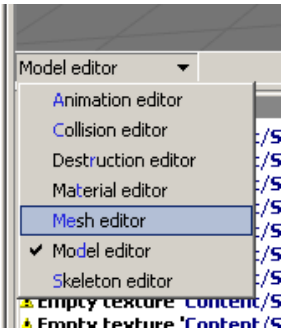


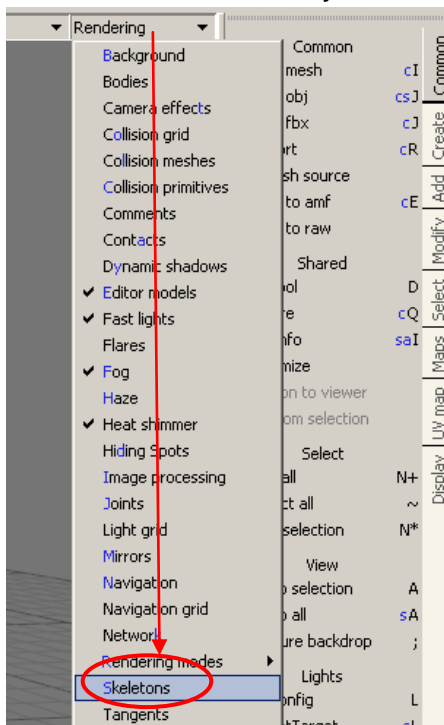
Serious Sam 3 BFE Player Model Modding Tutorial

Working On Editor:

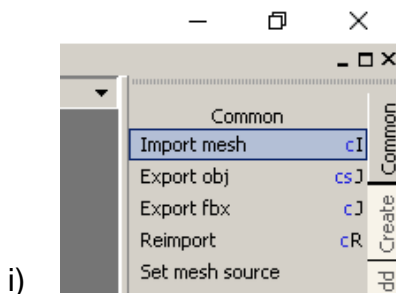
1. Back on Serious Editor. Go to Mesh Editor

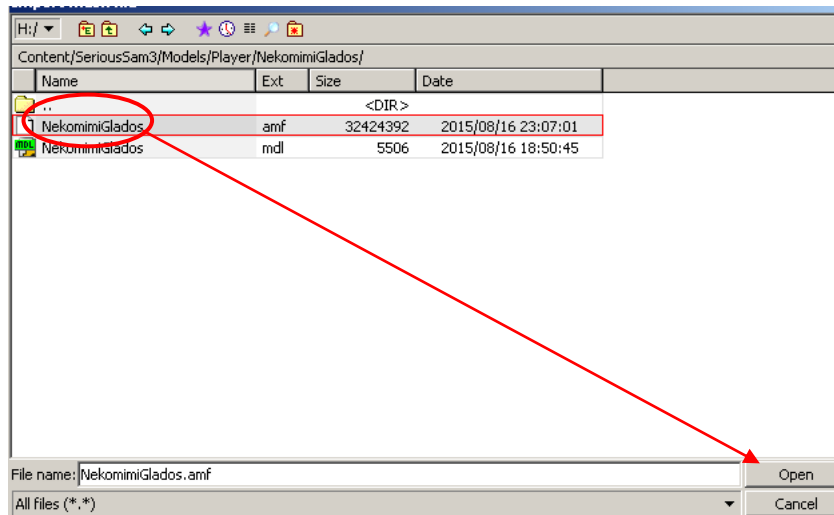


2. Show Skeleton for easy reference.

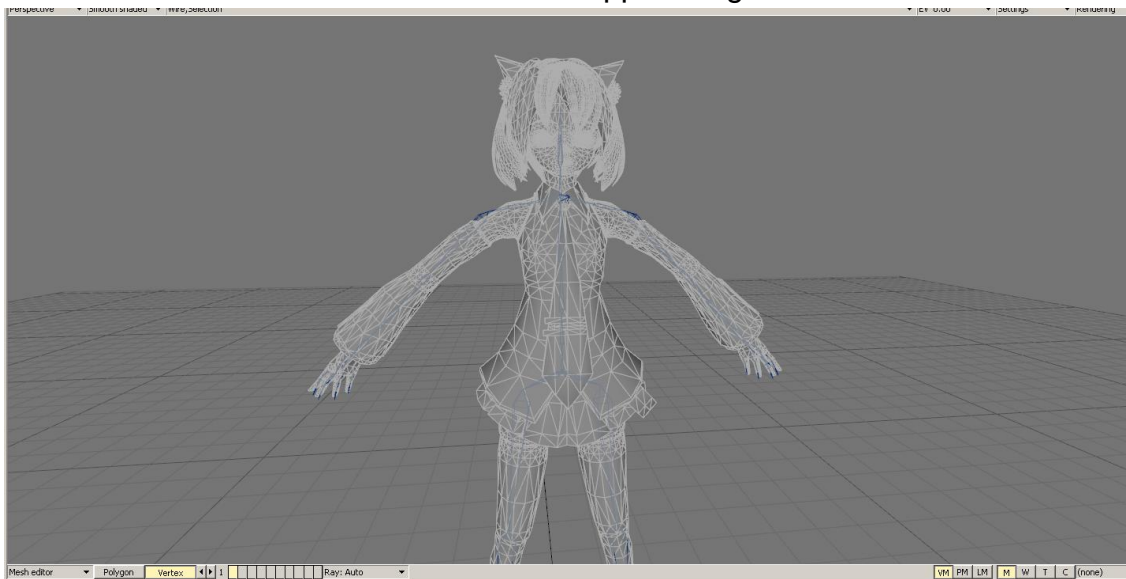


3. Now "Import Mesh" and find the file we export from 3dsmax SEtools script

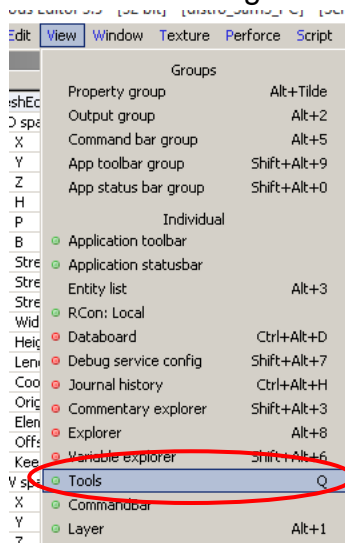




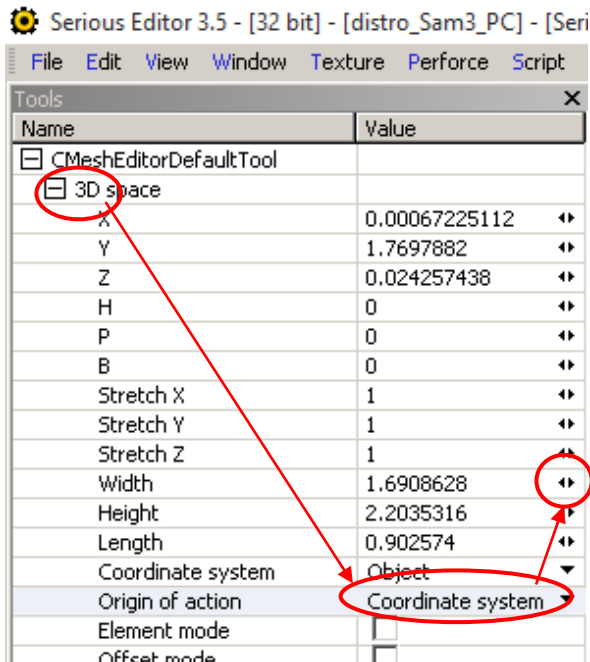
- ii)
4. Save the file and take a look if the model appear aligned with the bone



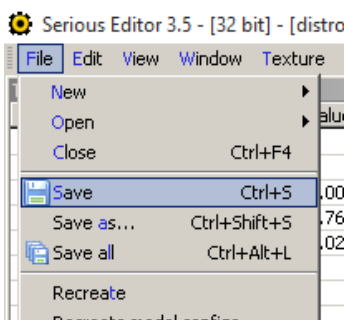
5. (OPTIONAL) If the model size is smaller/bigger than skeleton appeared, you can resize it using resize tools. If perfect, skip to Step 7.



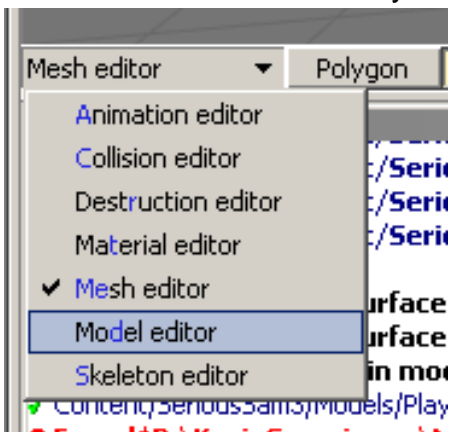
- (OPTIONAL) Use coordinate system for easy to resize then Adjust using arrow slider on weight only. Adjust until you are satisfy with the result



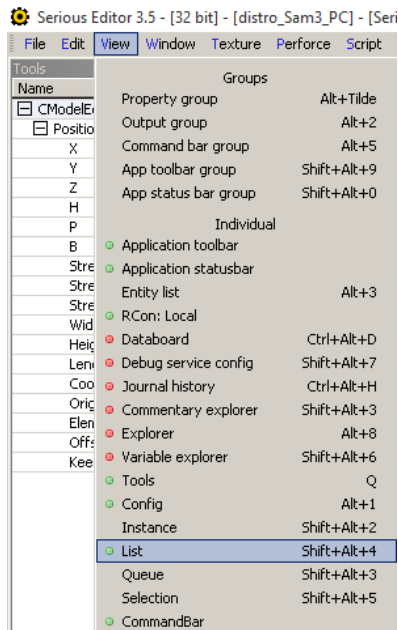
- If the model appears correct in term of alignment and size. Save the file.



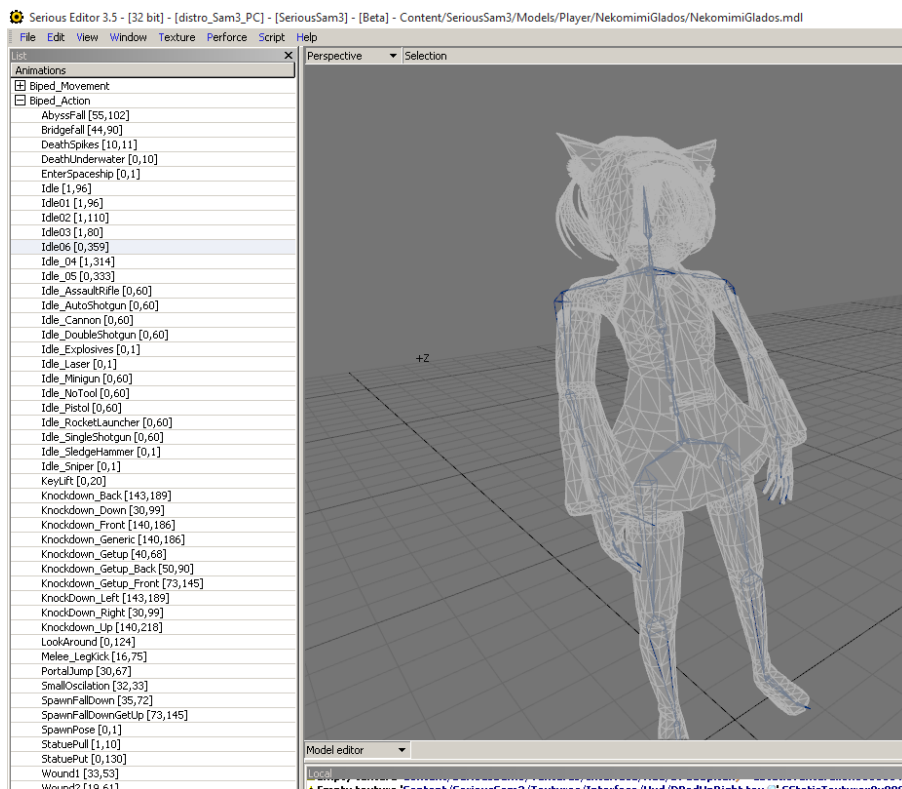
- Now to test if the model is sync with animation; Go to Model Editor.



9. View > List. This will List all animation



10. Select any animation in list and see if the animation is working and sync with the model.



11. If not, check back all your export files starting from 3dsmax.

12. Done