

# Serious Sam 3 BFE Player Model Modding Tutorial

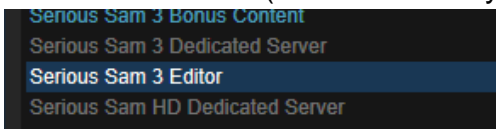
Welcome for the first Serious Sam 3 modding. This tutorial will be covering basic modding player model. The documentation here will have lots of picture instead words. This will make people understand the flow of modding easily.

Requirements:

1. Serious Sam 3 BFE (for PC), Recommended : Including all DLC



2. Serious Editor 3.5 (Steam > Library > Tools)



3. 3ds Max, Tested version 2010 - 2012



4. Get SETools script for 3dsmax (from SeriousAlexej in Serious Sam Community)

Download : <https://drive.google.com/file/d/0B3rGwN-TELF6cUg1amcwVINTVDg/view?usp=sharing>

5. Get Skeleton Bone (for **Female**)

Download : <https://drive.google.com/file/d/0B3rGwN-TELF6VmMtdi1iR2p5UTA/view?usp=sharing>

(for **Male**)

Download : <https://drive.google.com/file/d/0B3rGwN-TELF6LWQyREs5NnlzWWc/view?usp=sharing>

6. Got knowledge on how to modeling and skinning model to bone using 3dsmax.