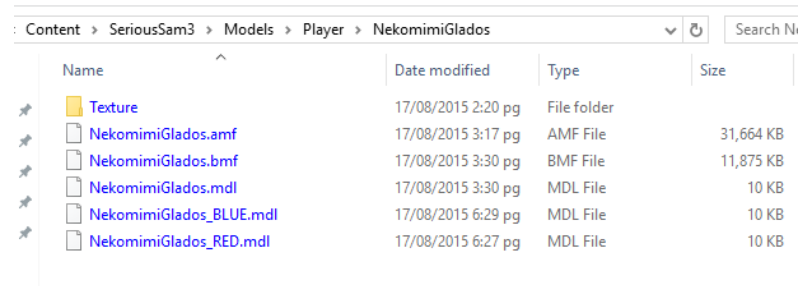


# Serious Sam 3 BFE Player Model Modding Tutorial

Clean Up & Finalize:

1. We need to do some clean up to compact and make the file smaller. Go to your project model folder: Example:

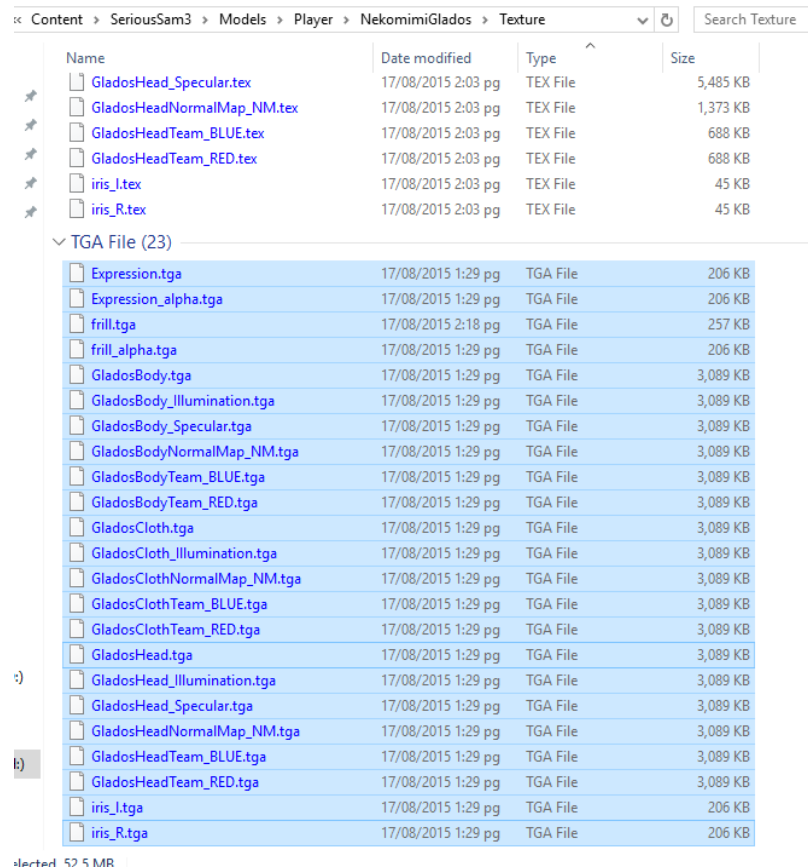
“...\Content\SeriousSam3\Models\Player\NekomimiGlados”



Name	Date modified	Type	Size
Texture	17/08/2015 2:20 pg	File folder	
NekomimiGlados.amf	17/08/2015 3:17 pg	AMF File	31,664 KB
NekomimiGlados.bmf	17/08/2015 3:30 pg	BMF File	11,875 KB
NekomimiGlados.mdl	17/08/2015 3:30 pg	MDL File	10 KB
NekomimiGlados_BLUE.mdl	17/08/2015 6:29 pg	MDL File	10 KB
NekomimiGlados_RED.mdl	17/08/2015 6:27 pg	MDL File	10 KB

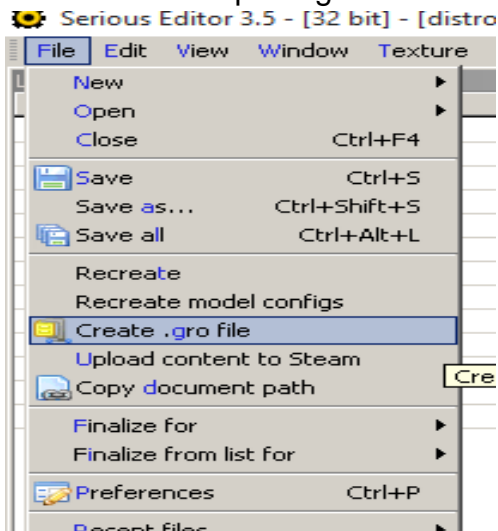
Make sure to make backup of it

2. Delete .amf file. It's not use anymore
3. Now go into “Texture” folder. Delete all .tga files. It's no use anymore

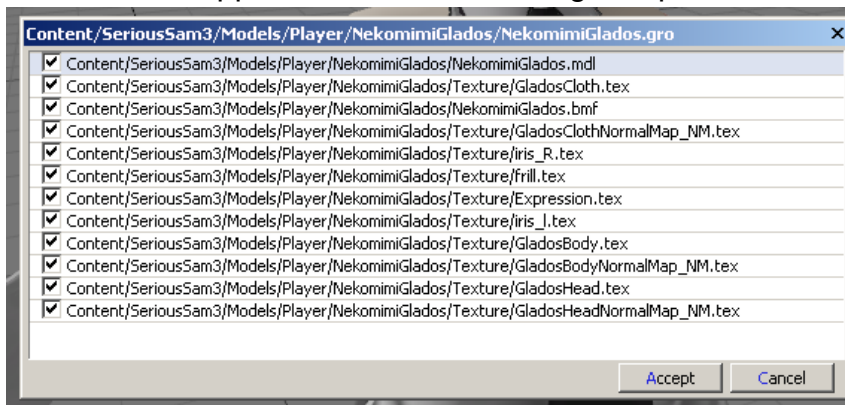


Name	Date modified	Type	Size
GladosHead_Specular.tex	17/08/2015 2:03 pg	TEX File	5,485 KB
GladosHeadNormalMap_NM.tex	17/08/2015 2:03 pg	TEX File	1,373 KB
GladosHeadTeam_BLUE.tex	17/08/2015 2:03 pg	TEX File	688 KB
GladosHeadTeam_RED.tex	17/08/2015 2:03 pg	TEX File	688 KB
iris_L.tex	17/08/2015 2:03 pg	TEX File	45 KB
iris_R.tex	17/08/2015 2:03 pg	TEX File	45 KB
TGA File (23)			
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 2:18 pg	TGA File	257 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

- For Finalizing, we need to compact it into one binary call “.gro”. Make sure one of the model is open right now. Next, Go to File > Create .gro file.



- New window appear for checklist. If it's good, proceed with “Accept”



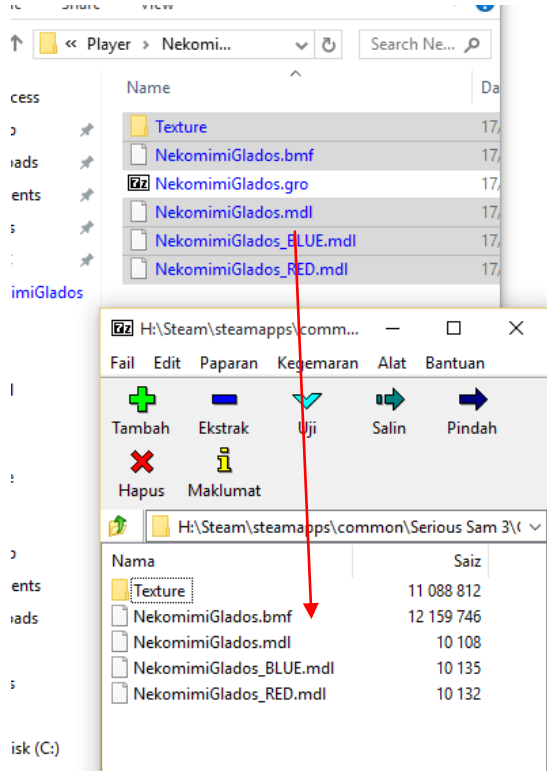
- Right now gro file already created inside our project model folder. You can open it using normal Winzip/Winrar/7zip.

NAME	DATE MODIFIED	TYPE	SIZE
Texture	17/08/2015 6:43 pg	File folder	
NekomimiGlados.bmf	17/08/2015 3:30 pg	BMF File	11,875 KB
<b>NekomimiGlados.gro</b>	17/08/2015 6:50 pg	GRO File	6,435 KB
NekomimiGlados.mdl		MDL File	10 KB
NekomimiGlados_BLUE.n		MDL File	10 KB
NekomimiGlados_RED.m		MDL File	10 KB

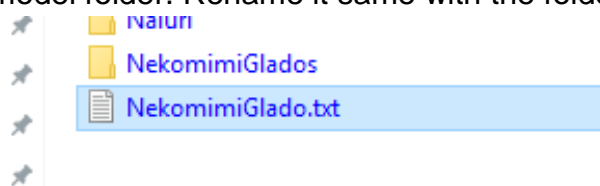
- The problem right now, the gro created only for one specific model. In this case, it's only packed the default model. We need to packed all files together in one packed file (Red, Blue and Default)

- Open newly created .gro using any zipped program. Navigate to our project model folder

9. Drag and Drop all files into the zip and done.



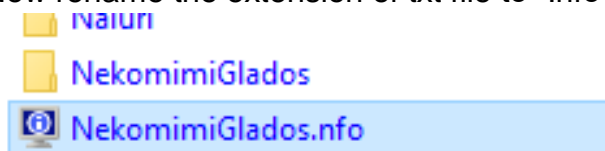
10. Now to make player setting. Create new notepad just outside our project model folder. Rename it same with the folder name.



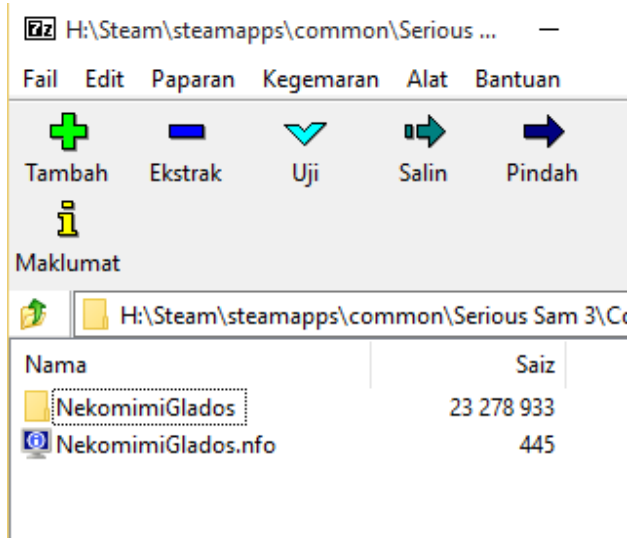
11. Write inside the notepad (You may change some info to yours model info):

```
NAME="TTRS:PlayerModel.NekomimiGlados.Name=Nekomimi GLaDOS "  
DESCRIPTION="TTRS:PlayerModel.NekomimiGlados.Description=We Do This For Science!"  
MODEL="Content/SeriousSam3/Models/Player/NekomimiGlados/NekomimiGlados.mdl"  
MODEL_RED="Content/SeriousSam3/Models/Player/NekomimiGlados/NekomimiGlados_RED.mdl"  
MODEL_BLUE="Content/SeriousSam3/Models/Player/NekomimiGlados/NekomimiGlados_BLUE.mdl"  
ANIMATION="Walk"  
GENDER="FEMALE"  
SELECTABLE="YES"
```

12. Now rename the extension of txt file to ".nfo"



13. Put the nfo file into the gro packed file. Same directory with the normal folder.



14. Copy/Cut and paste gro file into ...\Serious Sam 3\Content\SeriousSam3

15. Test the player model and Enjoy

