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

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.

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.

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.

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. :)