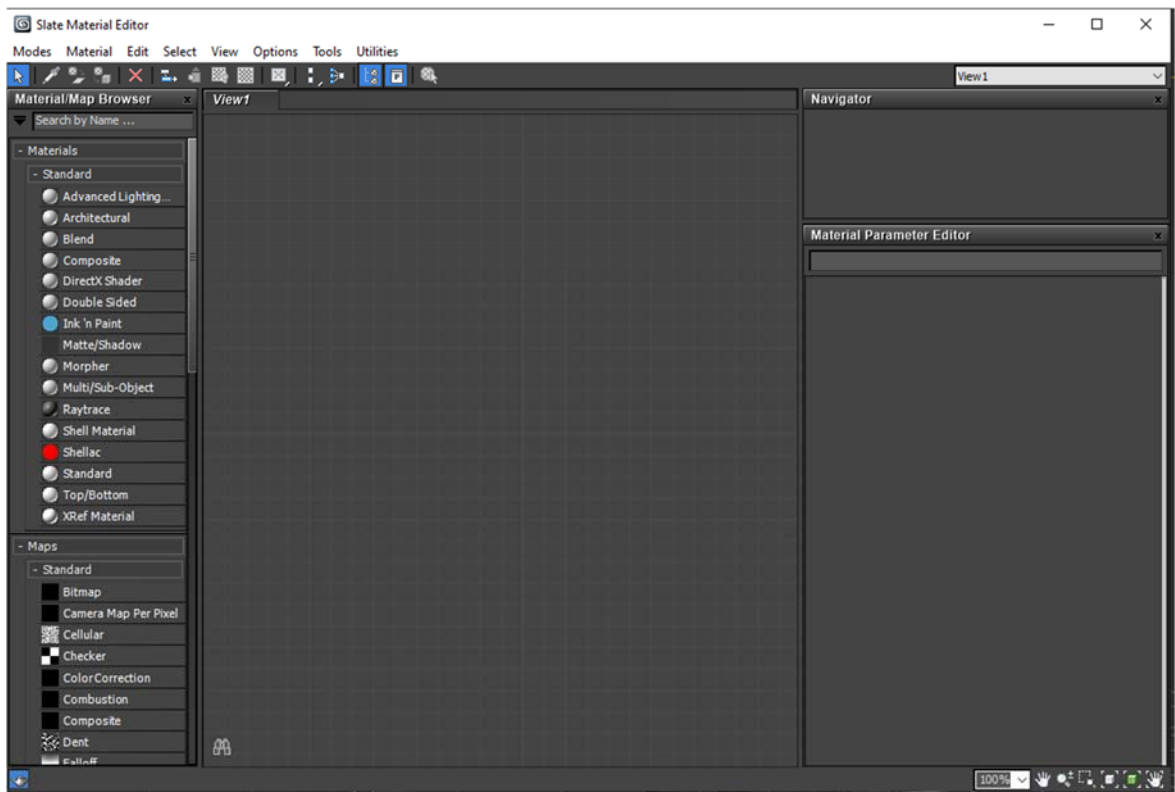# TEXTURE / MATERIAL PREPARATION

It's time to check the material conditions of our model. After merging into one single mesh, the material is usually automatic turn into single Multi / Sub-Object
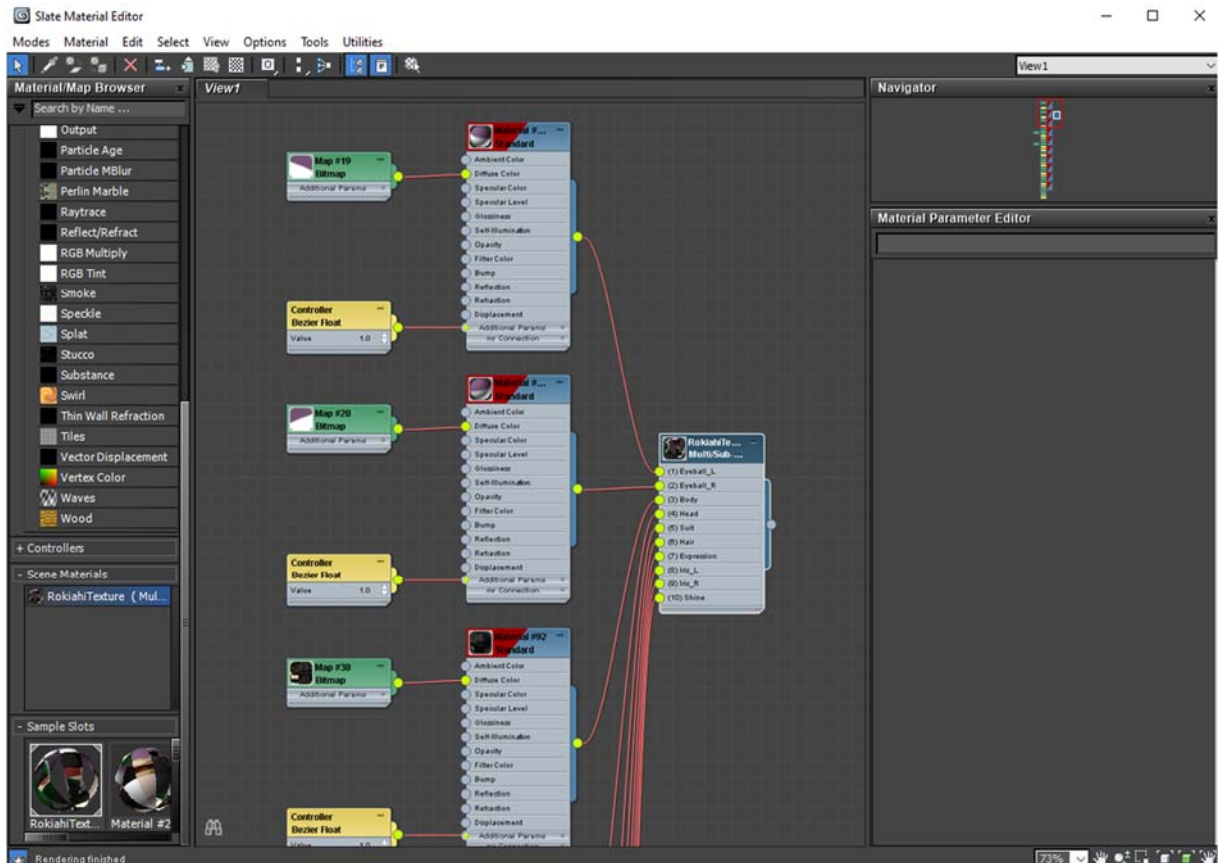
1. Before we proceed further, make sure the materials is in Multi/Sub-Object materials. **Press M to see material editor**.

2. Looks empty, but if we scroll down left side, we see our model material under scene materials tab
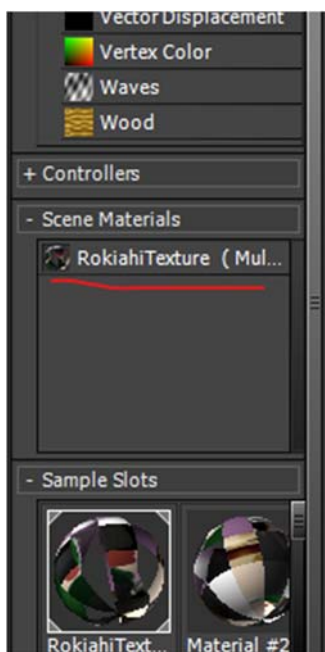
3. Double click it will appear such this:

4. If this appears, that's mean this is the right and correct ways so it is readable by Serious Sam engine
5. If some material is missing, you need to manually assign it by yourself. Please use (**JPG, PNG or TGA format**)
6. We need to rename each elements name so it will ease our work during in editor. Double click at any element > and rename it at top bar, concurrently to the name of your texture
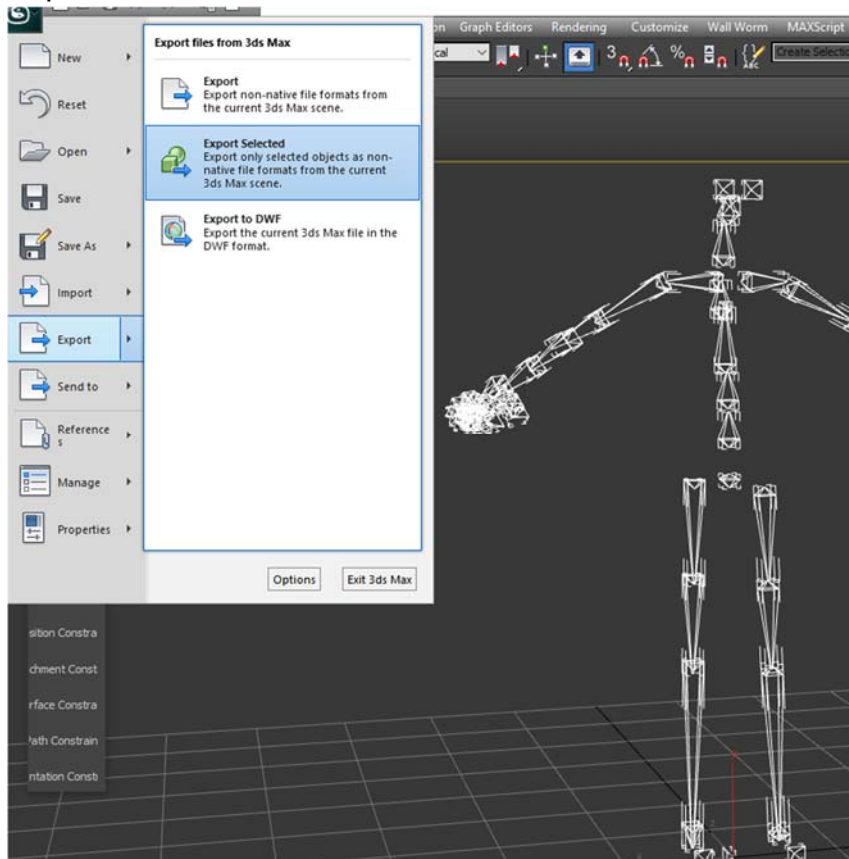
7. Rename all materials
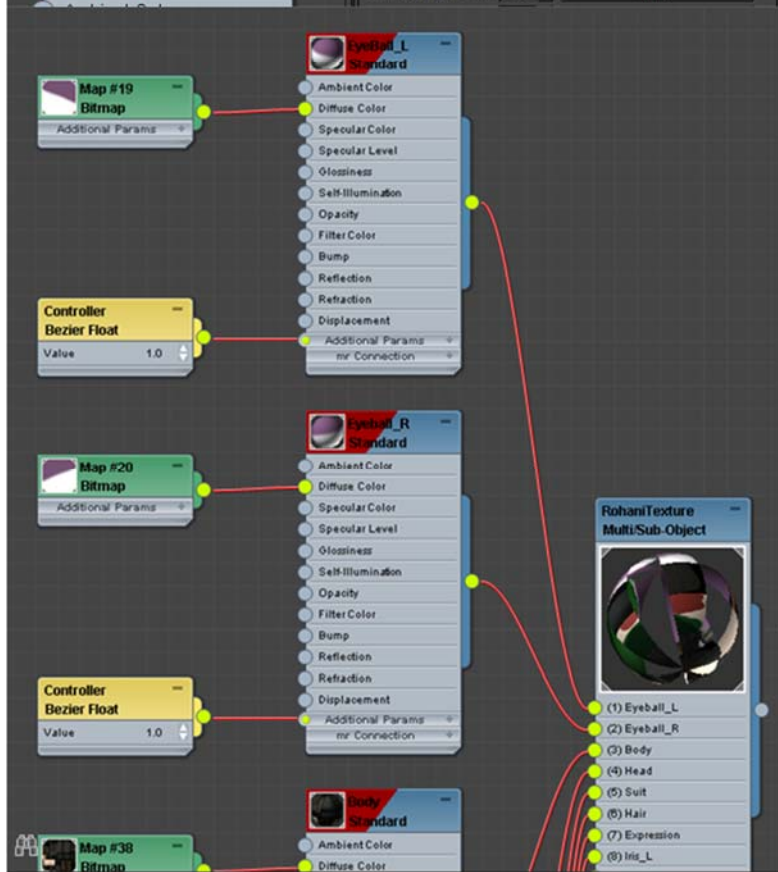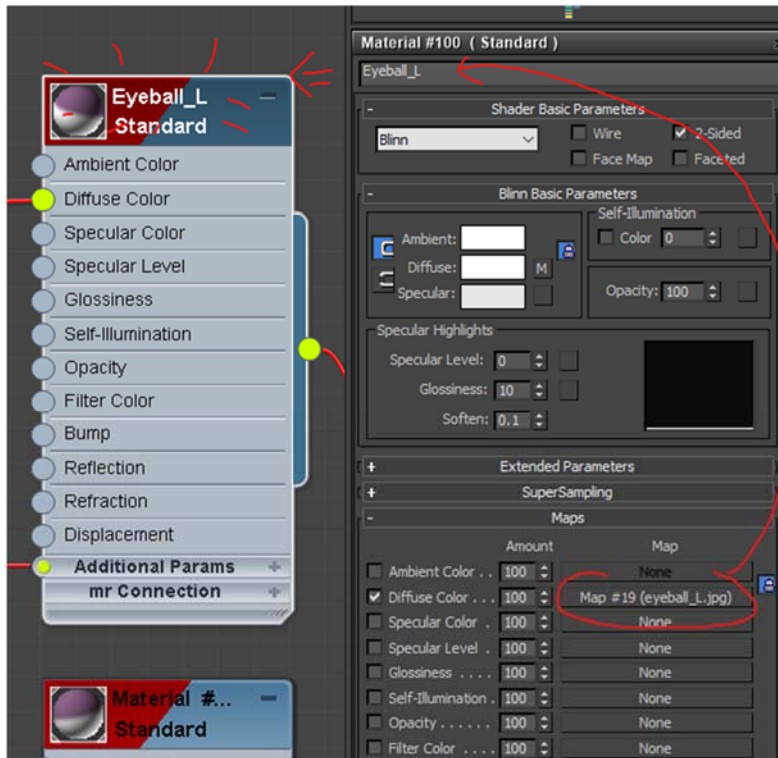
8. Save your work!

9. Export model into FBX format! We need 2 types:
    a. Whole Mesh and Skeleton Bones
    b. Skeletons only
    c. Export into our custom model folder in serious sam game directory
10. Export Whole Mesh:
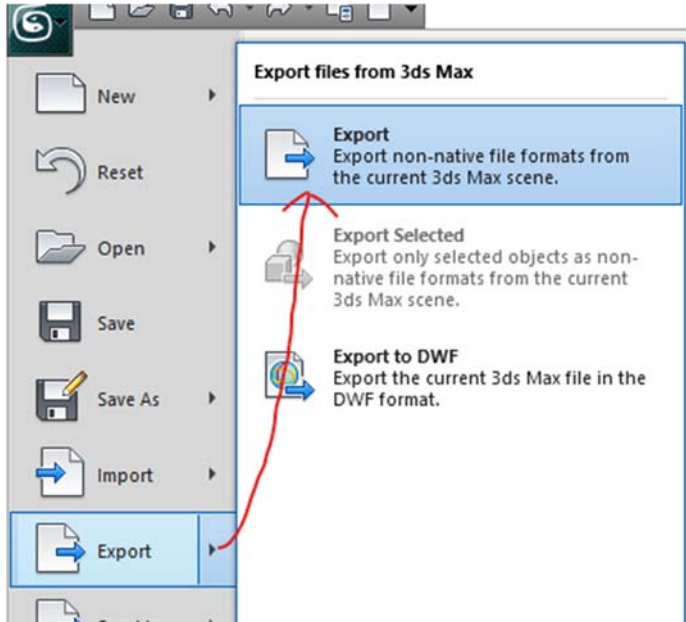
11. Export Skeleton Only:
    a. Select All bones
    b. Export Selected

12. Save your file and done!