

Kerbal Space Program - Feedback #24519

Kerbals should squirm, jitter and faint under high G stress.

12/18/2019 09:17 PM - victorr

Status: New	
Severity: Low	
Assignee:	
Category: Gameplay	
Target version:	
Version:	Language: English (US)
Platform:	Mod Related: No
Expansion:	
Description	
<p>Did you watch the new Top Gun movie or the trailers? It's all about face contortions under high G maneuvers. We could easily achieve a similar effect if all Kerbals showed nervous expressions or something similar when under high G stress.</p> <p>It would be awesome if we had some melting of the face and popping of the eyes, and drooping of the mouth under high G maneuvers.</p> <p>It would be even greater if their faces and eyes turned red if the maneuver was in an opposite direction to their seating on the cabin.</p> <p>It would be maybe too much to ask if we started to see effects on piloting or control if they fainted for a few seconds there. But it would be awesome. :)</p>	