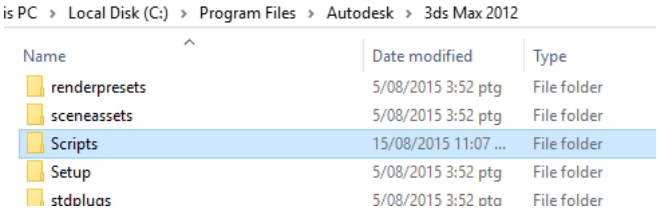
Serious Sam 3 BFE Player Model Modding Tutorial

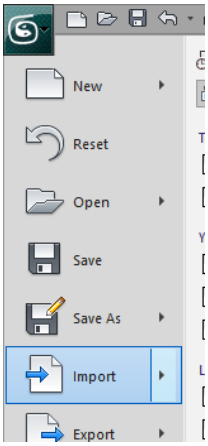
Modeling:

1. Copy SETools.ms script to 3dsmax script folder. Default Dir; ..\Autodesk\3ds Max 2012\Scripts\

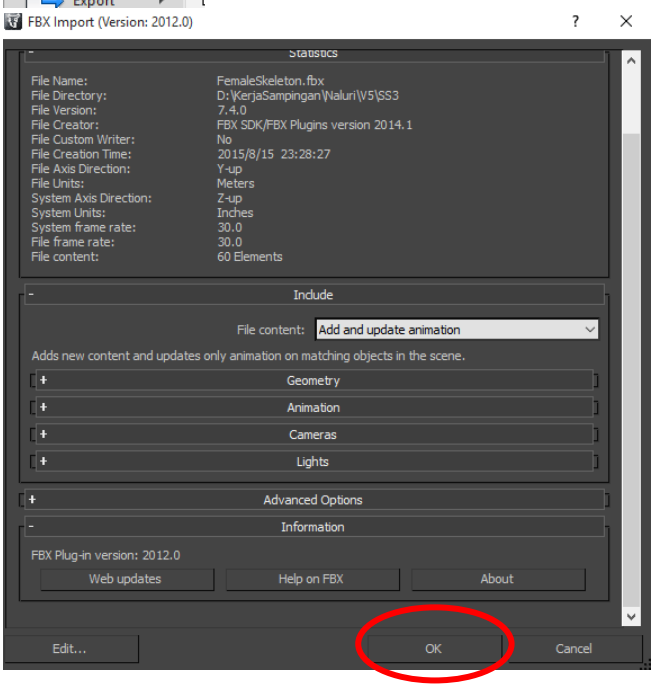


2. Open 3dsmax, import **FemaleSkeleton.fbx or MaleSkeleton.fbx**, FBX window properties appear then click ok.

i)

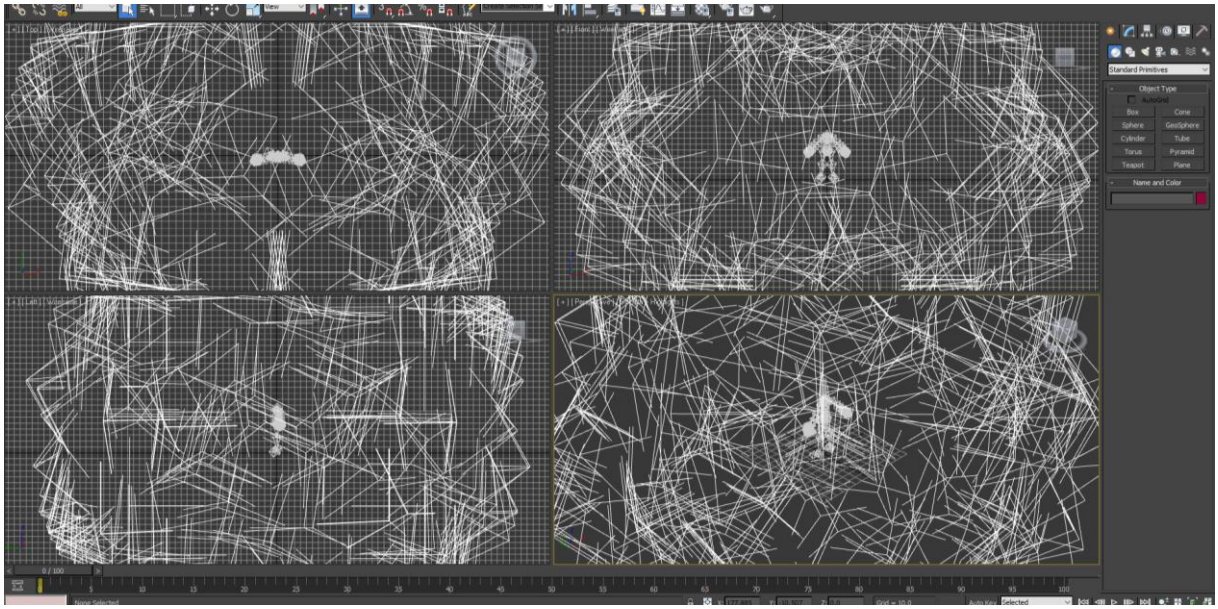


ii)

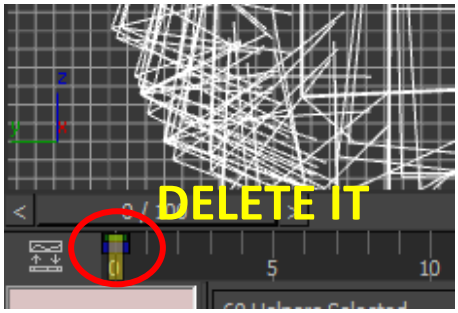


3. The model appears will looks like messy. But you can simply delete the animation frame to make it look clean (click at frame and tap delete at keyboard).

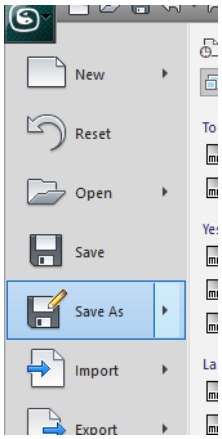
i)



ii)

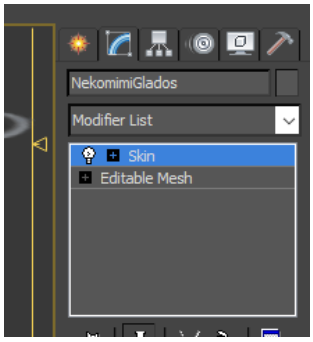


4. Skeleton facing back is fine. Your model should facing same direction with the skeleton. “Save as” your bone as reference.

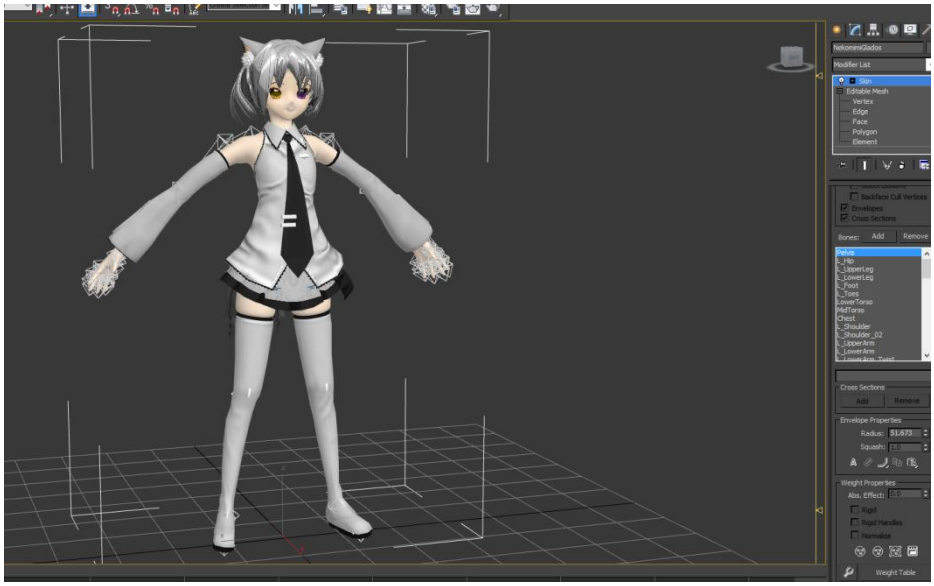


5. Have your 3D character model, aligned it properly and skin it to bone. Use your experienced of using 3dsmax. Make sure the model;

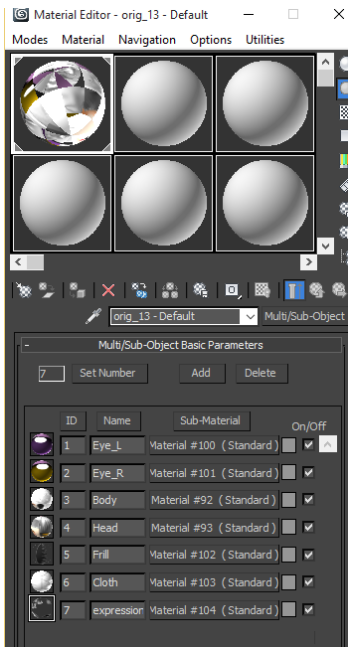
   i) Using editable mesh and skin modifier



   ii) Only one whole mesh

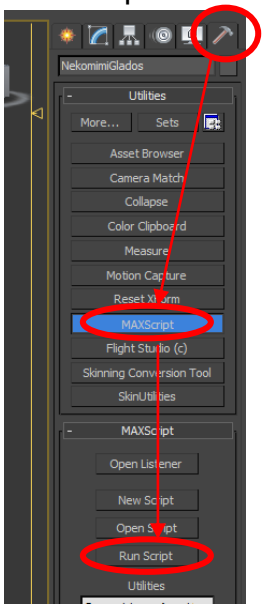


   iii) Have Multi/Sub-object material

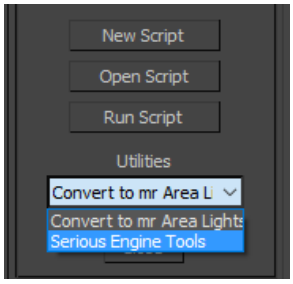


6. Always saving your file.

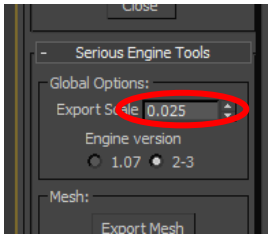
7. Now to export the model into Serious Editor readable format, go to utilities > MAXScript > Run Script.



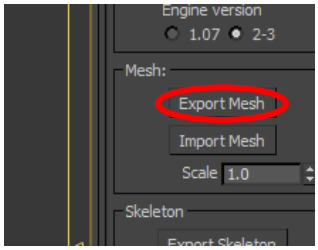
8. Find “SETools.ms” that copied before, click ok.
9. Nothing happen? On Maxscript Utilities dropdown, select “Serious Engine Tools”



10. If you are using default measurement/units in 3dsmax, change Global Option Export Scale to “0.0255”, press enter it will invert to 0.025 its fine.



11. Select model only and then “Export Mesh”. Export to Serious Sam game dir project folder of your model; example: “Content\SeriousSam3\Models\Player\NekomimiGlados\” and make sure the name is same with the project folder



12. Exporter taking a while for exporting. Depending on how complex the model.