

Step1 : Requirements

In this tutorial, I will teach you on how to compile static model which is a model without animation such example, Rock, Stone, Trees, Boxes and etc. Another one is dynamic model which have animation within it such character model or any other moving object. These techniques apply to Source Engine only.

The tutorials here only cover compiling on:

- Static object for props
- Dynamic model (Character model)

I assume you have mastered in 3D modeling such 3ds Max or Sketchup which I will not covered in this topic.

Requirement for this tutorial (Important):

- Sketchup
 - Free version can be get at <http://sketchup.google.com/> .
- 3ds Max 2012
 - free version can be obtain at <http://students.autodesk.com/>. You may need to register and get the student license for 3 years
- GCF File explorer
 - This needed to extract default hl2 model to your desktop
 - Can be download at here:
<http://nemesisthewavelength.net/index.php?p=26>.
- Half-Life 2 model decompiler
 - The program is function to extract data from compiled source model into pre-editable format.
 - Only one exist which is from CannonFodder's
<http://www.chaosincarnate.net/cannonfodder/mdldecompiler.php> .
Please download the latest version
- Half-Life 2 SMD Importer
 - This plugin is to import pre-editable format into your 3dsmax so it become editable.

- Please download plugin for 3dsmax 2012 at this site
<http://www.chaosincarnate.net/cannonfodder/3dsmax.php> . The readme inside will tell where to put the plugin.
- Other Alternative; Download from
<http://www.wunderboy.org/sourceapps.php> . The keyword is “3D Studio Max SMD Import Plug-in”
- Half-Life 2 SMD exporter
 - This plugin is to export your final model into pre-editable format.
 - Please download plugin for 3dsmax 2012 at this site
<http://www.chaosincarnate.net/cannonfodder/3dsmax.php> . The readme inside will tell where to put the plugin.
 - Other Alternative; Download from
<http://www.wunderboy.org/sourceapps.php> . The keyword is “3D Studio Max SMD Export Plug-in”
- Half-Life 2 Model Compiler
 - This program is to compile your final model into source.
 - The one I use is from here:
<http://www.wunderboy.org/apps/guistudiomdl2.php>. Please read its readme file to know on how to install it.
- HL2 VTF Texture Editor.
 - Use to compile normal window format (.bmp, . tga, .jpeg, etc) into source readable format (.vtf)
 - Download from here:
<http://nemesis.thewavelength.net/index.php?c=178#p178>.

Optional requirement:

- Photoshop VTF Plugin
 - If you have photoshop, use this if you didn't use VTF texture editor. It's more flexible in term of editing the texture and straight to export into vtf format.
 - Download from here:
<http://nemesis.thewavelength.net/index.php?c=154>
- VTF Thumbnail for window.
 - If you wanted to see your texture appear in your window thumbnail format such what window did to jpeg thumbnail view.
 - Download from here:
http://www.wunderboy.org/sourceapps.php#vtf_shell

There's many other program provided from the developer but now the list I show is the basic requirement for this tutorial. Take your time to download and install it one by one and make sure to read the readme provided in the file. These to ensure you're install it in the right way.

After ready, let's get started!