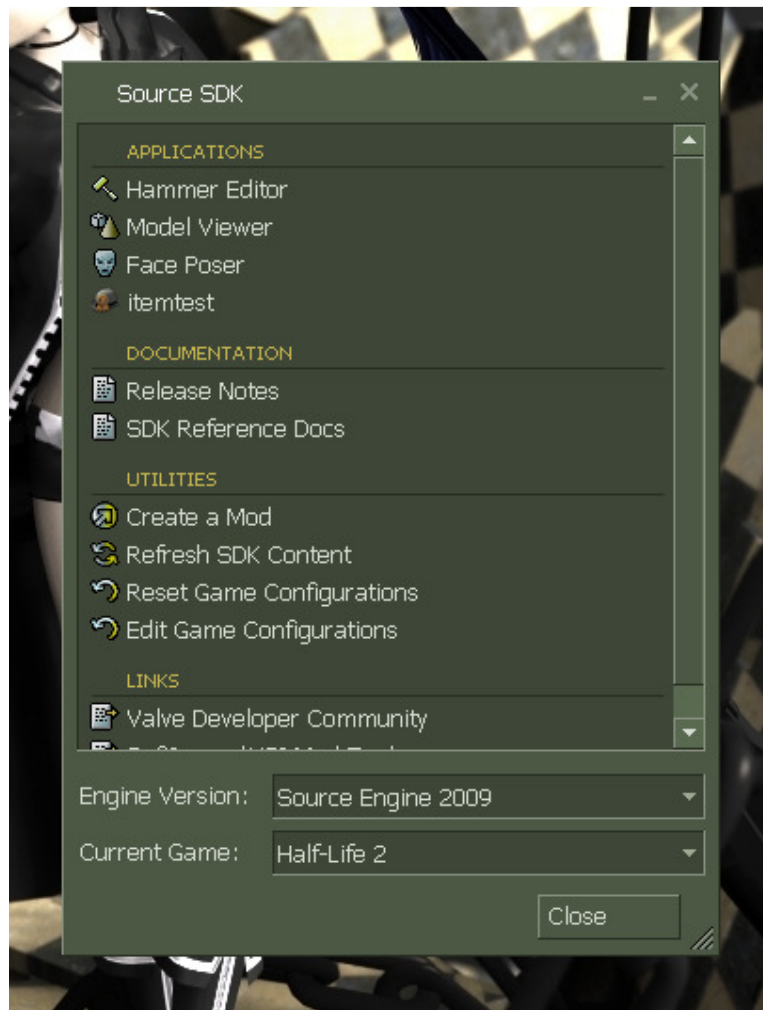


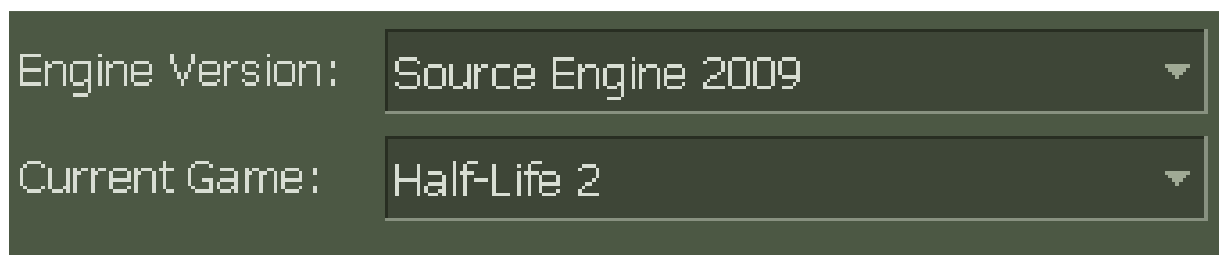
## Step 3 : Check your SDK

*If you have Experience in SOURCE SDK, ignore this part and proceed to next tutorial.*

After you have succeed on last step tutorial, now you can open the Source SDK. The window will like this:



Now if you notice, there's a dropdown list here:



Please Set the requirement I want for now:

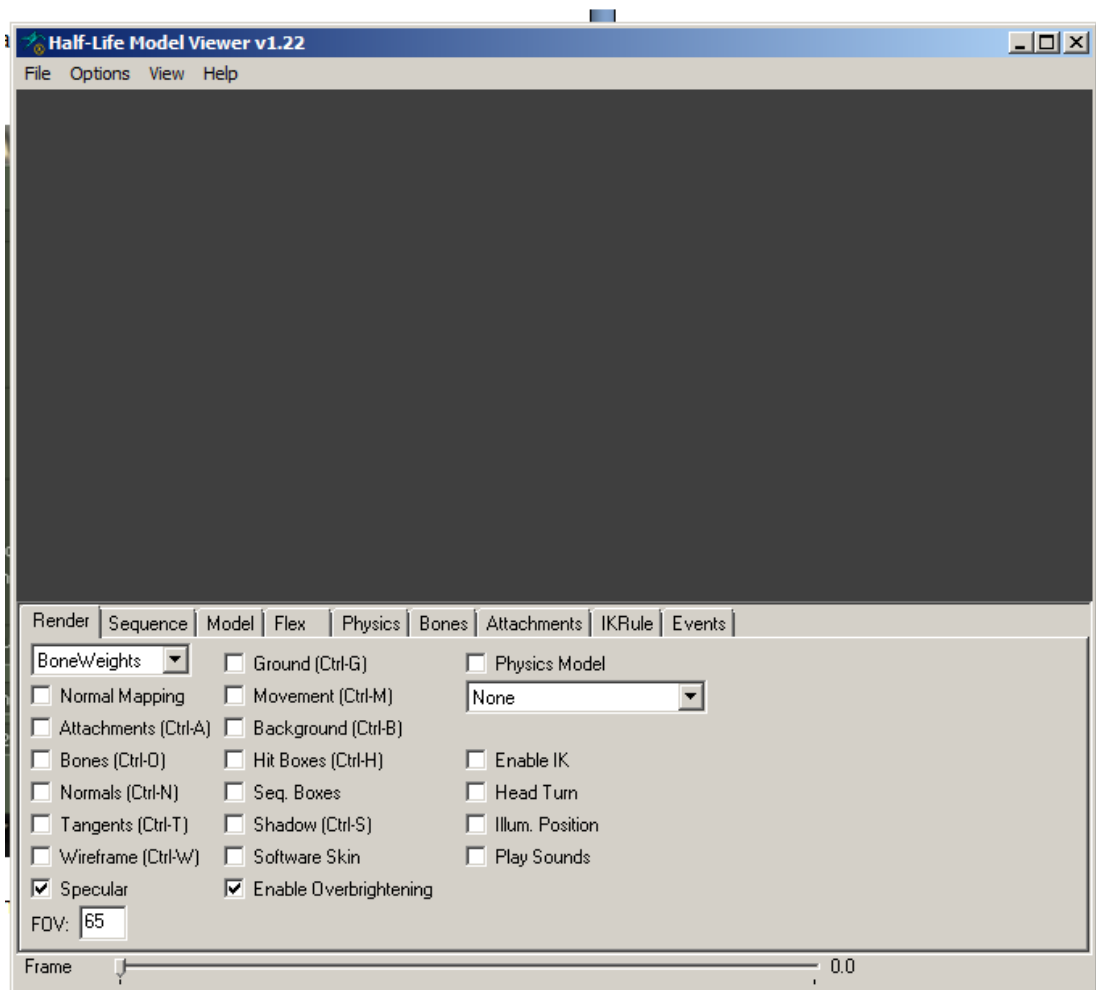
- Engine Version : “Source Engine 2009”
- Current Game : “Half-Life 2”

I'm only cover Half-Life 2 game now. If you don't have the game, you can use other but I can't promise it's really working or not. I'm sure the step is almost same for all types of game.

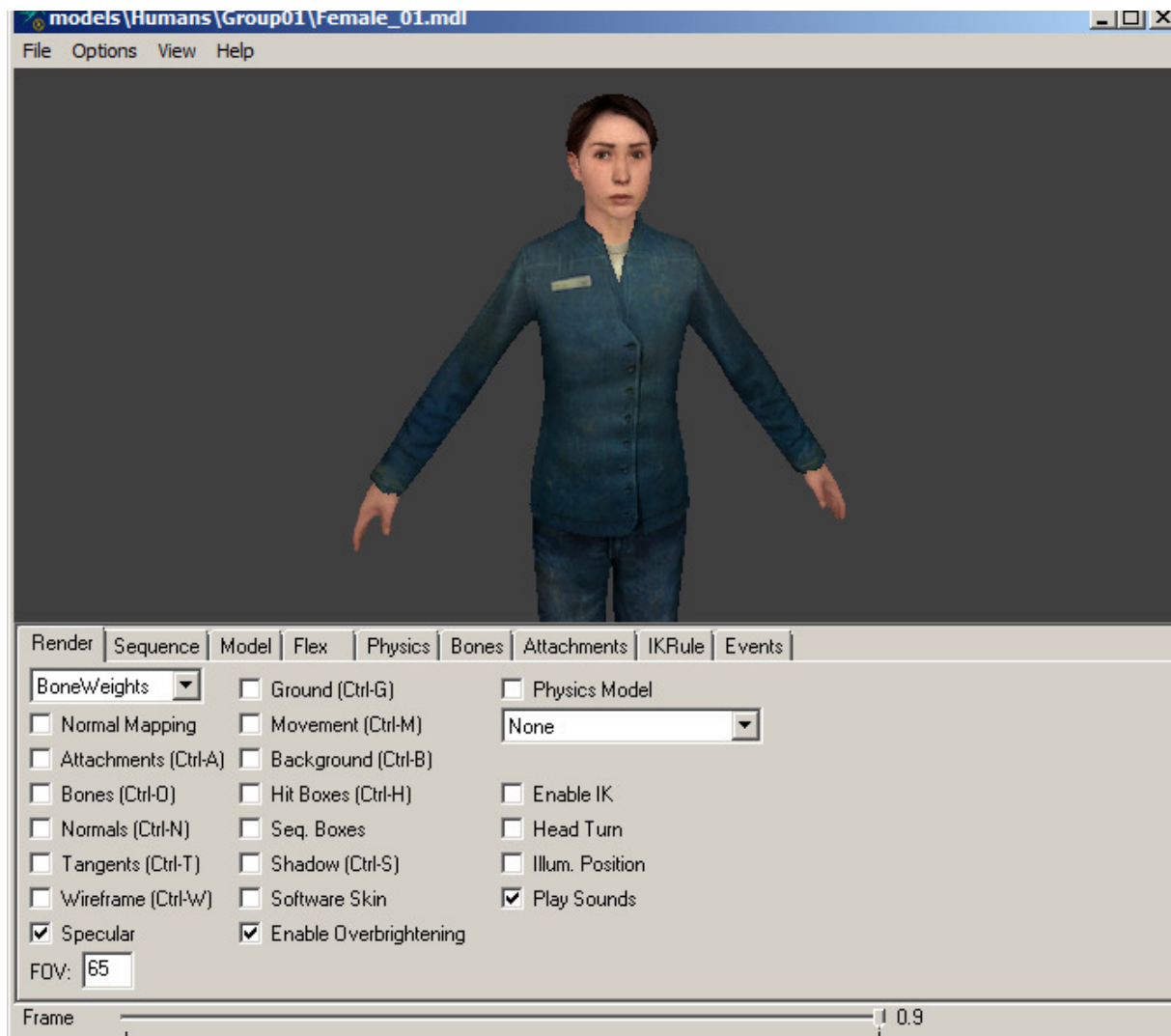
Next please open “**Model Viewer**”.



Window will appear such this:



Go to “file > Load model” and go to “models\Humans\Group01” and select “Female\_01.jpg” and it will appear such this:



You can try moving your mouse, click drag and so on to see the model in 360degree.

The purpose of this part is to see if your SDK is working properly. If the model appear, that's mean you're ready to start the moding process. The “.jpg” here is only resembled from the way of engine read the model. The actual is engine only read “.mdl” format which is the model format. By putting the image .jpg include in the model folder, this make the process of finding the model easier.

Please proceed to next part of tutorial