

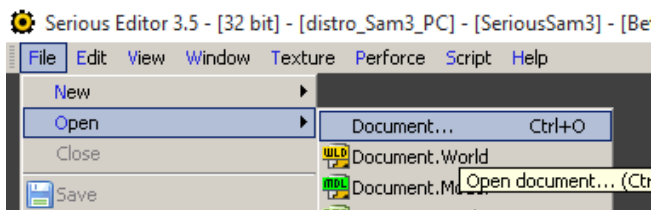
# Serious Sam 3 BFE Player Model Modding Tutorial

## Preparing Editor

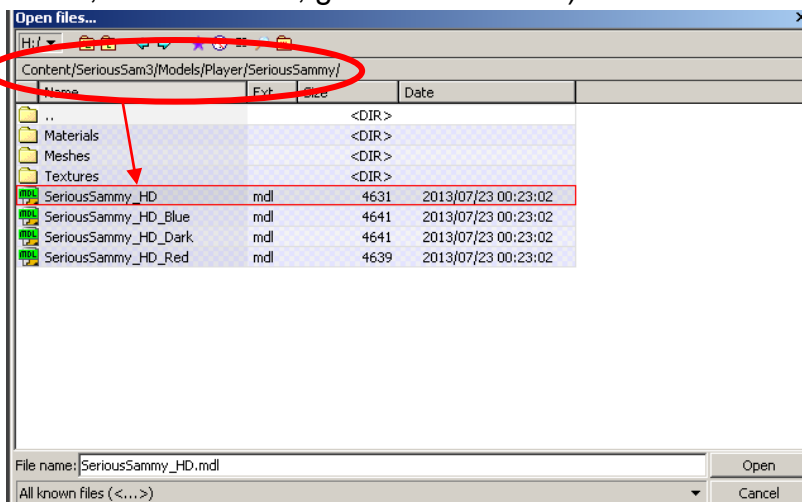
### 1. Open Serious Editor 3



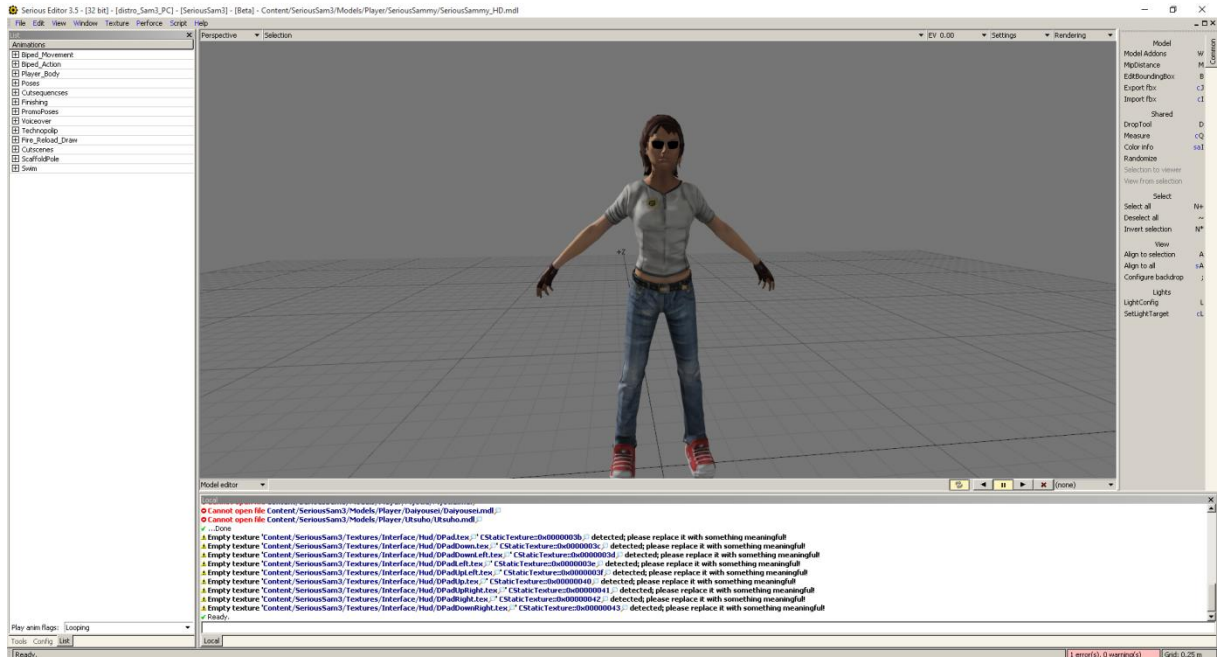
### 2. Open Document



### 3. Navigate to our example player model, Open SeriousSammy\_HD (for Female model, if male model, go to serious sam)

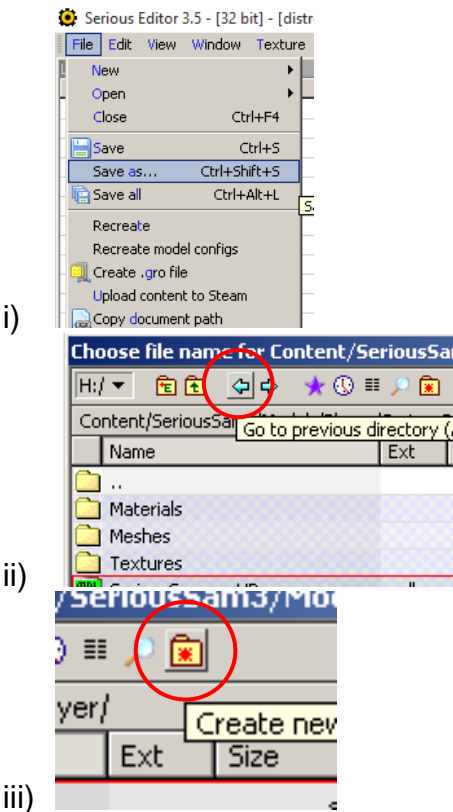


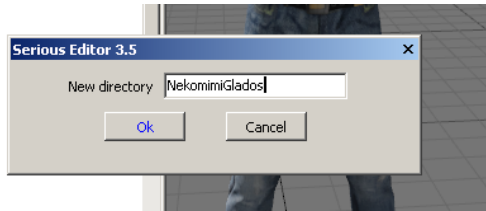
#### 4. Model will appear



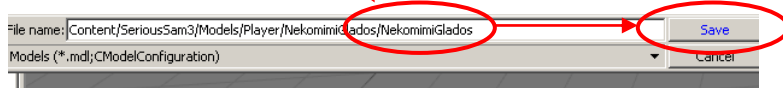
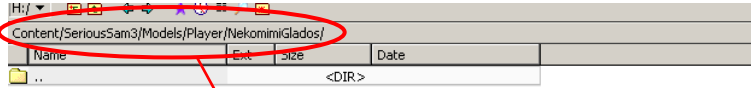
**TIPS:**  
 To Navigate around 3D window, place cursor inside the window, press ESC then you can move around using AWSD keys. To disable back, press ESC again.

#### 5. Save as, Go back button, create new folder, rename folder to your new model name, go inside newly created folder, save in there with same name



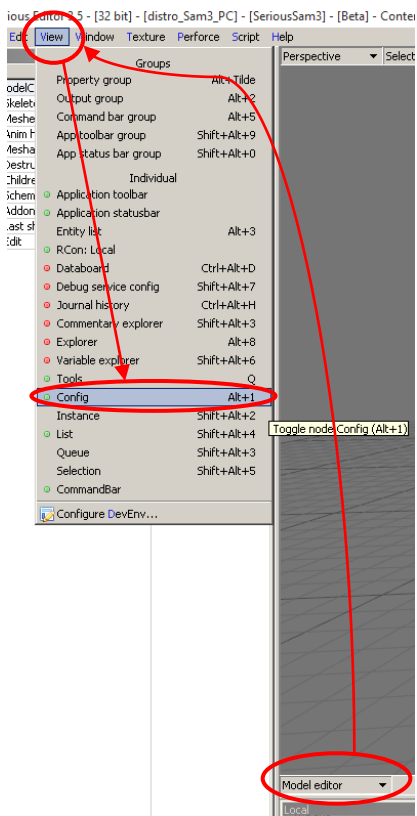


iv)

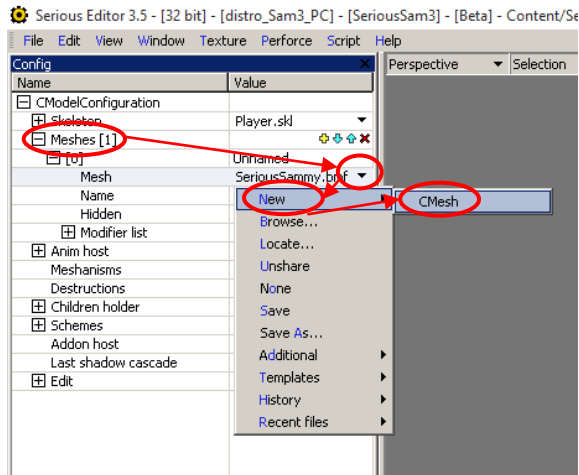


v)

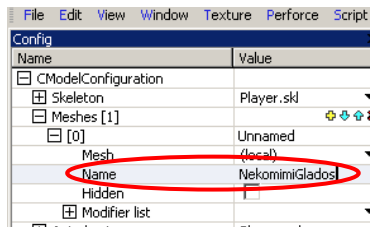
6. Make sure you are on model editor. Then view > config



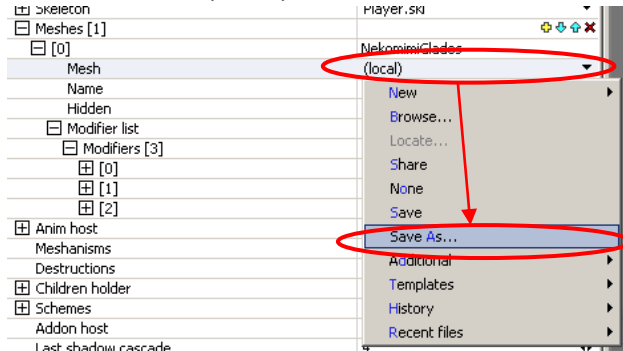
7. Go to Meshes, click little arrow on Mesh, New, CMesh



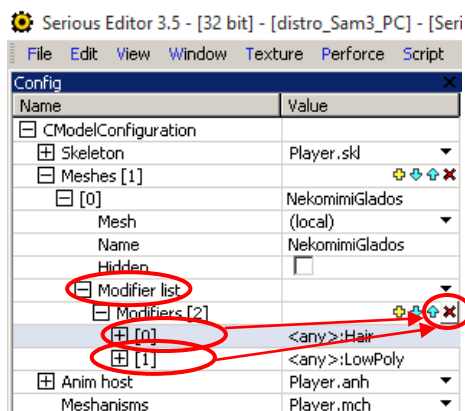
8. Model Disappear but that's mean its good. Rename the "name" as your model name



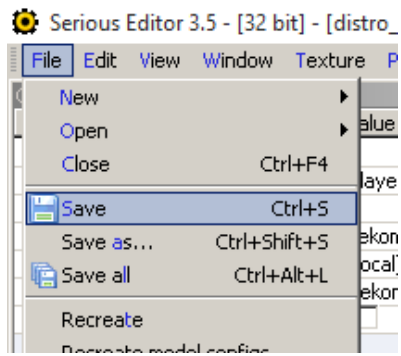
9. Click at Mesh (local) > Save As. Save as same name of model name.



10. Delete both modifier by click at small x



11. Save your work for safety;



12. Done on small parts in editor