

# Serious Sam 3 BFE Player Model Modding Tutorial

Texturing:

Serious Sam game need 3 type of texture:

- Default
- Team Red
- Team Blue

It's also need .tga format for importing purpose. So prepare all your texture



1. Create new folder and rename it as “Texture” in your model project folder.

Example: ... \Serious Sam

3\Content\SeriousSam3\Models\Player\NekomimiGlados\Texture\

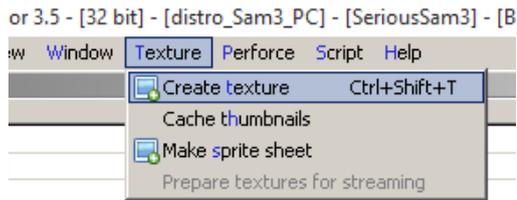
NAME	DATE MODIFIED
Texture	17/08/2015 1:16 pg
NekomimiGlados.amf	16/08/2015 11:07 ...
NekomimiGlados.mdl	16/08/2015 11:39 ...

2. Copy all use texture into the folder, but make sure its .tga format. Naming for files;
  - i) Blue: put “\_BLUE” at end for all blue team texture files name
  - ii) Red: put “\_RED” at end for all red team texture files name
  - iii) Normal map: put “\_NM” at end for all normal maps files name (case sensitive)

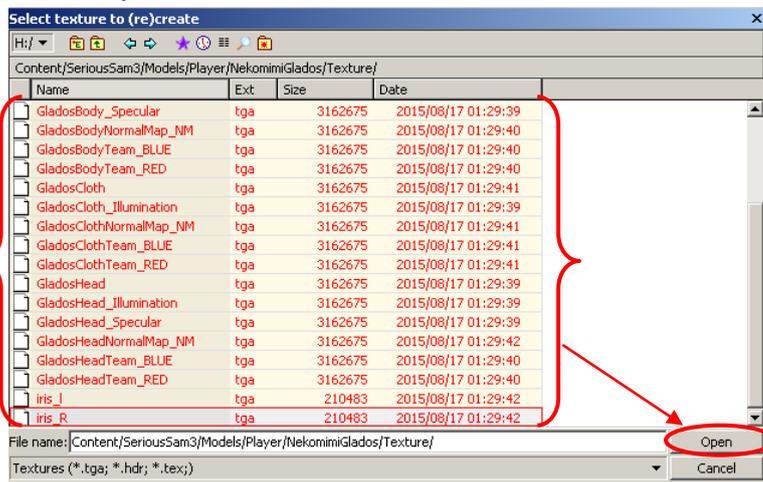
Content > SeriousSam3 > Models > Player > NekomimiGlados > Texture

Name	Date modified	Type	Size
Expression.tga	17/08/2015 1:29 pg	TGA File	206 KB
Expression_alpha.tga	17/08/2015 1:29 pg	TGA File	206 KB
frill.tga	17/08/2015 1:29 pg	TGA File	206 KB
frill_alpha.tga	17/08/2015 1:29 pg	TGA File	206 KB
GladosBody.tga	17/08/2015 1:29 pg	TGA File	3,089 KB
GladosBody_Illumination.tga	17/08/2015 1:29 pg	TGA File	3,089 KB
GladosBody_Specular.tga	17/08/2015 1:29 pg	TGA File	3,089 KB
GladosBodyNormalMap_NM.tga	17/08/2015 1:29 pg	TGA File	3,089 KB
GladosBodyTeam_BLUE.tga	17/08/2015 1:29 pg	TGA File	3,089 KB
GladosBodyTeam_RED.tga	17/08/2015 1:29 pg	TGA File	3,089 KB
GladosCloth.tga	17/08/2015 1:29 pg	TGA File	3,089 KB
GladosCloth_Illumination.tga	17/08/2015 1:29 pg	TGA File	3,089 KB
GladosClothNormalMap_NM.tga	17/08/2015 1:29 pg	TGA File	3,089 KB
GladosClothTeam_BLUE.tga	17/08/2015 1:29 pg	TGA File	3,089 KB
GladosClothTeam_RED.tga	17/08/2015 1:29 pg	TGA File	3,089 KB
GladosHead.tga	17/08/2015 1:29 pg	TGA File	3,089 KB
GladosHead_Illumination.tga	17/08/2015 1:29 pg	TGA File	3,089 KB
GladosHead_Specular.tga	17/08/2015 1:29 pg	TGA File	3,089 KB
GladosHeadNormalMap_NM.tga	17/08/2015 1:29 pg	TGA File	3,089 KB
GladosHeadTeam_BLUE.tga	17/08/2015 1:29 pg	TGA File	3,089 KB
GladosHeadTeam_RED.tga	17/08/2015 1:29 pg	TGA File	3,089 KB
iris_L.tga	17/08/2015 1:29 pg	TGA File	206 KB
iris_R.tga	17/08/2015 1:29 pg	TGA File	206 KB

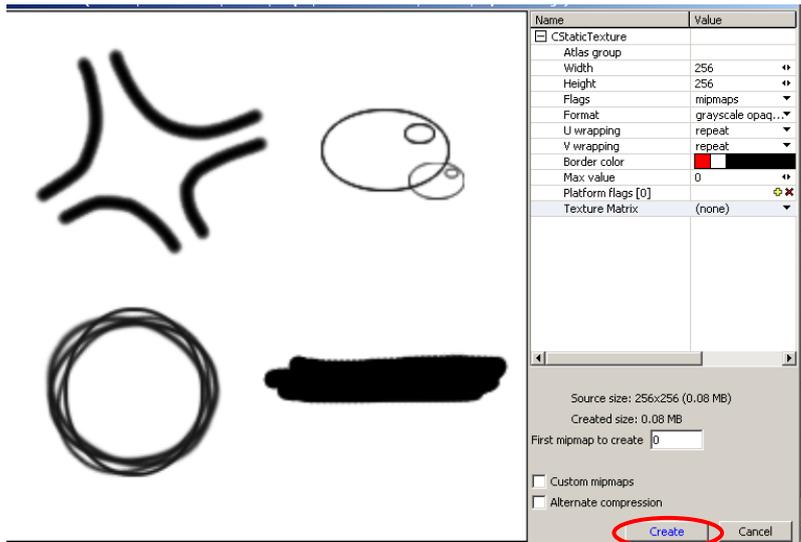
- Back to Serious Editor. Now to create Serious Engine texture ".tex". Go to Texture Tab > Create texture



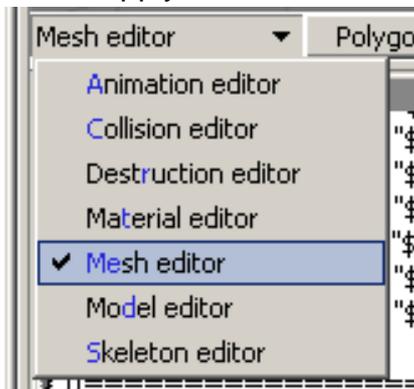
- Browse your texture. Select all texture at once and then open



- Just click create for all textures. After that, all done for textures format.



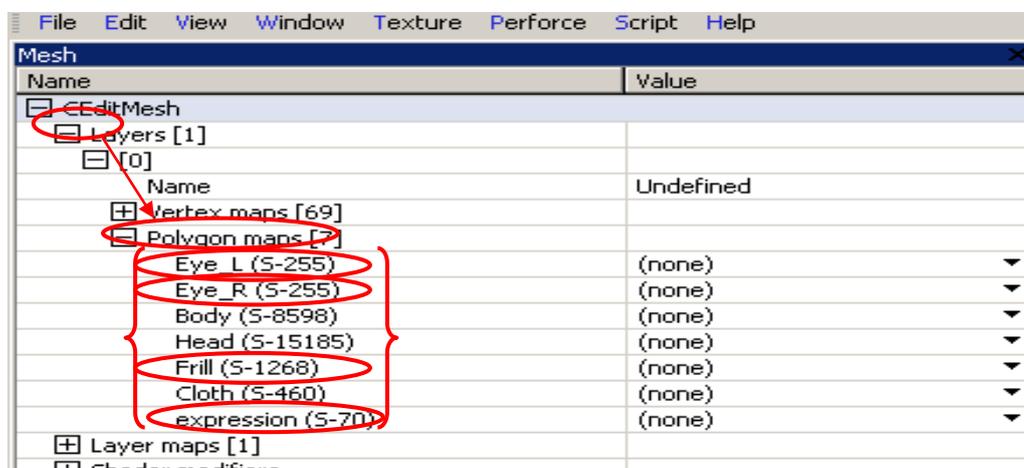
- Now to apply the texture to model, Go to Mesh Editor



- On Mesh Tab, see the polygon maps. You can see list of your materials on your model that need to be put texture.

**IDENTIFY WHICH TEXTURE DON'T HAVE TEAM COLOR**

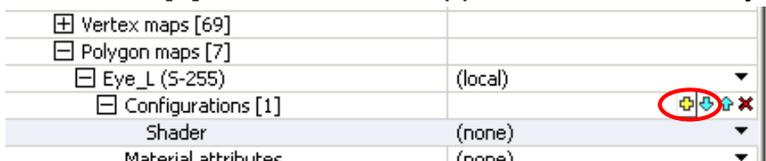
In this model, only 4 type of texture don't have team color; Eye\_L, Eye\_R, Frill and Expression. So we only need to put default textures on those.



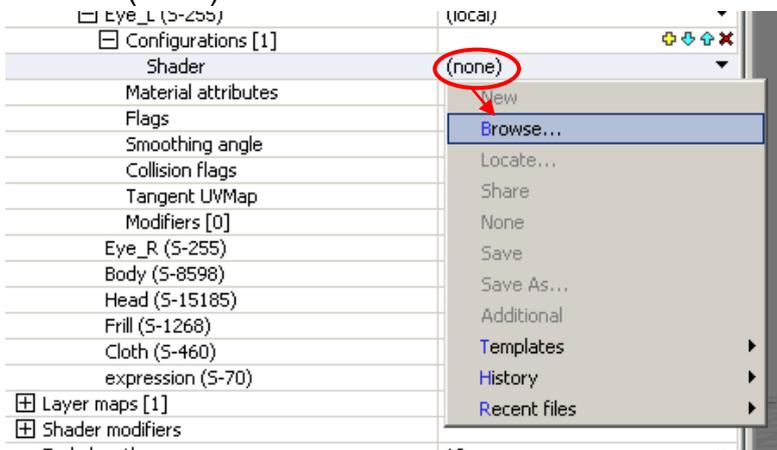
- For starting. Let's put the first texture on first default texture. Click at "(none)" > new > ShaderPreset



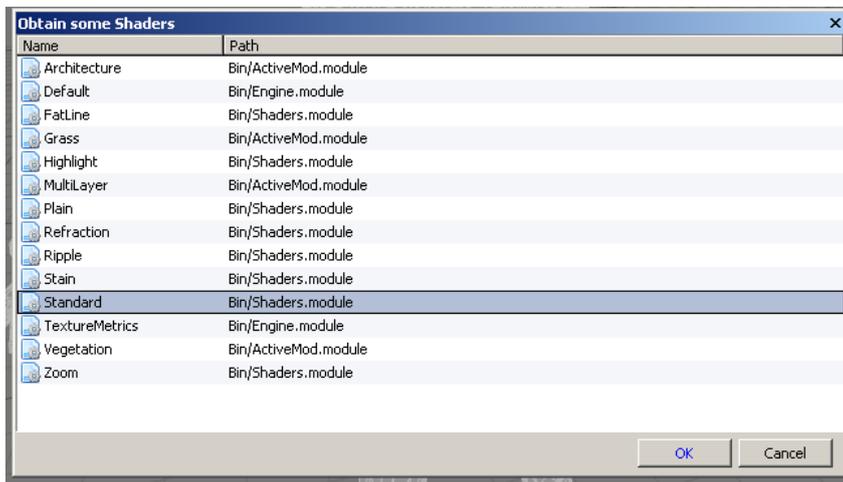
- Click small [+]. New "Shader" appear below hierarchy.



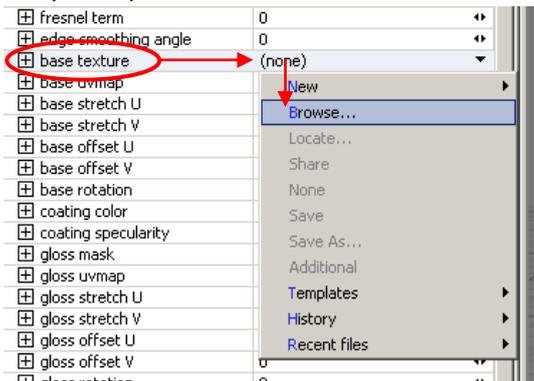
- Click at "(none)" at next of shader > Browse



- Choose "Standard"



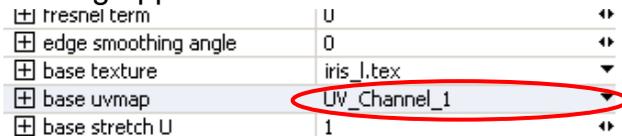
12. New long list appear. To make basic texture appear, find “base texture” > click at “(none)” > Browse



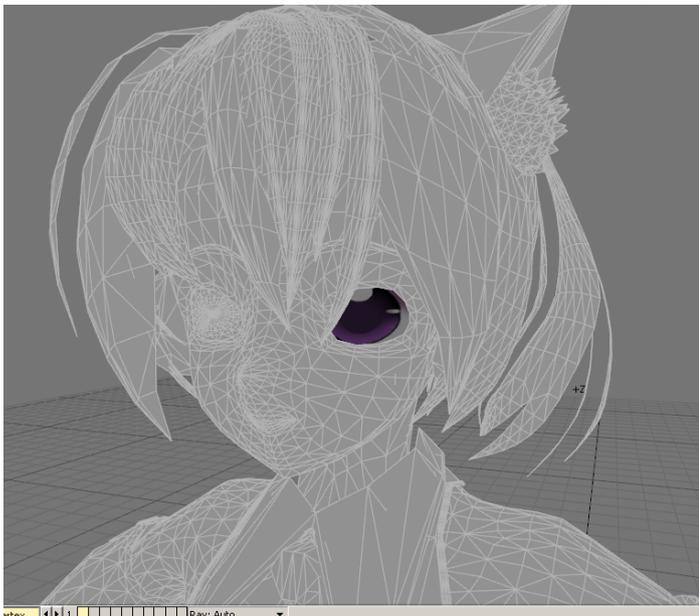
13. Find the suitable texture we created, click “Open”



14. Nothing appear? You need to set “base Uvmap”. Choose “UV\_Channel\_1”

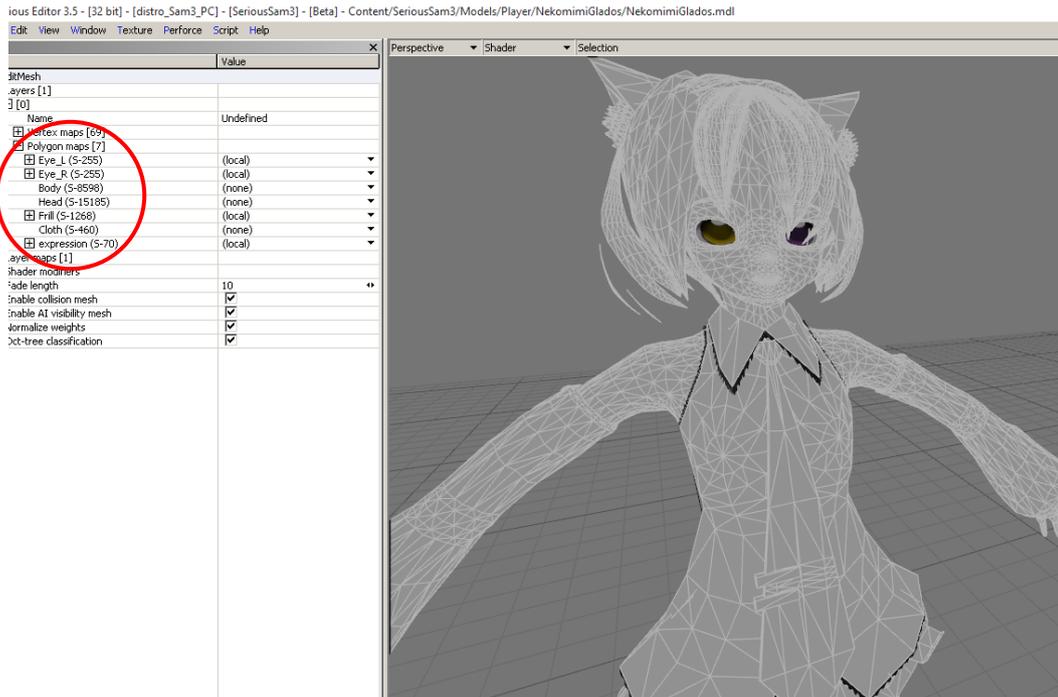


15. The texture appeared. If still not appear, try cycle around the base uvmap.

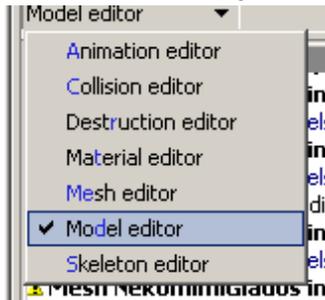


16. Repeat Step 8 to 15 for all other default textures. If you want to set Normal map, you can easily find out the name. Literally appear on the list.

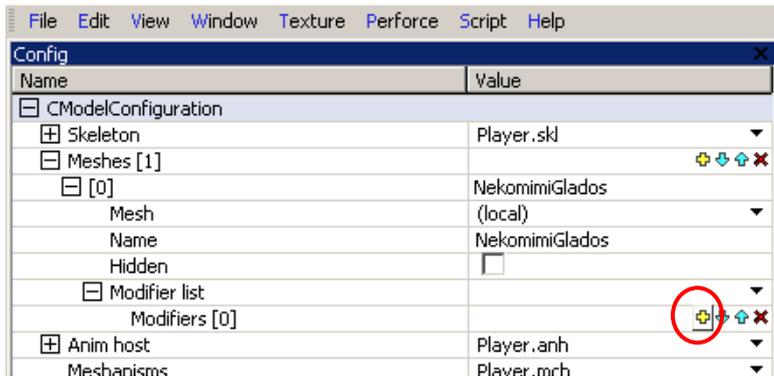
## 17. Final appearance for default texture.



## 18. Now to make fully default texture. Go to "Model Editor"

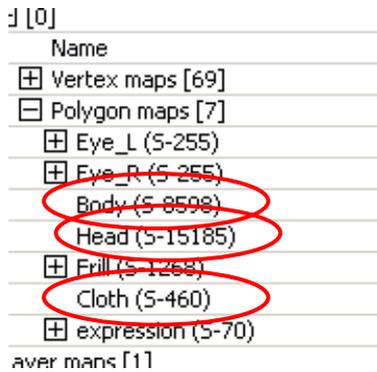


## 19. Click at small yellow "+" at "Modifiers"

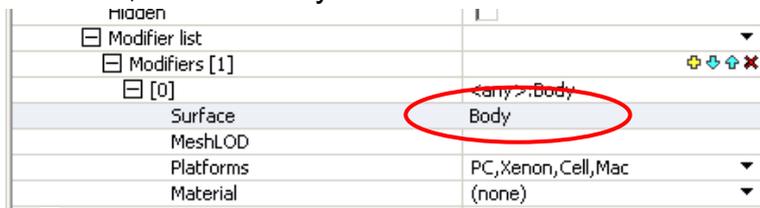


20. Remember, the team color texture for this model only 3:

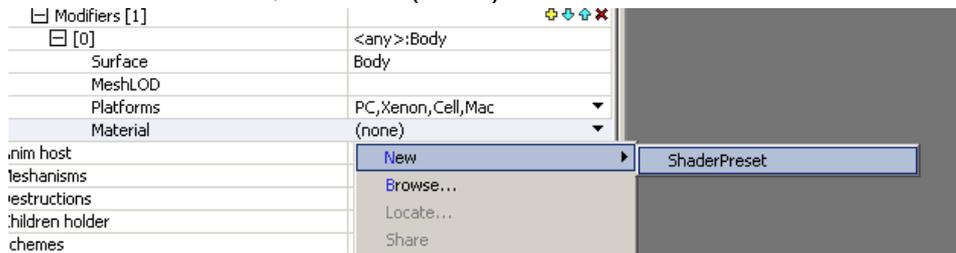
- a. Body
- b. Head
- c. Cloth



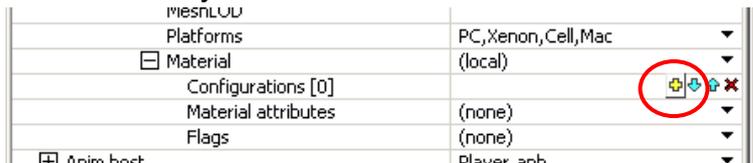
21. In “Surface”, type the name of one of your texture appears in the list before. In this case, this its “Body”.



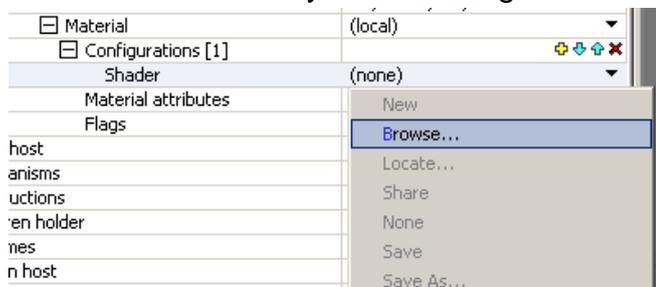
22. At “Material” below, click at “(none)” > new > ShaderPreset



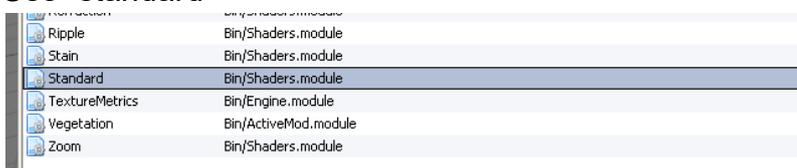
23. Click at small yellow “+”



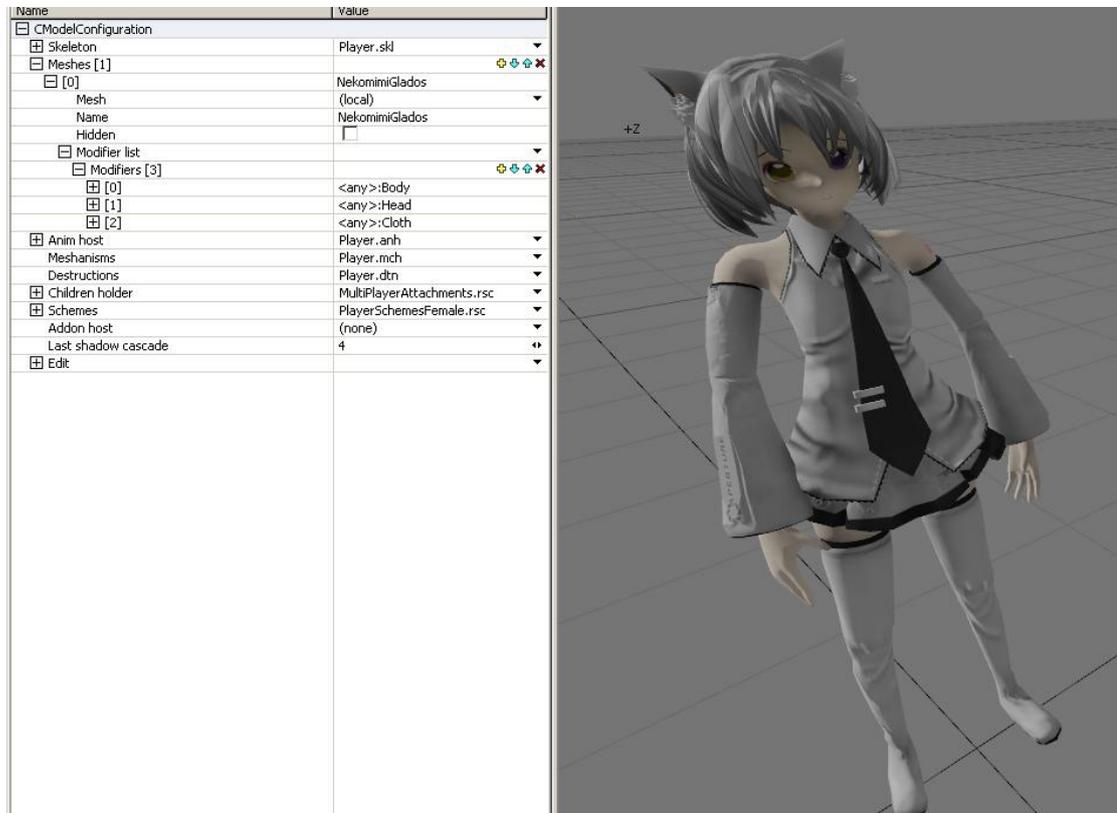
24. Click browse on newly create configuration shader



25. Use “standard”



26. New list appear like before. So put the “Body” Texture into “Base Texture” as usual and “base uvmap” need to manually type: “UV\_Channel\_1”. Configure other stuff as well such as normal maps, transparent, etc.
27. Repeat Step 19 to 26 for others team color textures (Head and cloth)
28. Final Default Model Result.



29. Congratulation. The model already prepared to use in-game. **BUT ONLY SINGLEPLAYER** mission. Multiplayer needs Blue and Red Team color for it to work well. Please proceed to next tutorial for Team Color setup