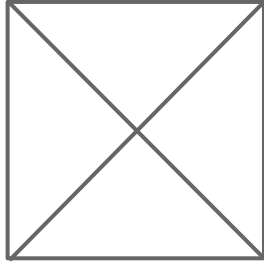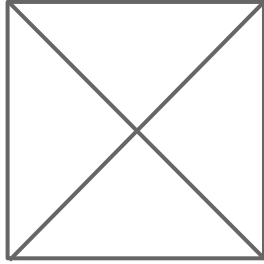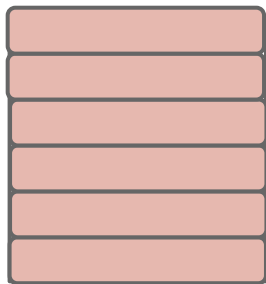# Rust Building Transitions

Proposal

Placed buildings start out as a frame.

Hitting the frame with a hammer causes it to build

Transitions between states uses an animation.

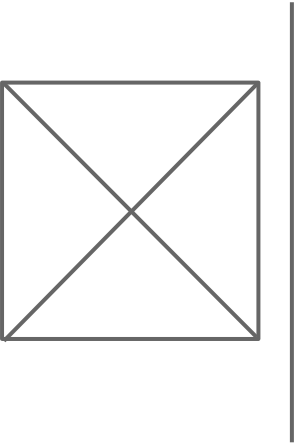The transition animation for a wall's Frame to Level 1 would be simple.

The animation is played up until the build progress.

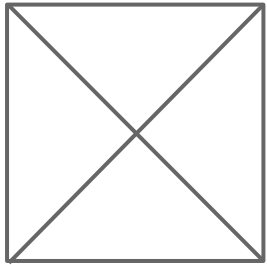If we're 50% build the animation will be paused at 0.5 way through.

If we hit again and get to 60% built it will play up until 0.6 etc etc.

So we would need...

So we would need...

A stand-alone frame mesh.

0.0

So we would need...

A stand-alone frame mesh.

A transition animation

0.0
(frame only)

0.0 - 1.0

So we would need...

A stand-alone frame
mesh.

A transition animation

A standalone level 1
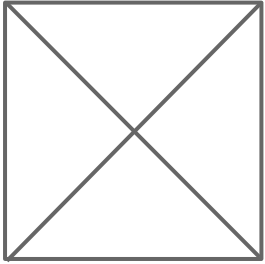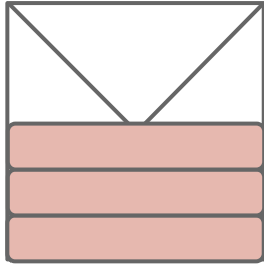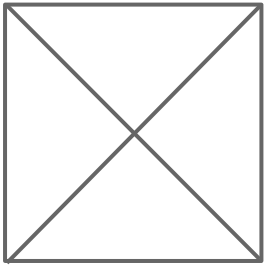wall mesh

0.0
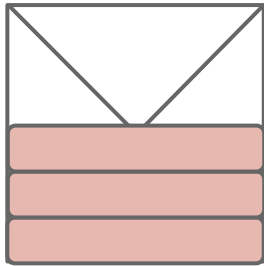(frame only)

0.0 - 1.0

1.0

So we would need...

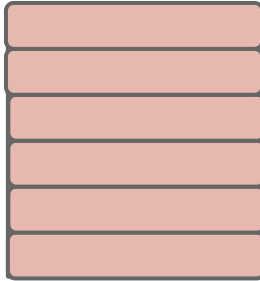A stand-alone frame
mesh.

0.0
(frame only)

A transition animation

0.0 - 1.0

A standalone level 1
wall mesh

1.0

So we would need...

A stand-alone frame mesh.

A transition animation

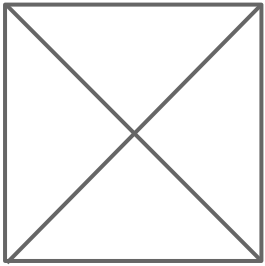A standalone level 1 wall mesh

A transition animation

0.0
(frame only)
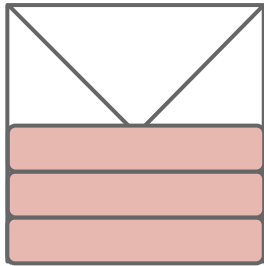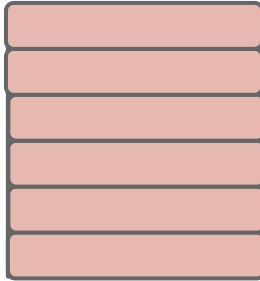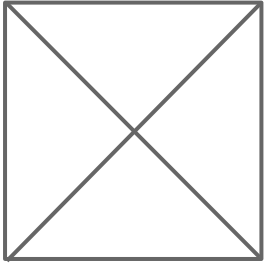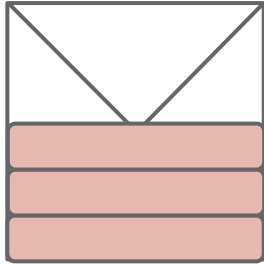
0.0 - 1.0

1.0

1.0 - 2.0

So we would need...
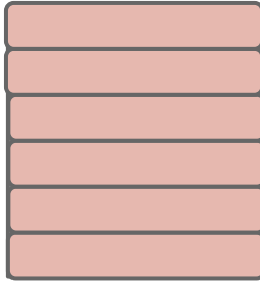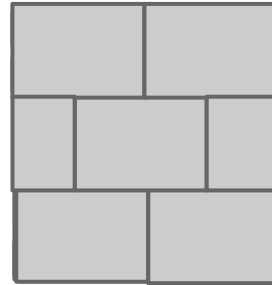
A stand-alone frame
mesh.

0.0
(frame only)

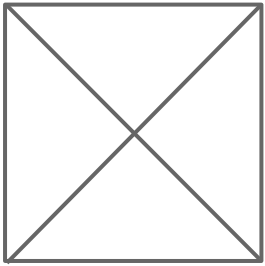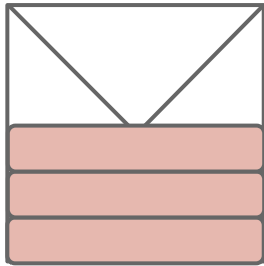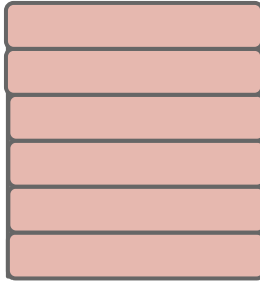A transition animation

0.0 - 1.0

A standalone level 1
wall mesh

1.0

A transition animation

1.0 - 2.0

A standalone level 2
wall mesh

2.0

These meshes would be non animated and as low poly as we can get away with.. for performance reasons. (You won't be rendering the transition meshes anywhere near as often).

A stand-alone frame mesh.

A transition animation

A standalone level 1 wall mesh

A transition animation

A standalone level 2 wall mesh

0.0
(frame only)

0.0 - 1.0

1.0

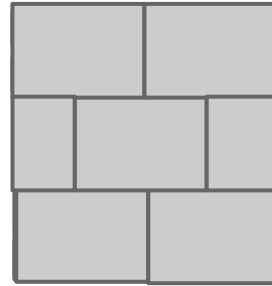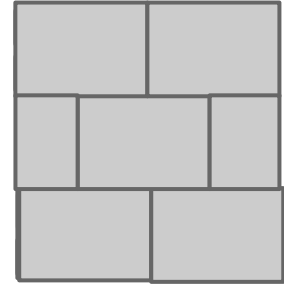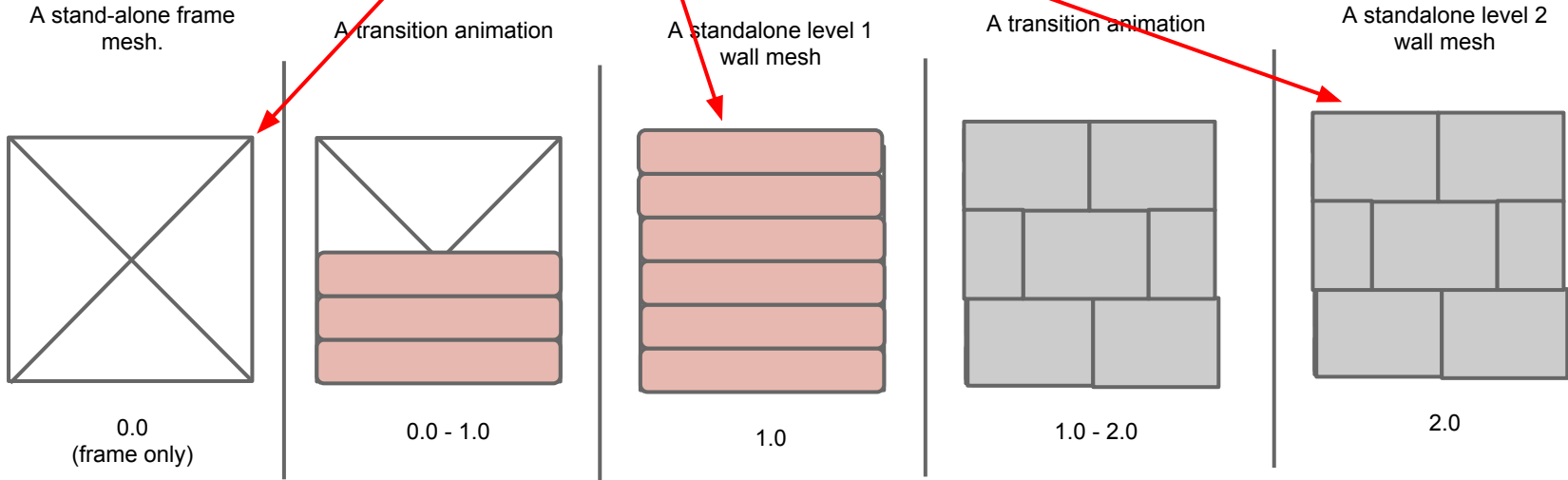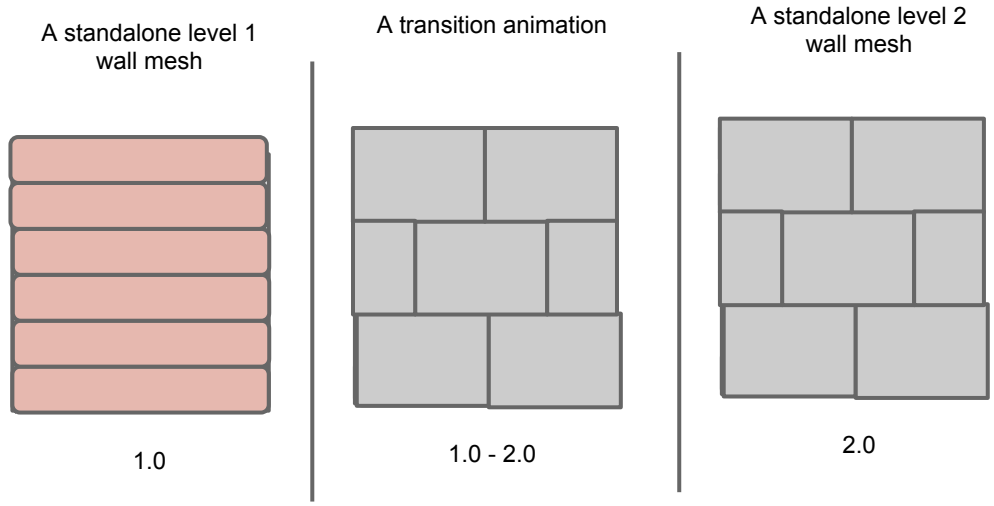1.0 - 2.0

2.0

Destruction can work exactly the same way, but backwards.

A standalone level 1 wall mesh	A transition animation	A standalone level 2 wall mesh
1.0	1.0 - 2.0	2.0

This means that if something is half destructed, it can be repaired seamlessly.

Actions:

Make test animations and meshes to make sure this works. This should be done quick and dirty.

We need to nail down the look for each building component, in each upgraded state, then nail down the transitions between them.