

# Serious Sam Siberian Mayhem Player Model Modding Tutorial with 3ds Max

## -With Custom Bone Model-

Welcome for the first Serious Sam Siberian Mayhem modding. This tutorial will be covering modding player model with our own character model and with their own original bone. The documentation here will have lots of picture to allow ease of understanding for moder to follow.

***THIS TUTORIAL MAY APPLICABLE TO SERIOUS SAM 4 TOO!***

Requirements:

1. Serious Sam Siberian Mayhem (for PC),



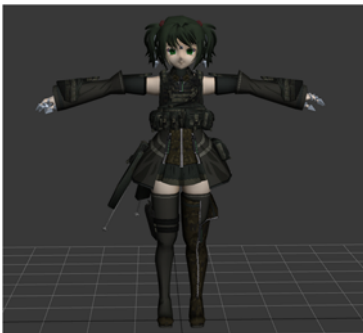
2. Serious Sam: Siberian Mayhem Editor (Steam > Library > Tools)



3. 3ds Max, any version is fine



4. Your own custom model which fully rigged, skinned, and textured.



5. Experienced 3dsmax user.

That's all!