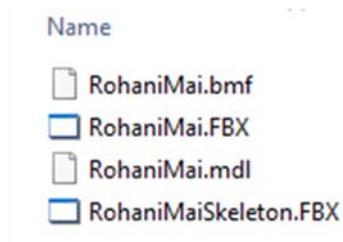
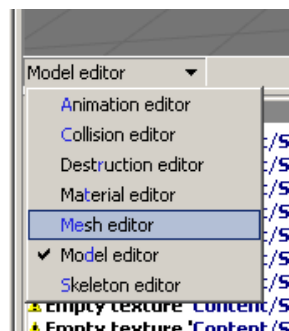


WORKING ON EDITOR:

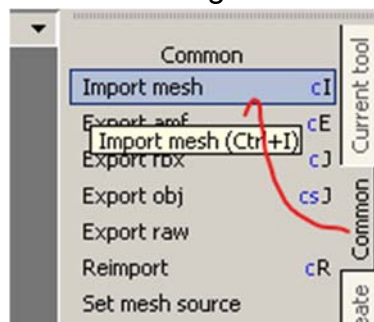
1. Prepare the necessary file. Check mesh and skeleton file is in your model folder. It's in FBX format.



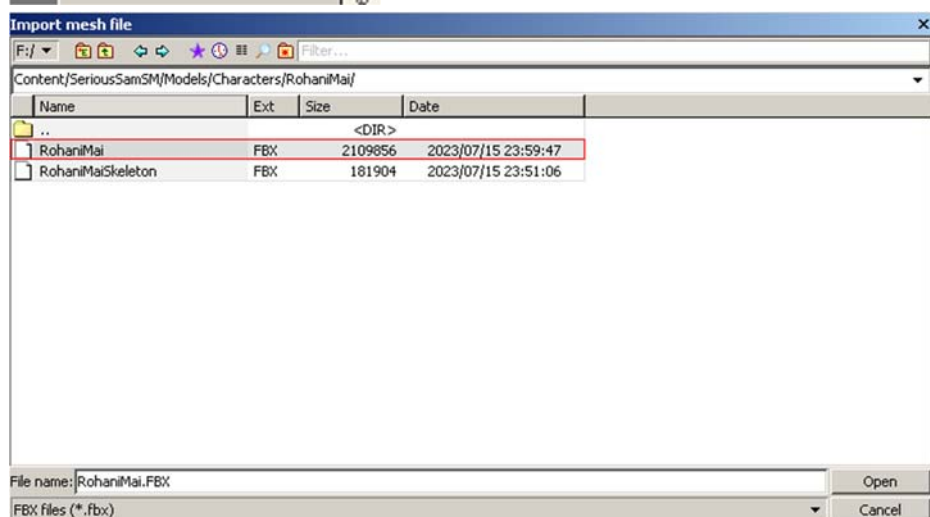
2. Back on Serious Editor. Go to Mesh Editor



3. Now "Import Mesh" and Import the mesh fbx only (Not skeleton). Go to Common tab at right side of window > Import Mesh

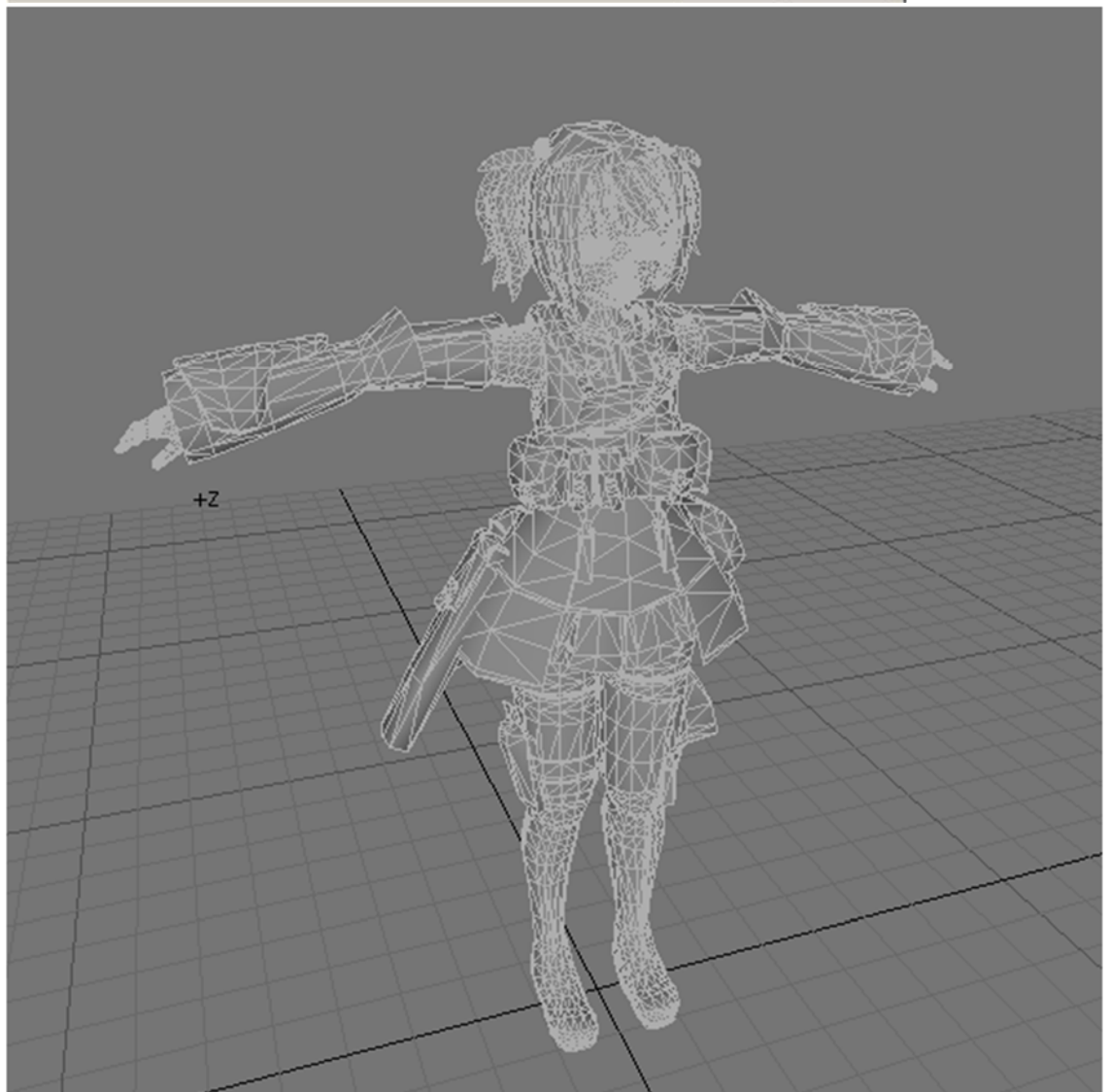
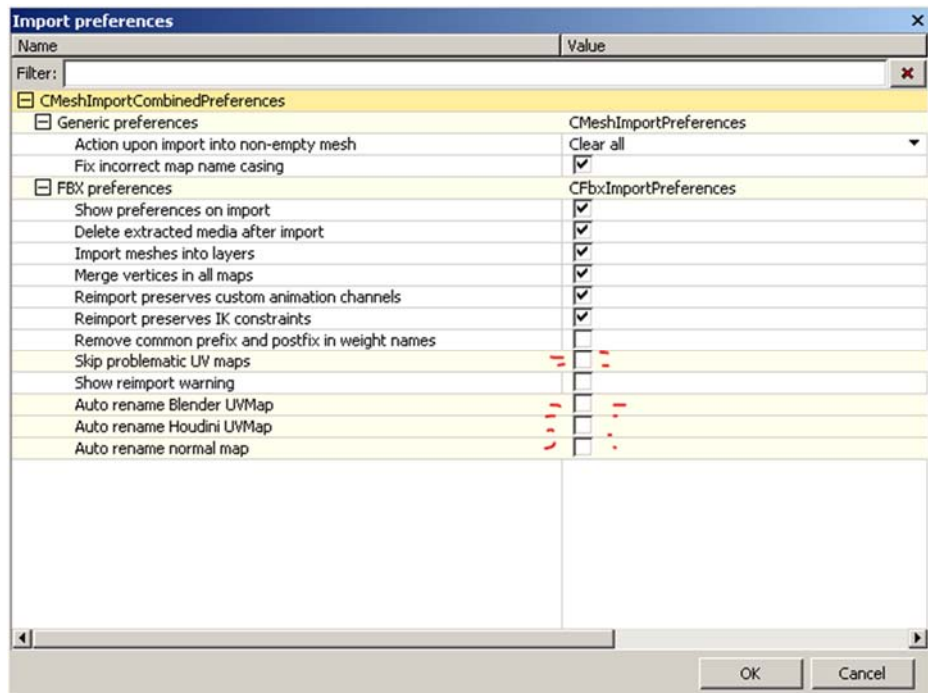


i)



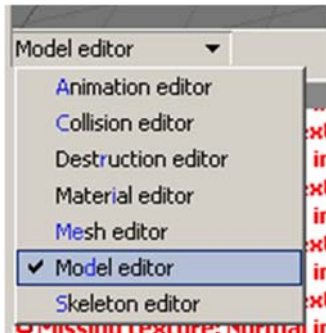
ii)

iii) Un-tick Skip problematic UV maps and those Auto Rename. Then OK

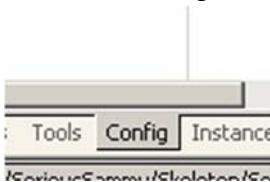


iv)

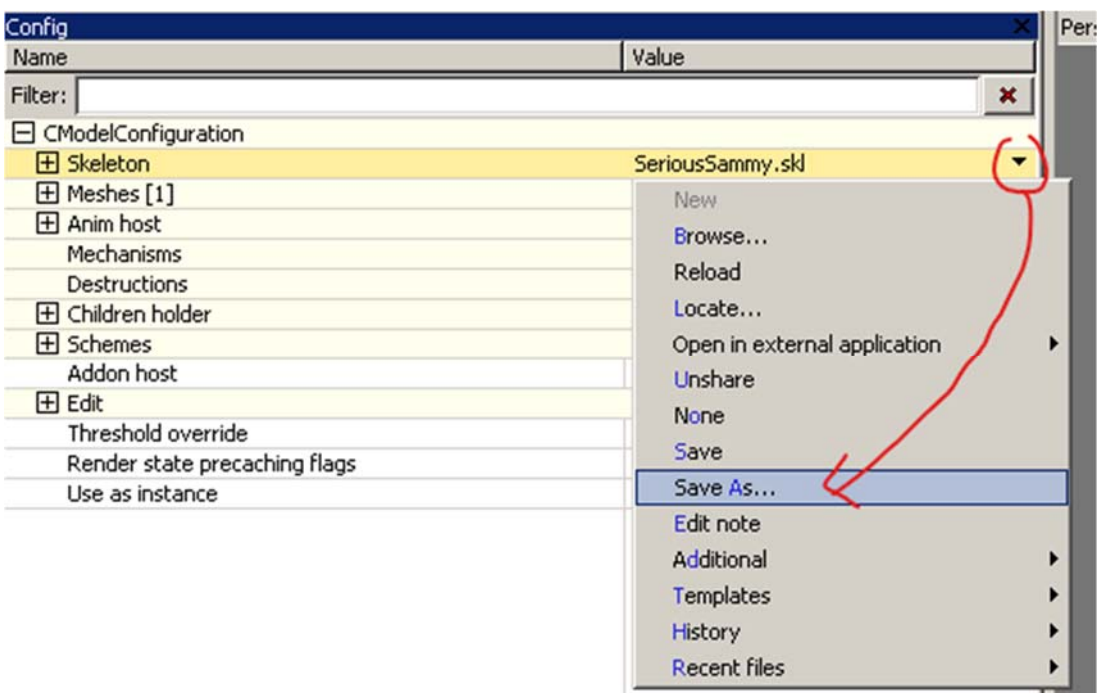
4. Save the file
5. Now we need to save the skeleton into our own custom model folder, or else it will save into Serious Sammy bone. To do that, go into Model Editor

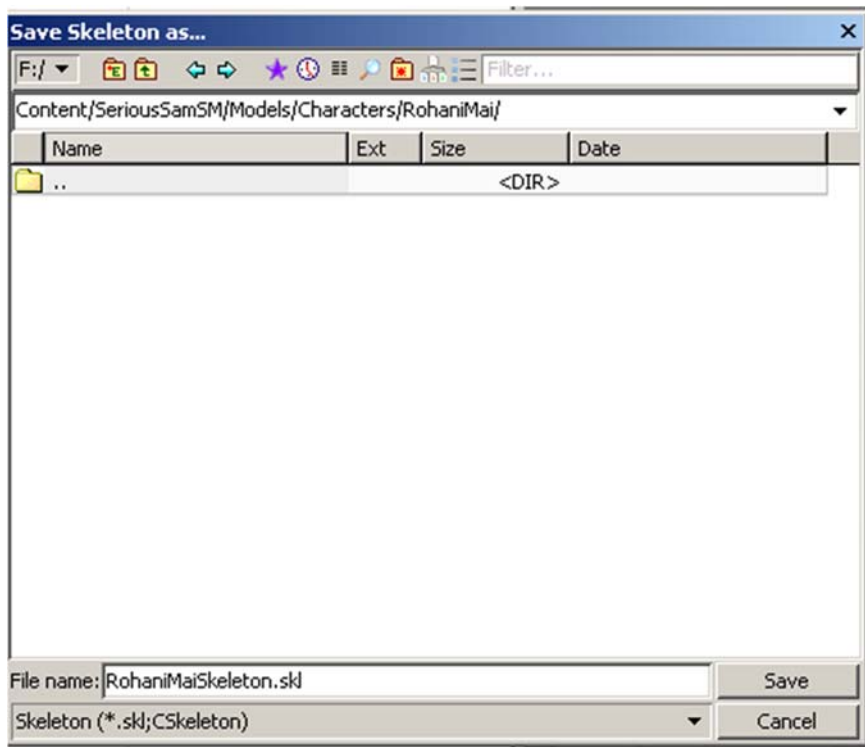


6. Click at Config tab below

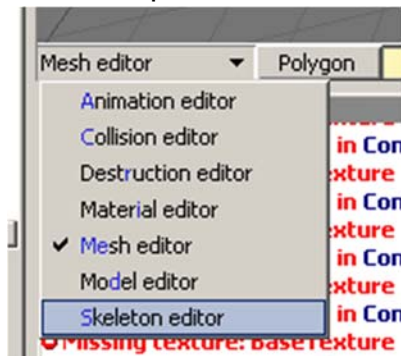


7. Under Skeleton, click at little arrow besides SeriousSammy.skl > Save As into our own character folder

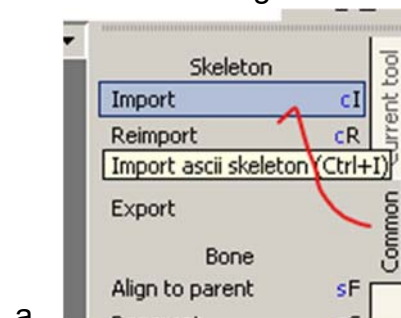




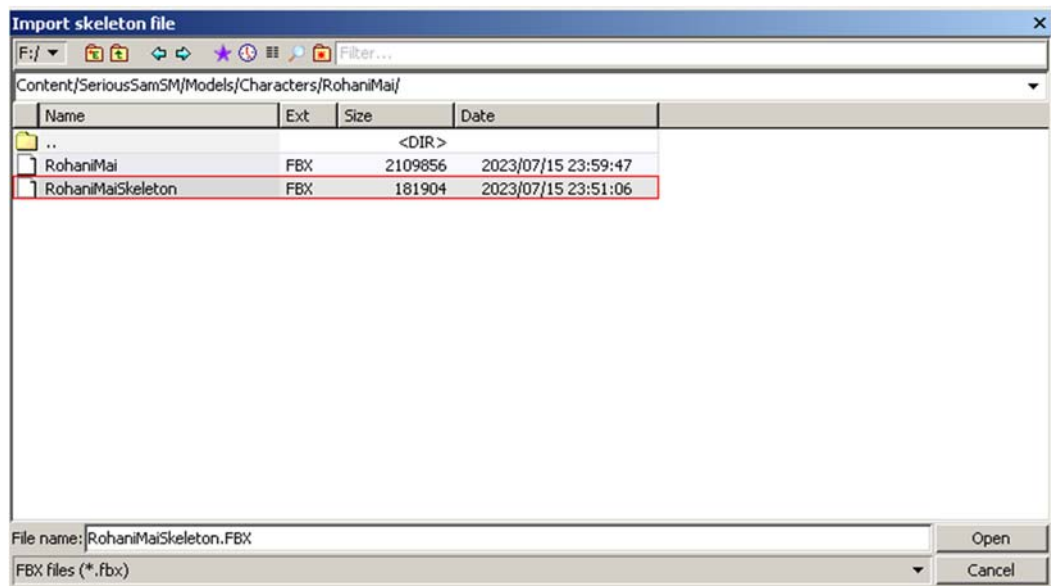
8. Now to import bones, Go to Skeleton Editor



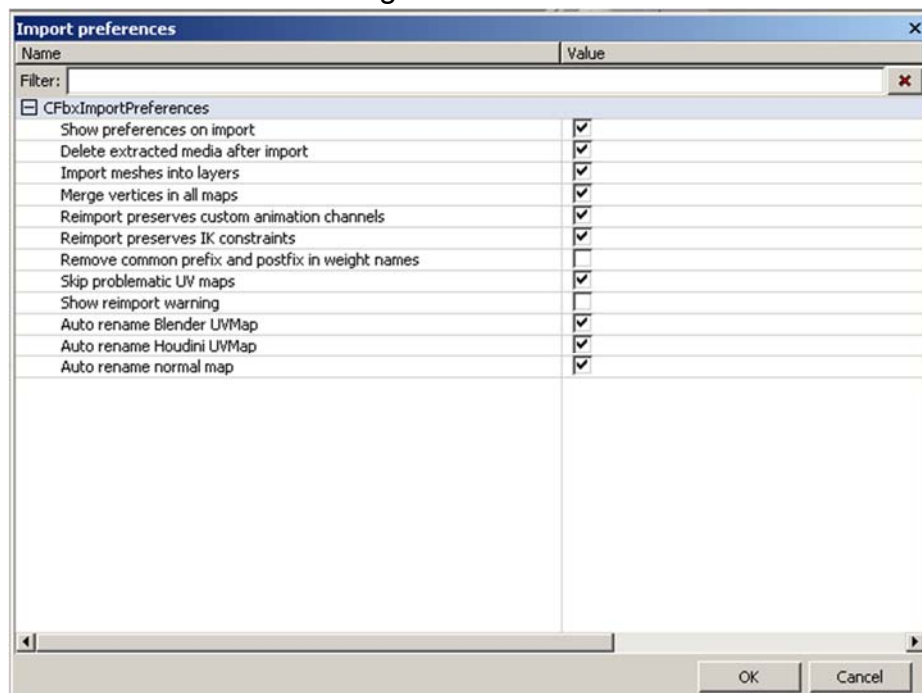
9. Now "Import Skeleton" and Import the skeleton fbx only (Not mesh). Go to Common tab at right side of window > Import



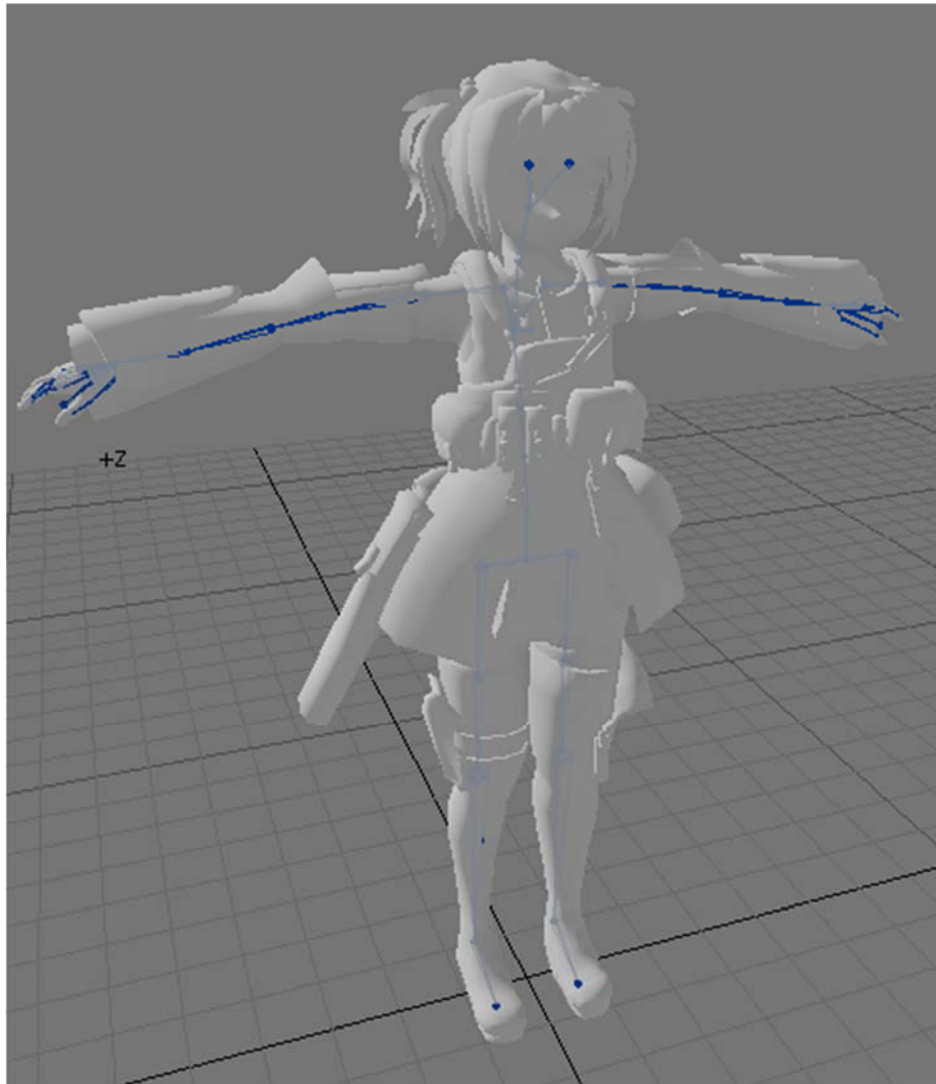
a.



- b.
- c. Just Ok with default Settings

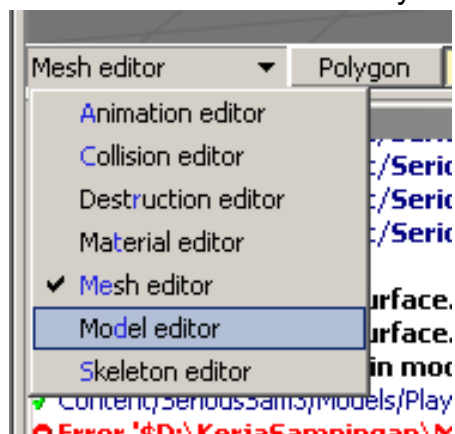


d. Your bones appear! It should size same with your model

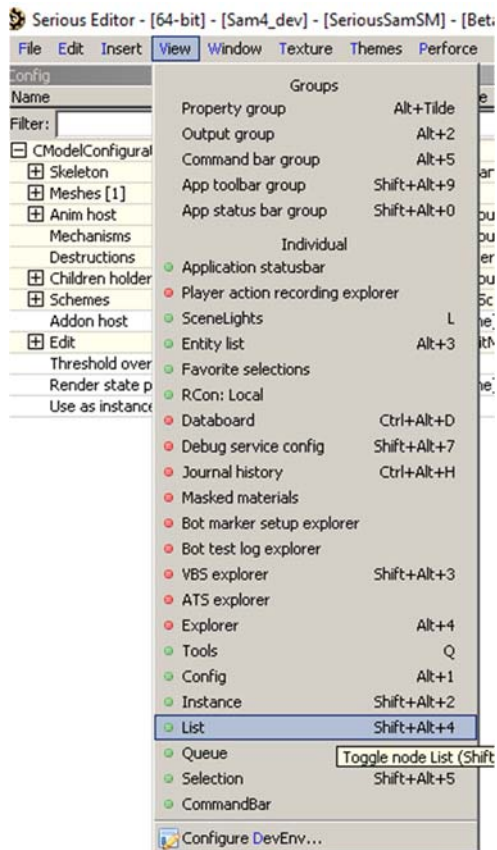


10. Save the file.

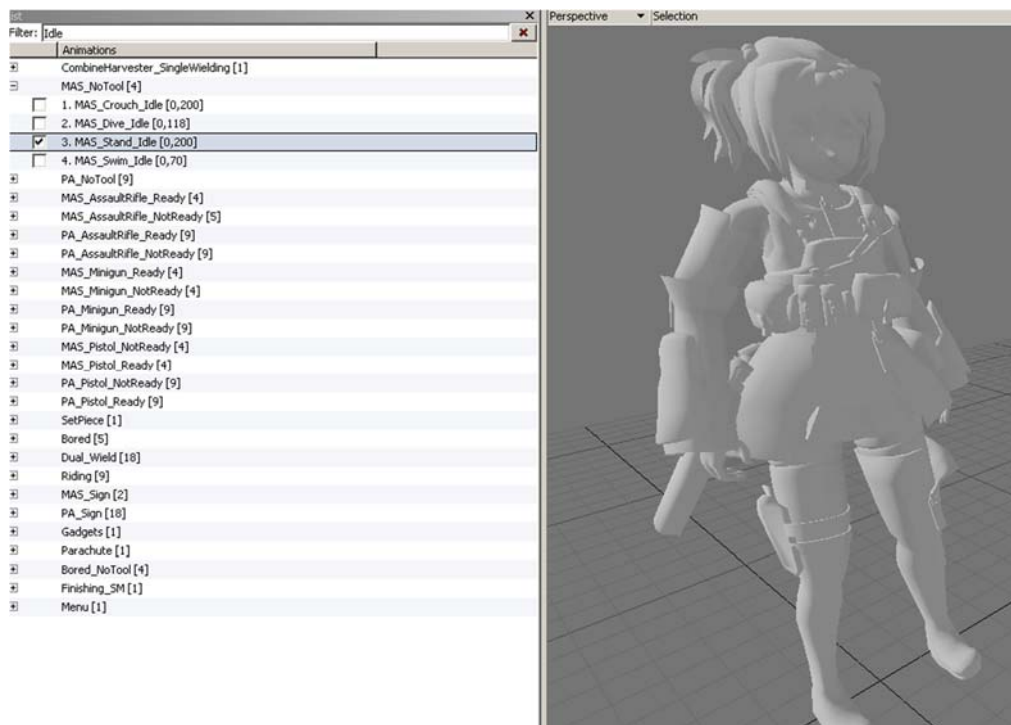
11. Now to test if the model is sync with animation; Go to Model Editor.



12. View > List. This will List all animation



13. Select any animation in list and see if the animation is working and sync with the model.



14. If not, check back all your export files starting from 3dsmax. Check with the issues of size and rigging.

15. Done