

# Half-Life Model Viewer

## Screenshots

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

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The player skeleton in a running animation.

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

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Player skeleton and model running towards camera.

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Player model in walk animation.

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