

Serious Sam 3 BFE Player Model Modding Tutorial

Team Color:



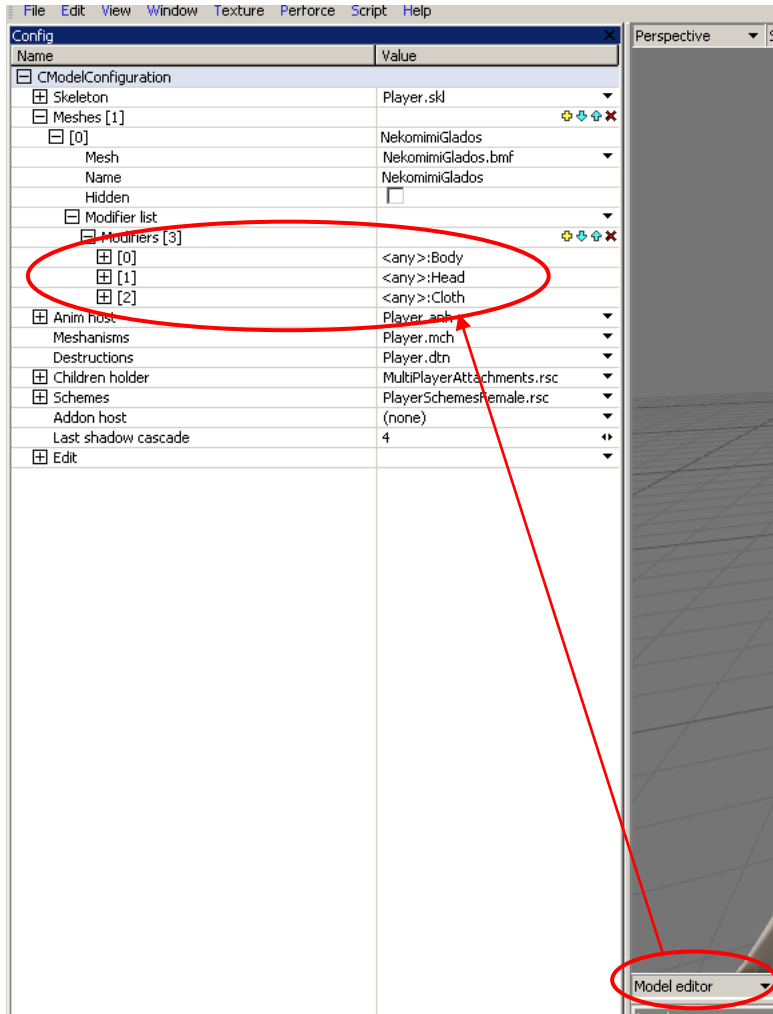
To make Red and Blue variant, we need to “save as” the default model to a new name.

1. Start with Red Variant; “Save as” new file and make sure the end name has “_RED” word. Case sensitive.

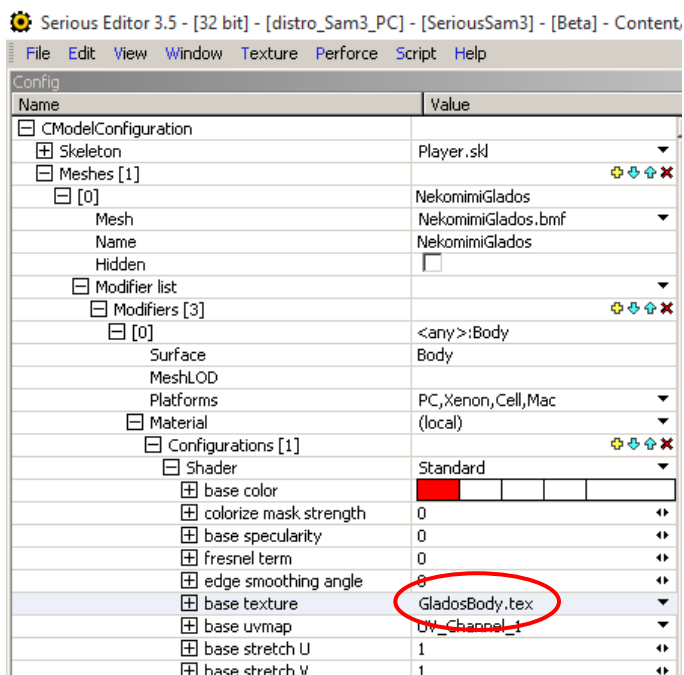
i) Serious Editor 3.5 - [32 bit] - [distro_...]
File Edit View Window Texture F
New
Open
Close Ctrl+F4
Save Ctrl+S
Save as... Ctrl+Shift+S
Save all Ctrl+Alt+L
Recreate
Recreate model configs
Create .gro file
Upload content to Steam

ii) Texture <DIR>
NekomimiGlados mdl 10108 2015/08/17 03:30:07
NekomimiGlados_RED mdl 10108 2015/08/17 06:14:53

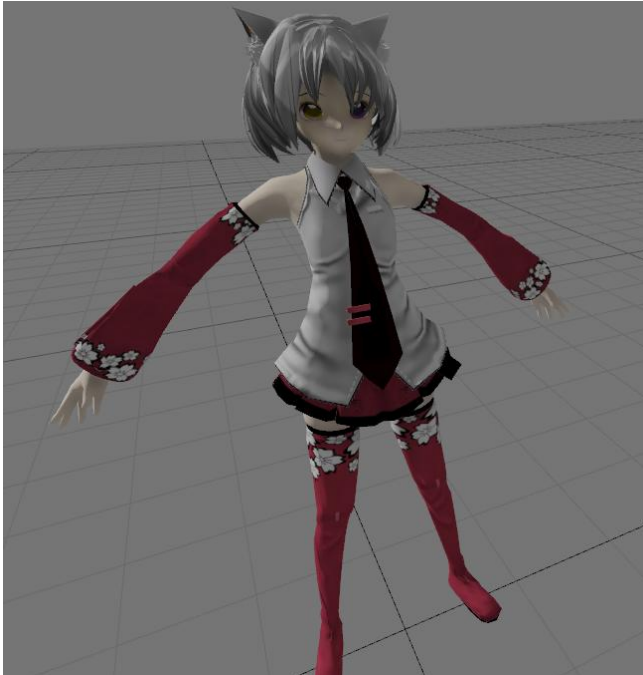
2. Go to Model Editor > Config tab > Modifiers



3. Change Body Texture on Base Texture to Red Variant



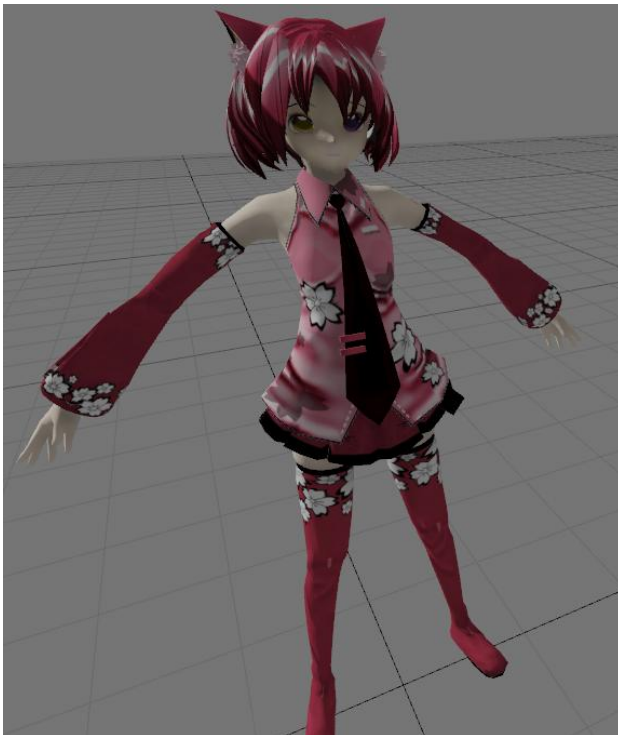
4. Result for change Body texture;



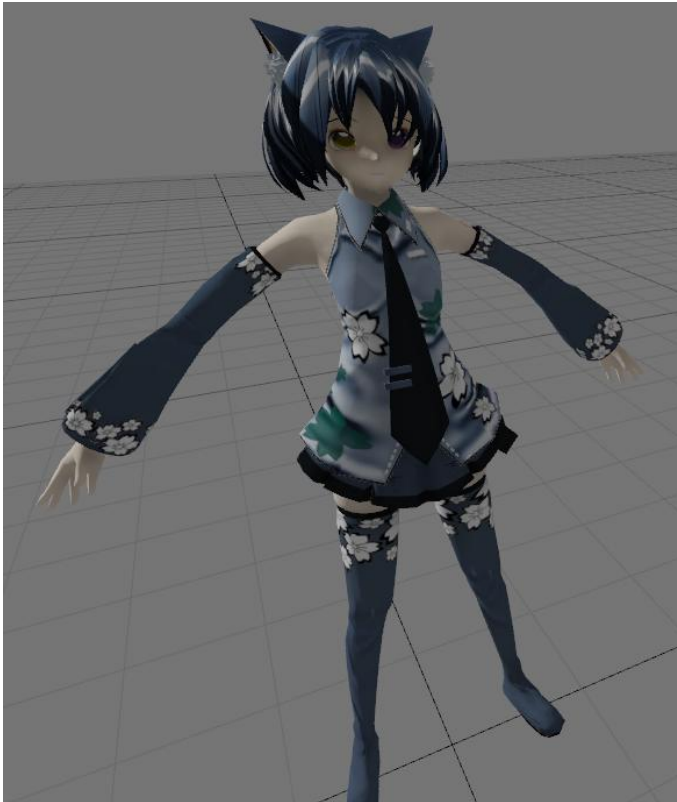
5. Repeat Step 3 to 4 on other parts (Head, Cloth)

riagen	
Modifier list	
Modifiers [3]	
+ [0]	<any>:Body
+ [1]	<any>:Head
+ [2]	<any>:Cloth
anim host	Player.anh
mechanisms	Player.mch

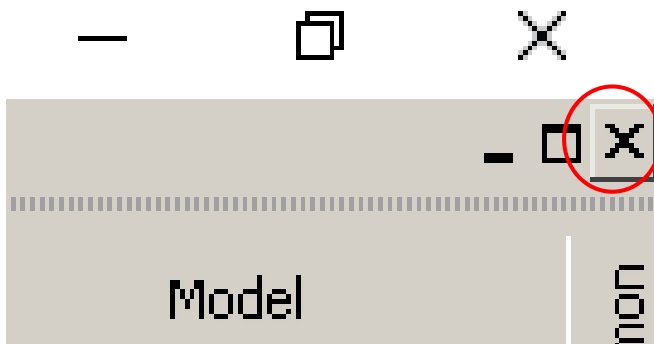
6. Result for Red Variant.



7. Save the files.
8. Repeat 1 to 7 for blue variant



9. To check the files, close all window by click small x above



10. Now open all 3 files back. Default, Red and Blue
11. If all respective files show right team color, so our work is finished!

