Brute Model for Thief 1, Thief 2, or System Shock 2.

These AI models were modeled after the Brute AI in the game “Amnesia: The Dark Descent”.

These models were created by Shaun M. D. Morin (GORT).

In order to use them correctly, you’ll need to have both the bin and cal files in the mesh folder of the game’s directory, and have the gif file in the txt16 sub-folder of that. Like with all AIs, if you don’t have the cal file with them, the AI will be a ball of mush (like in the blooper reel mission in Thief Gold).

Please be sure to give the author credit for the model. AI models can get a bit tricky to make for these games. These games are very picky about having the joint markers in their respective spots.