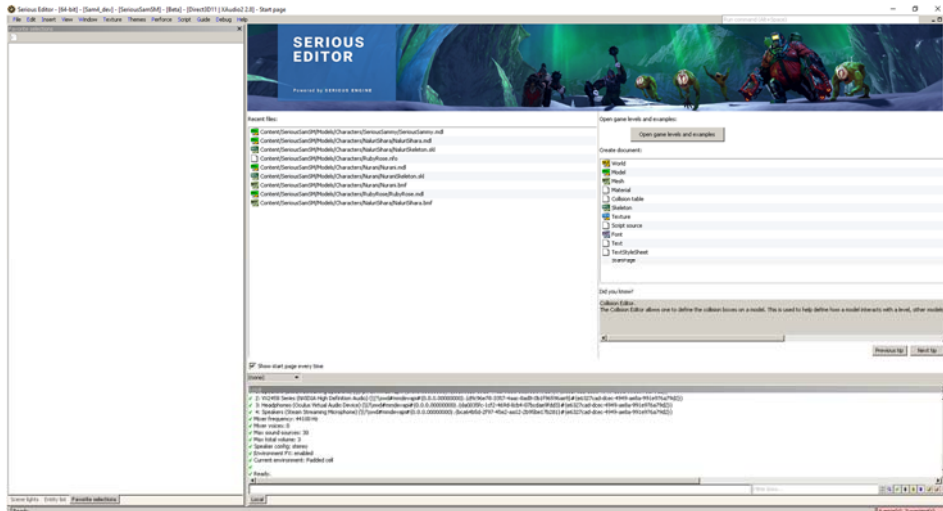


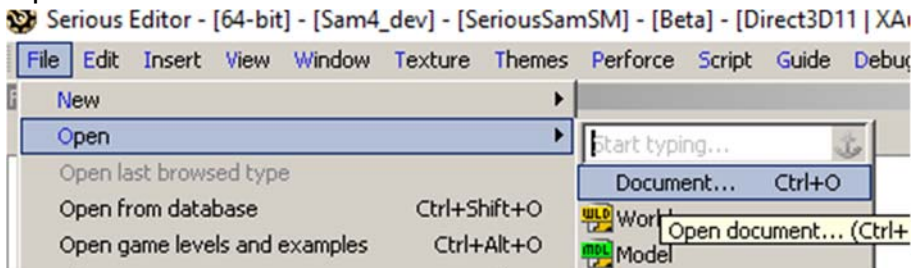
## Preparing Editor

Let's prepare the workspace for our custom model first before go into modeling.

1. Open Serious Sam: Siberian Mayhem Editor

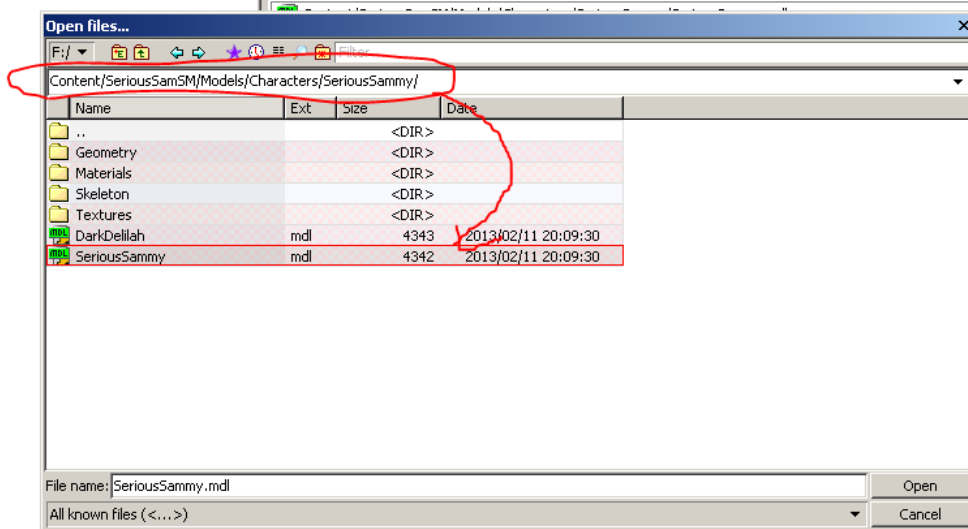


2. Open Document

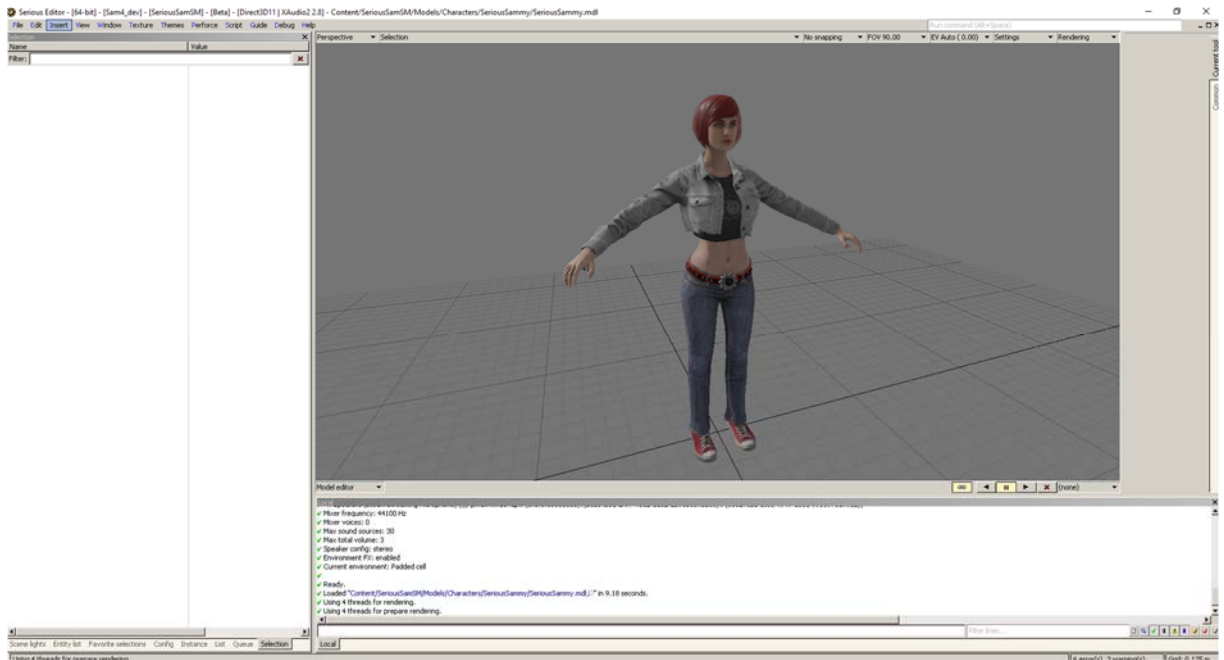


3. Navigate to our example player model, Open SeriousSammy (for Female model, if male model, go to serious sam).

Default at Content/SeriousSamSM/ Models/Characters/SeriousSammy/

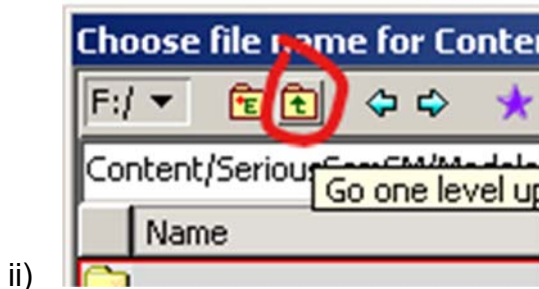
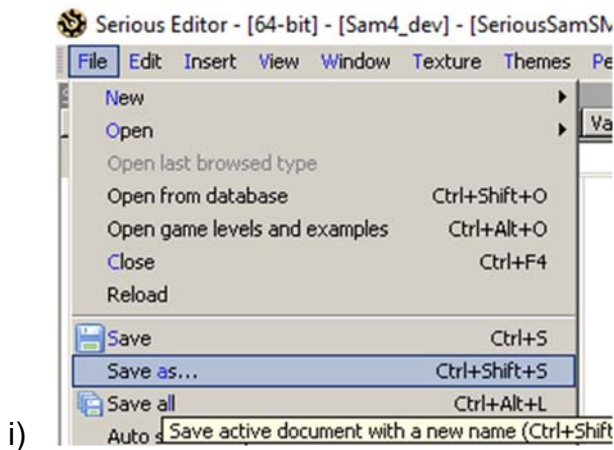


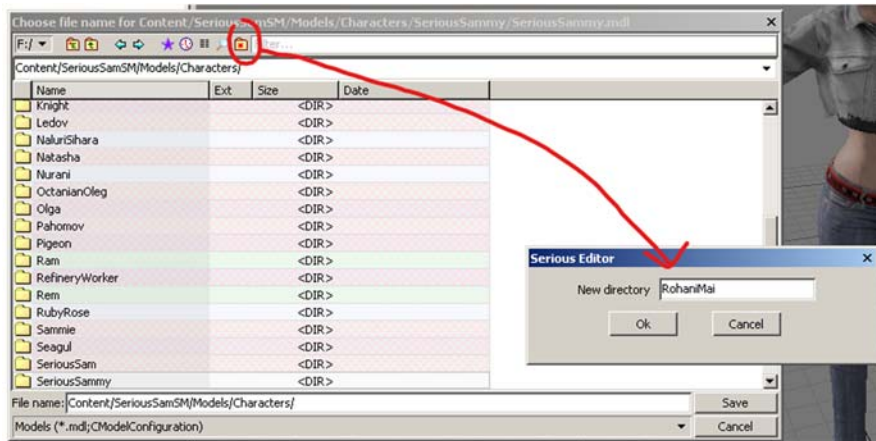
Model will appear



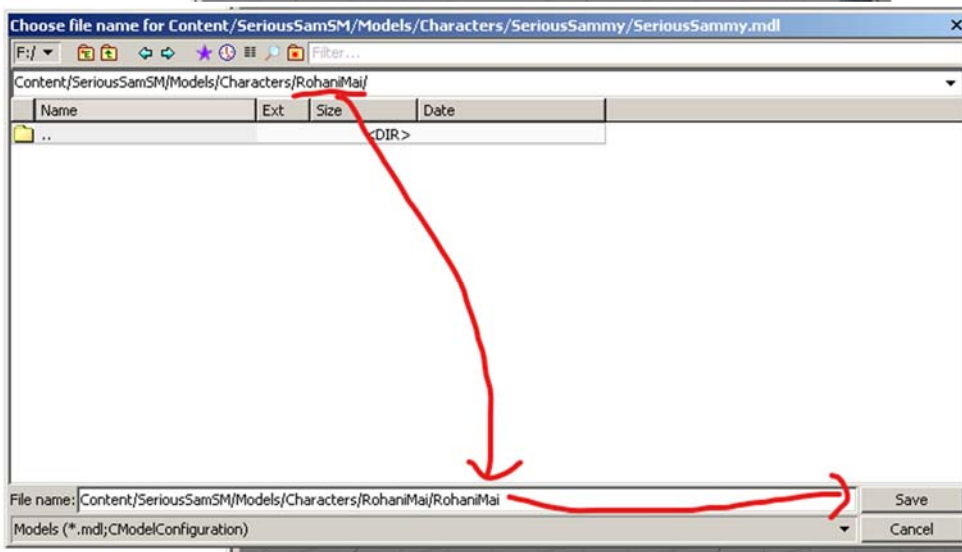
**TIPS:**  
To Navigate around 3D window, place cursor inside the window, press ESC then you can move around using AWSD keys. To disable back, press ESC again.

4. Save as, Go back up one level, create new folder, rename folder to your new model name, go inside newly created folder, save in there with same name



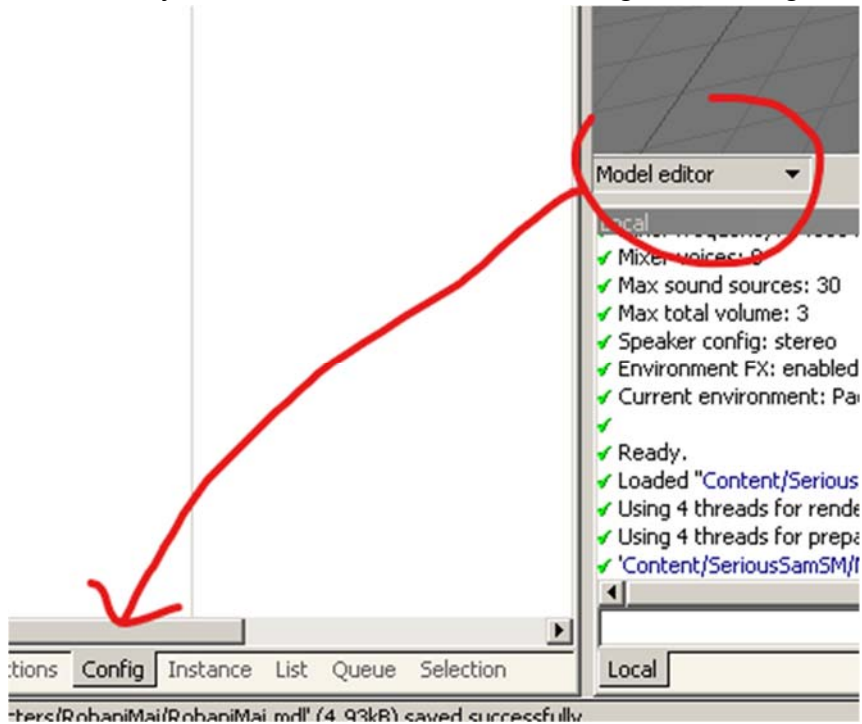


iii)

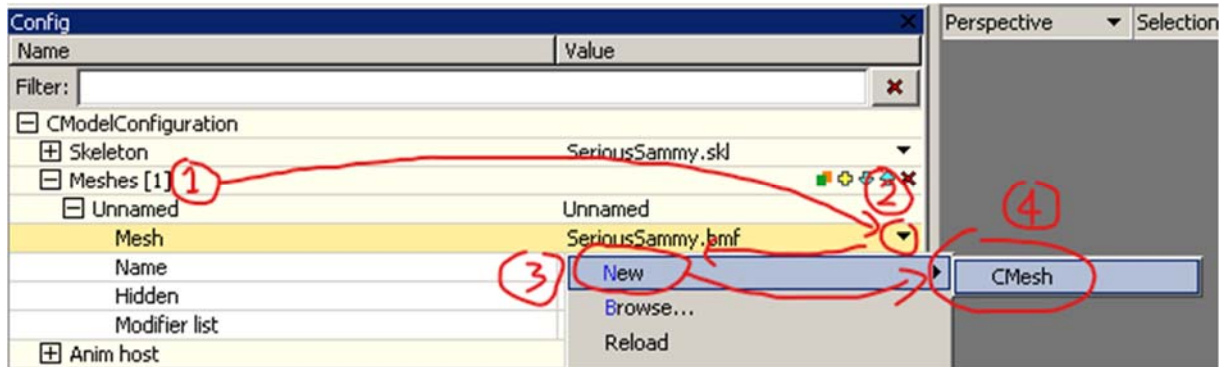


iv)

5. Make sure you are on "Model editor". Then go to "Config" tab below



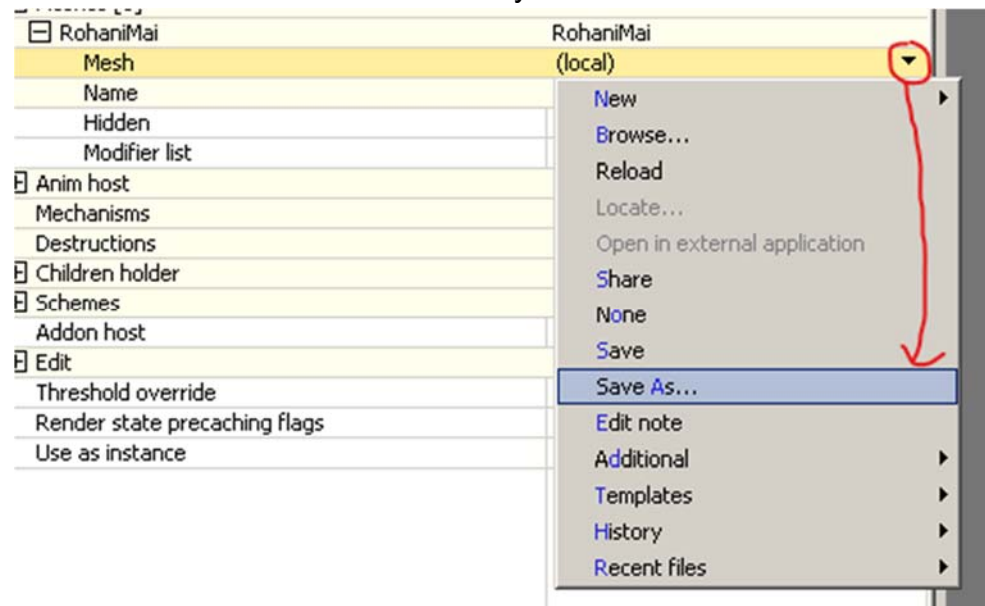
- Go to Meshes, click little arrow on Mesh, New, CMesh



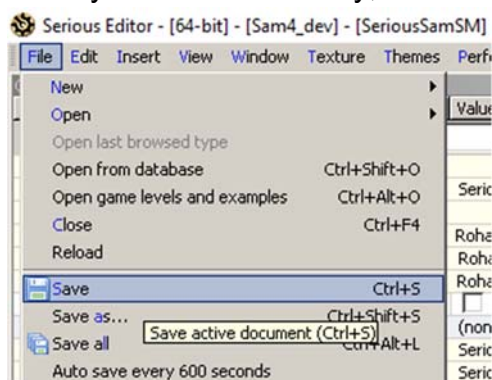
- Model Disappear (Turned into green cube) but that's mean it's good. Rename the "name" as your model name



- Click at Mesh (local) > Save As. Save as same name of character model name. Save in the same folder that you created before



- Save your work for safety;



- Done on small parts in editor