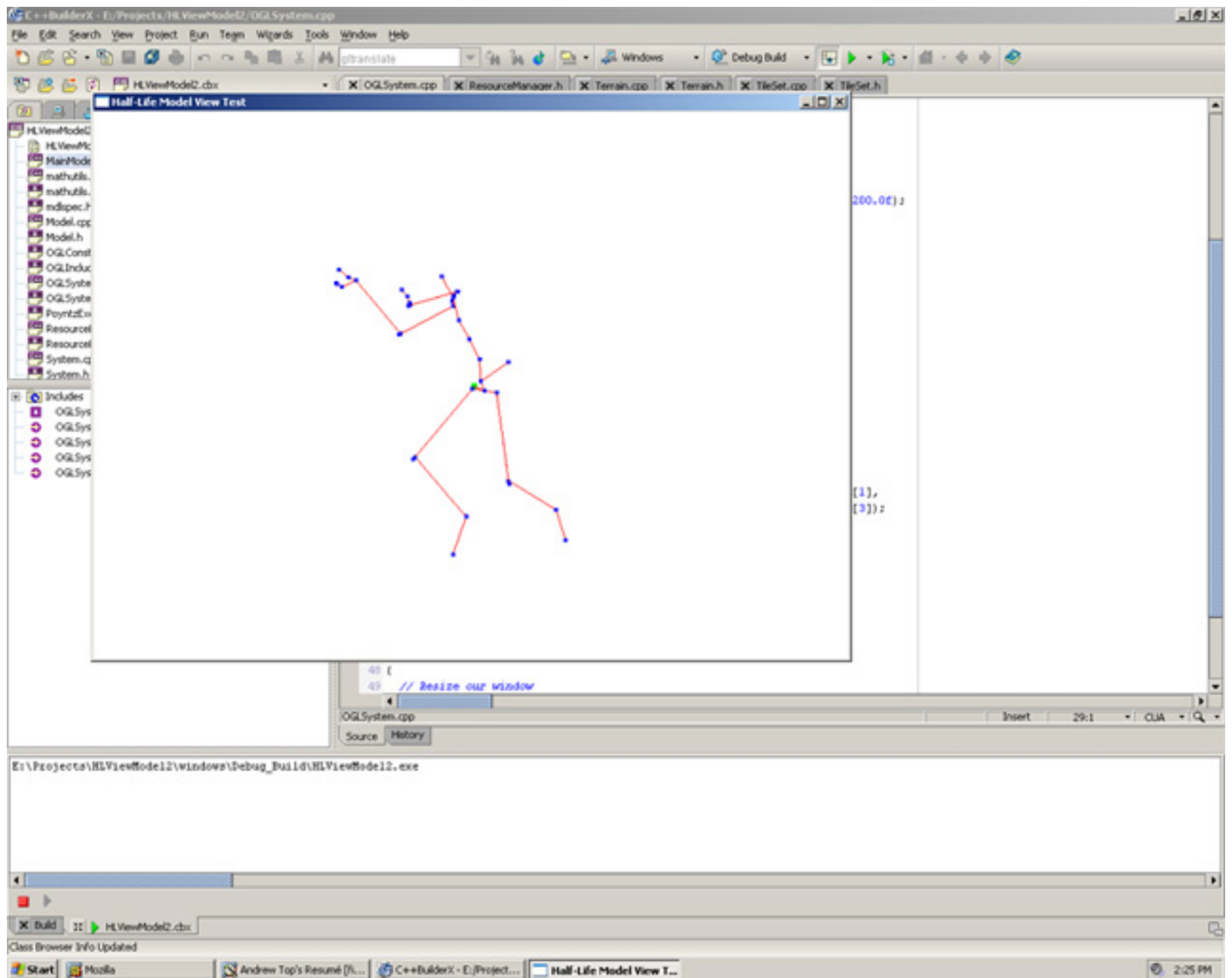
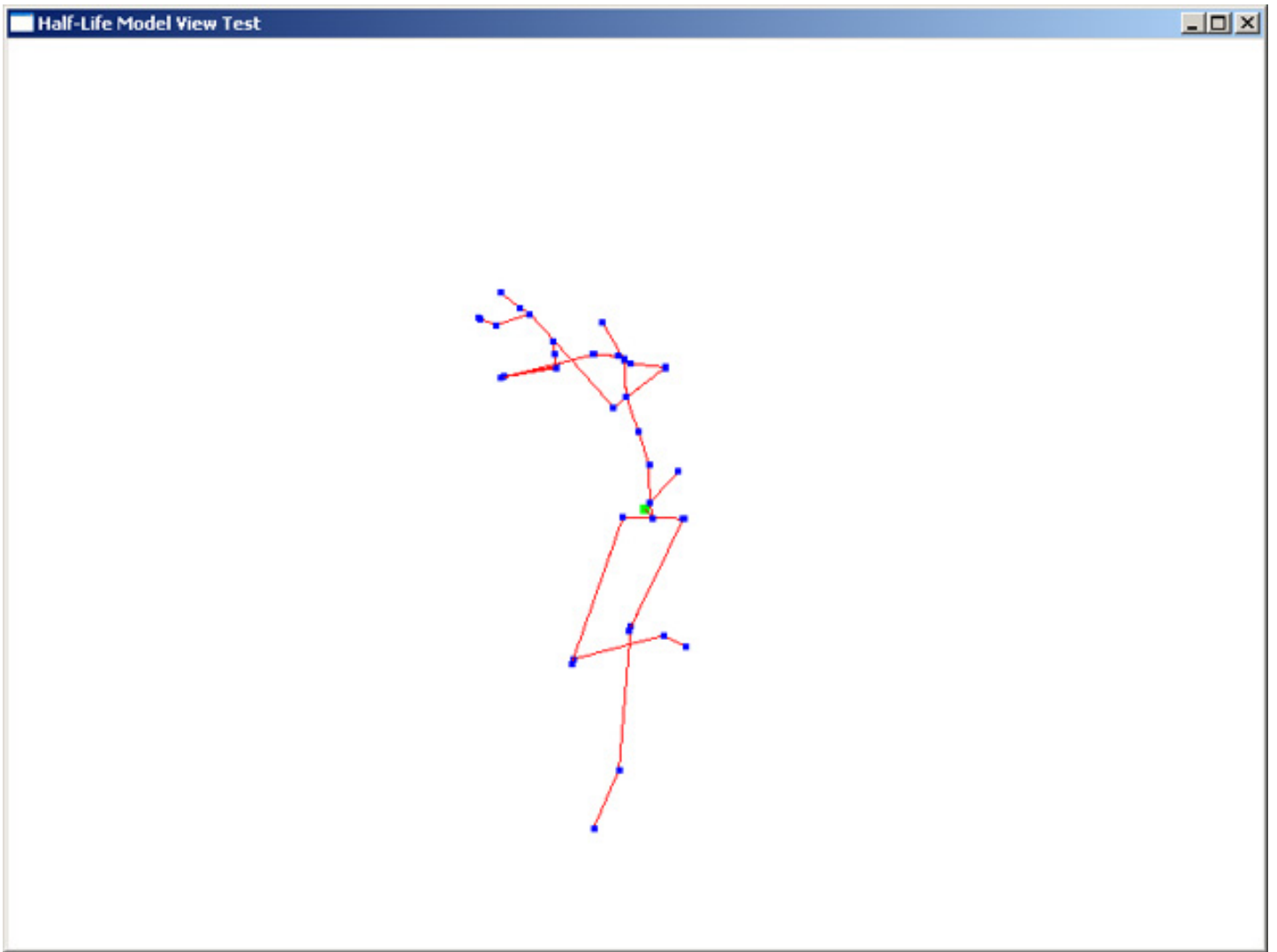


Half-Life Model Viewer

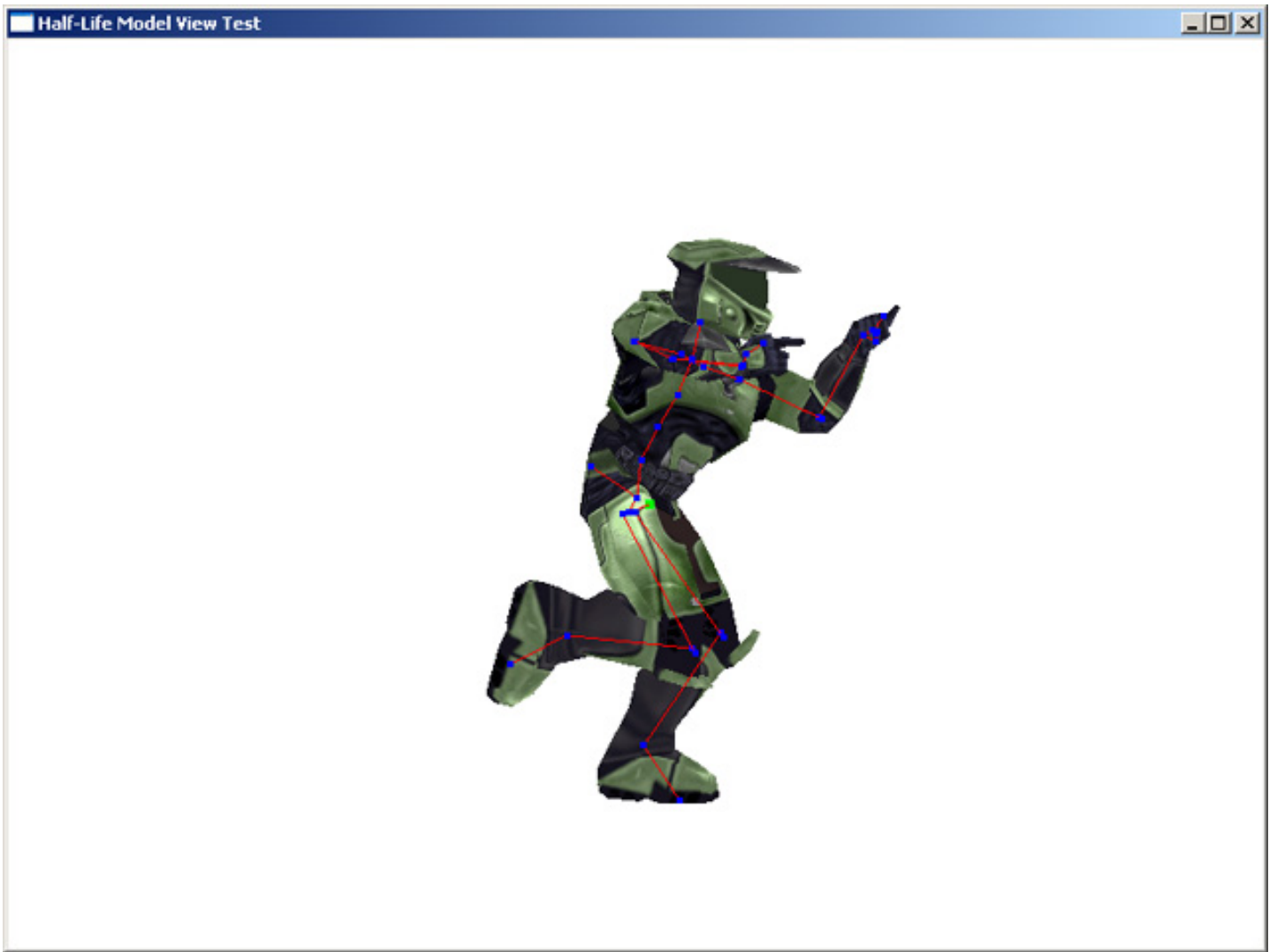
Screenshots



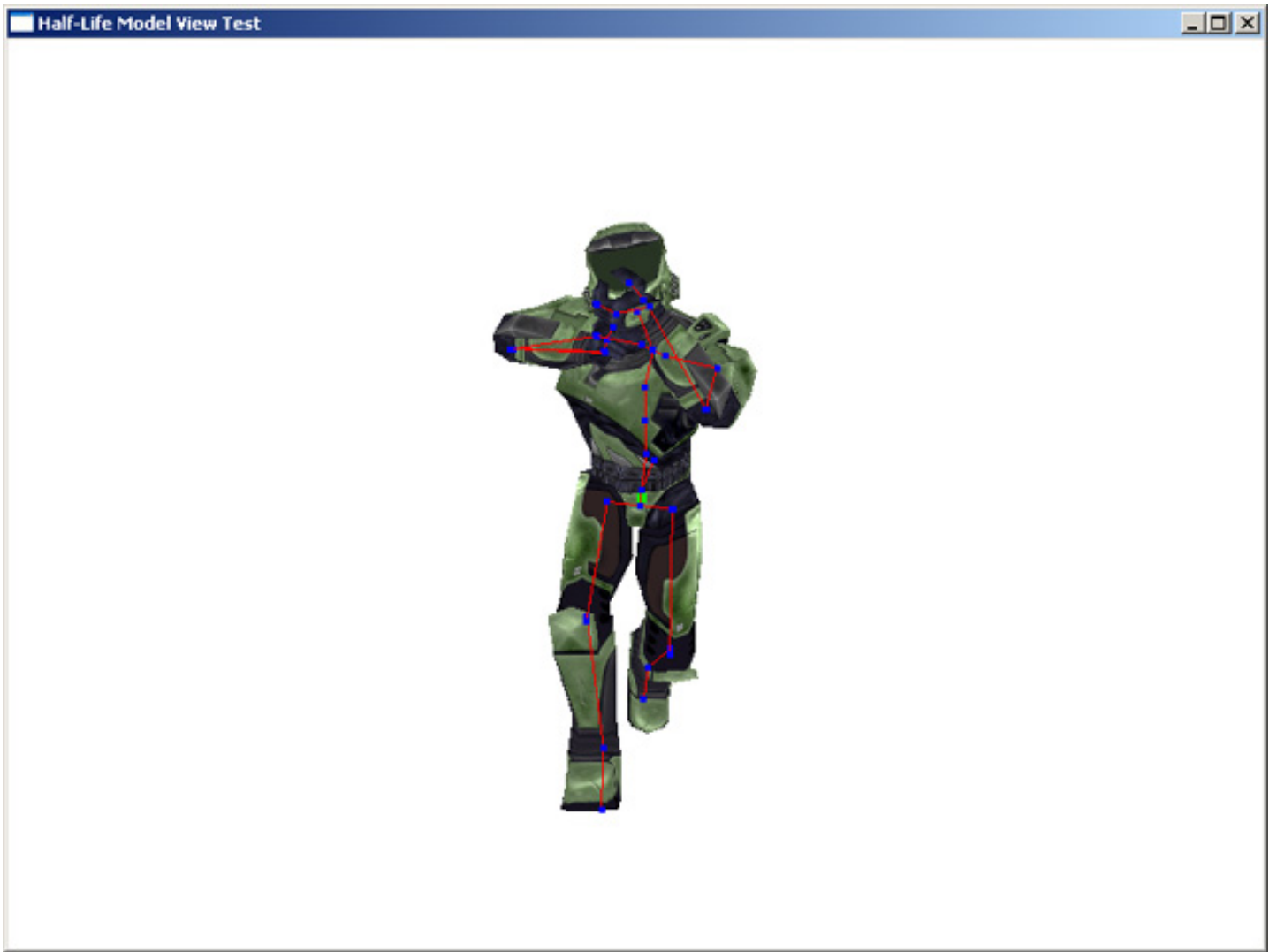
The bone structure of a player model in running animation. C++ BuilderX is in the background.



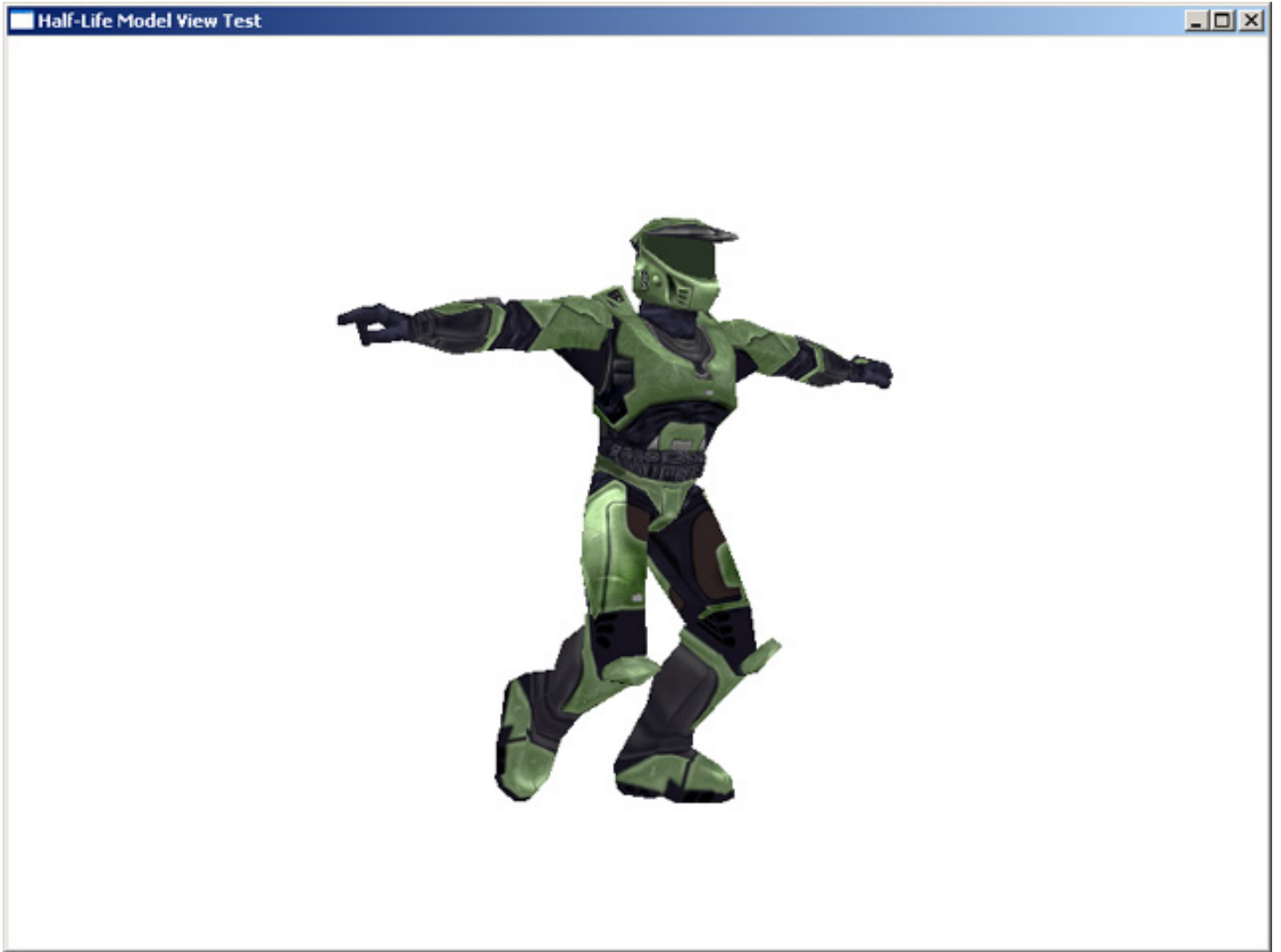
The player skeleton in a running animation.



The player skeleton and attached model in a running animation (used model from Halo in Half-Life model format, downloaded from www.polycount.com).



Player skeleton and model running towards camera.



Player model in walk animation.
