**TEXTURING**

Serious Sam game usually need 3 type of texture:
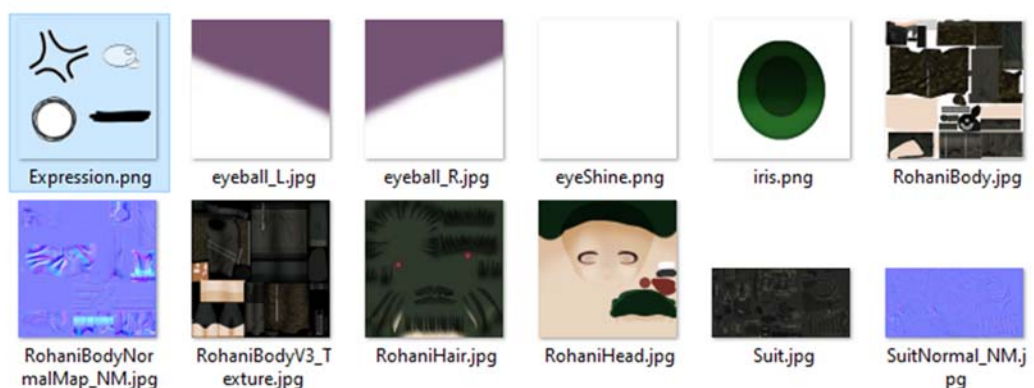
- Default
- Team Red
- Team Blue

But since Serious Sam Siberian Mayhem don't have Multiplayer Mode such as PVP or team deathmatch, we only need default texture only, no need team red and blue.

Also new Serious Engine now flexible to accept various kind of texture format such as jpg and png, tga format wouldn't require as per last serious engine 3 and before. So prepare all your texture

1. Create new folder and rename it as "Texture" in your model project folder. Example: …\steamapps\common\Siberian Mayhem\Content\SeriousSamSM\Models\Characters\RohaniMai\Texture
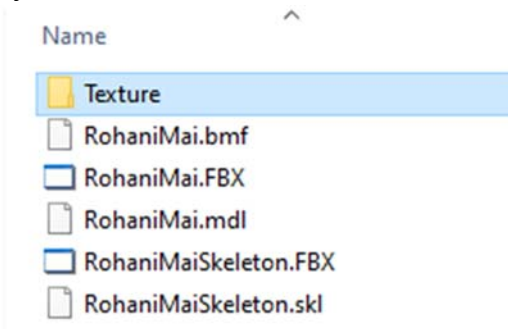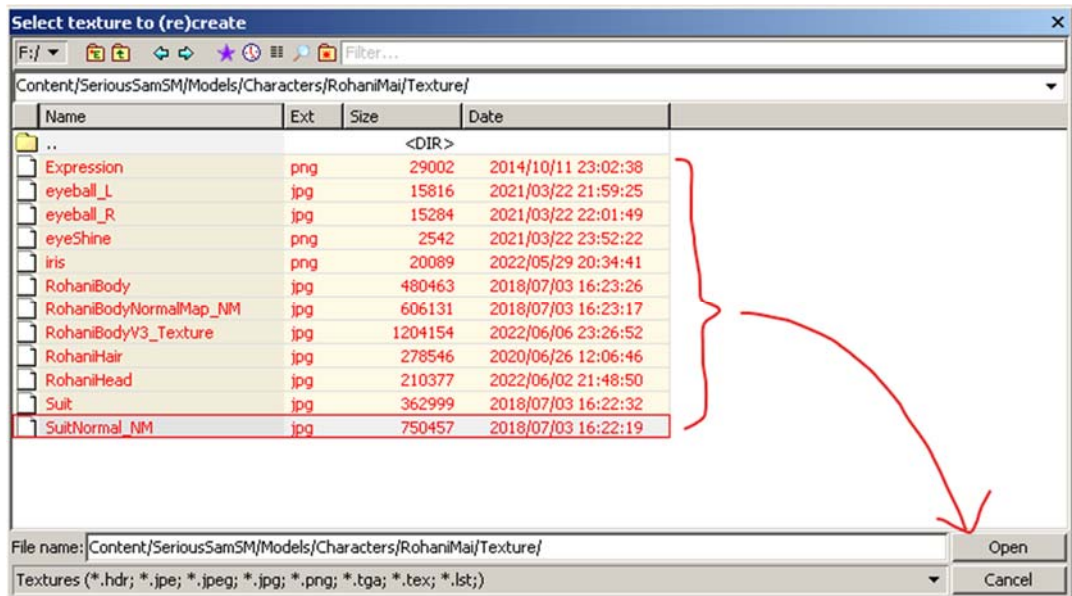

2. Copy all use texture into the folder. Naming for files;
   i) If you have transparent texture, use .png or .tga
   ii) If you have Normal map: put "_NM" at end for all normal maps files name (case sensitive)
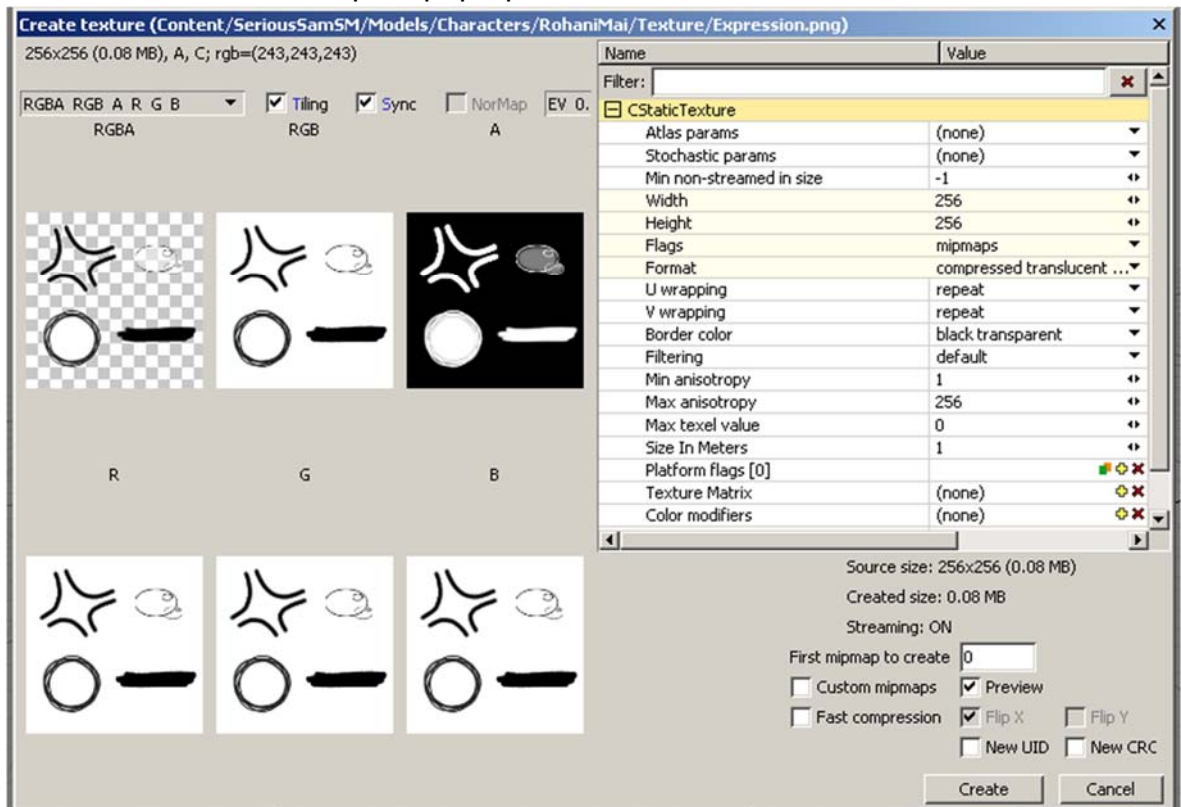

3. Back to Serious Editor. Now to create Serious Engine texture ".tex". Go to Texture Tab > Create texture
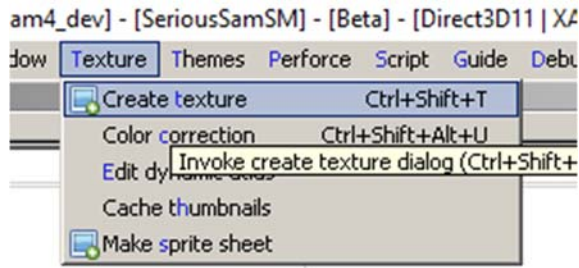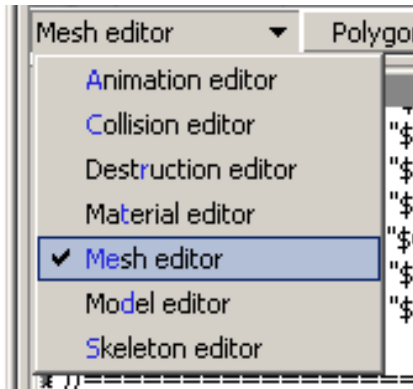
4. Browse your texture. Select all texture at once and then open

5. Create texture windows will appear, usually leave as default, and click at "Create" Button. It will repeat pop-up until all textures are created.

6. Now to apply the texture to model, Go to Mesh Editor
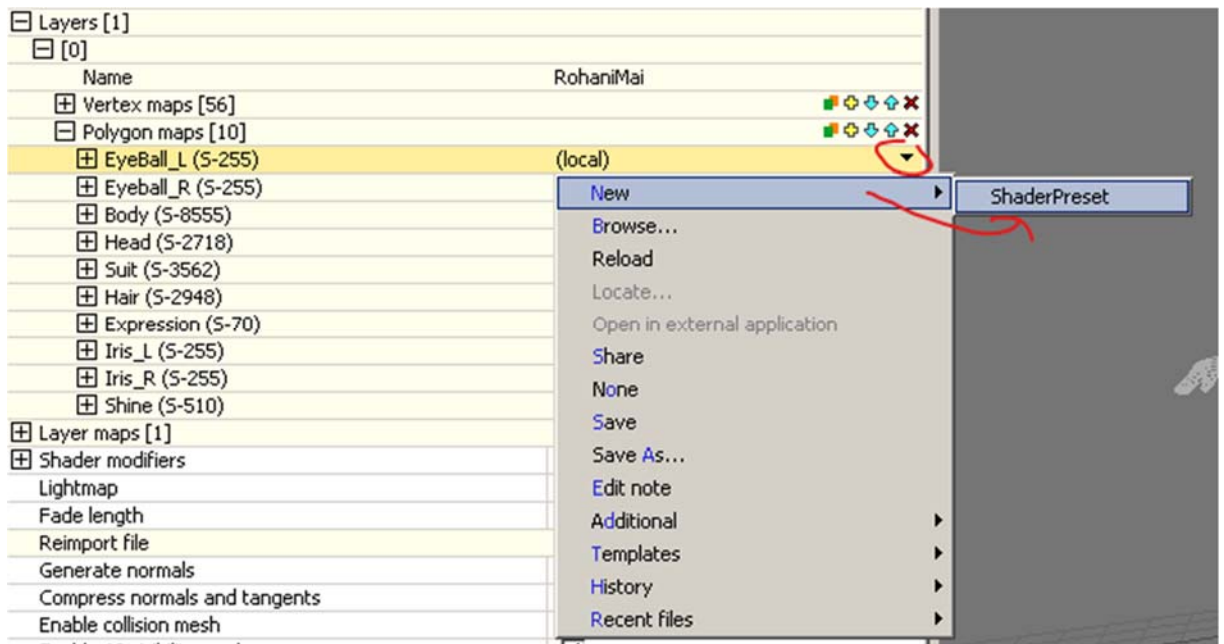

7. On Mesh Tab, see Under Layers [1] > Polygon maps. These are the list materials appear that applied to your custom model
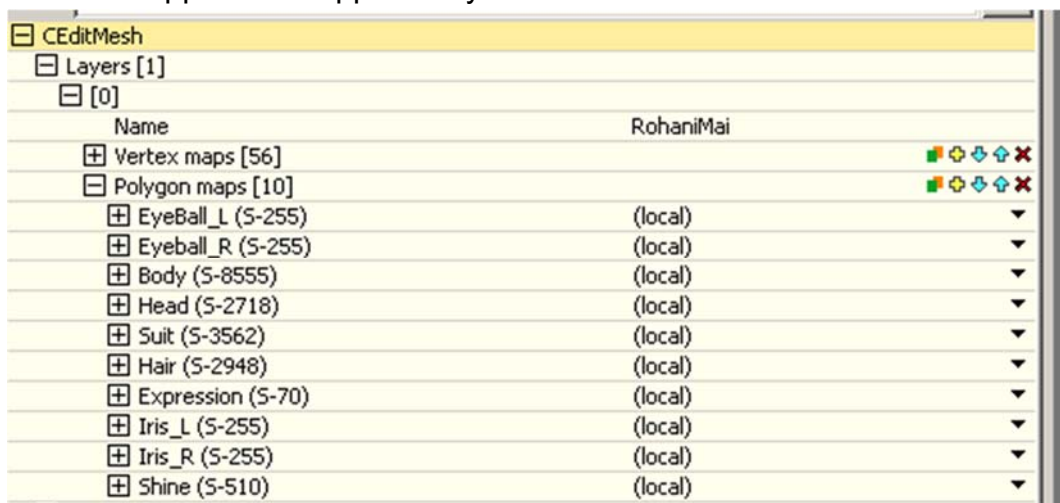
Let's put texture on it

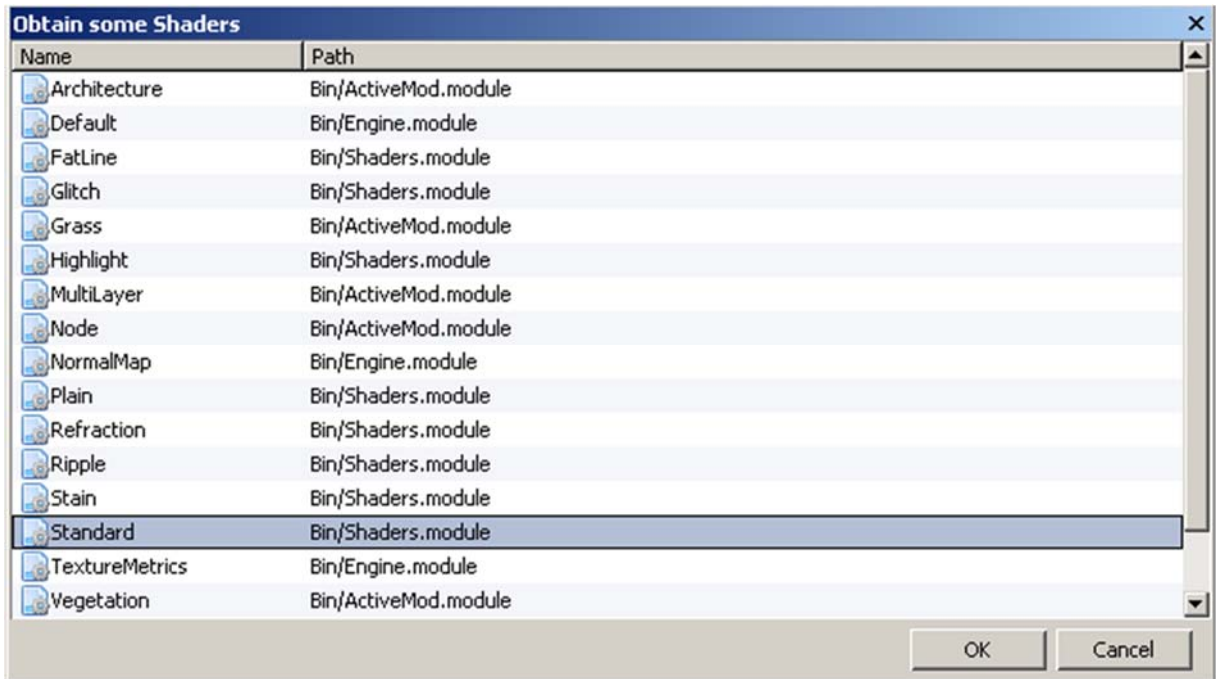8. For starting. Let's put the first texture on first texture. Click at small arrow at side > new > ShaderPreset
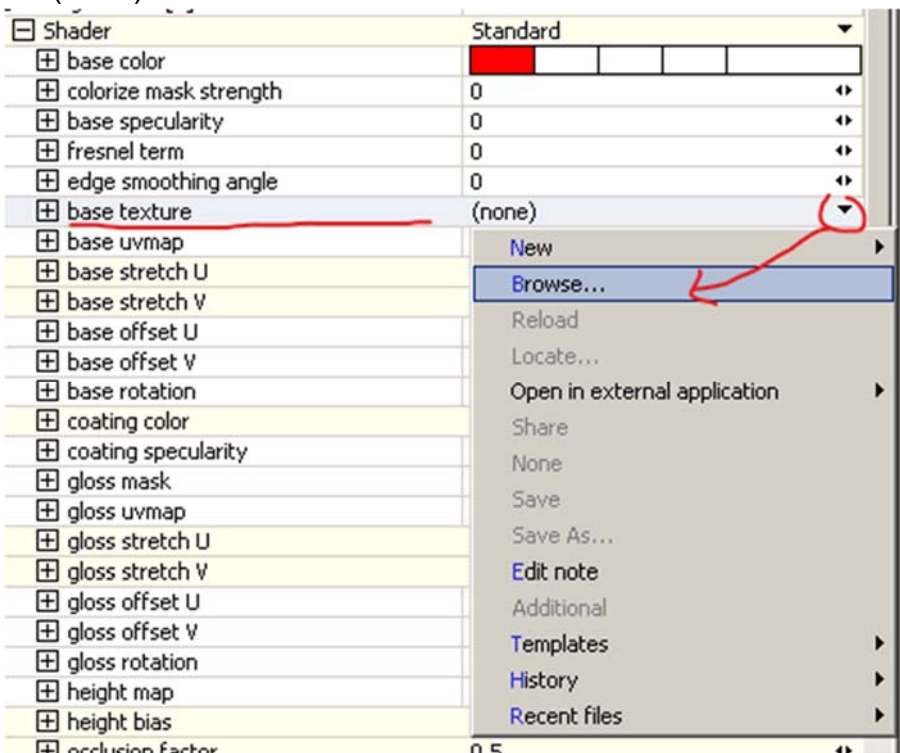

9. Click at little "+" sign at side of Configurations [1] will create new Shader data.
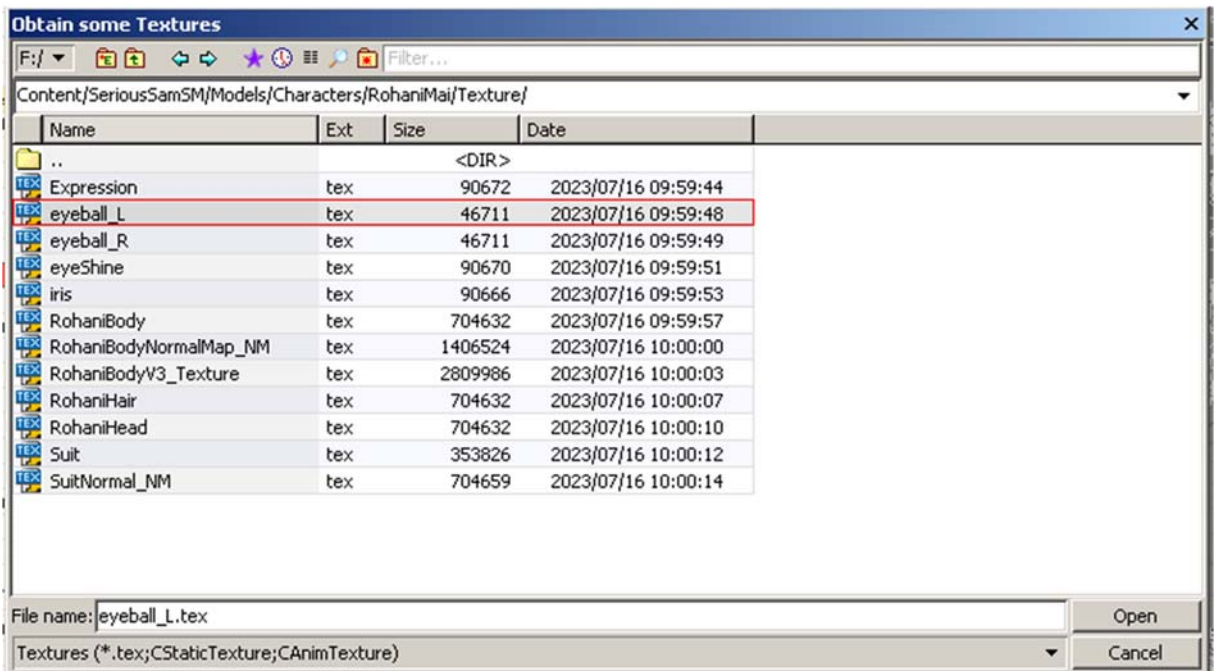Click at little arrow at side > Browse
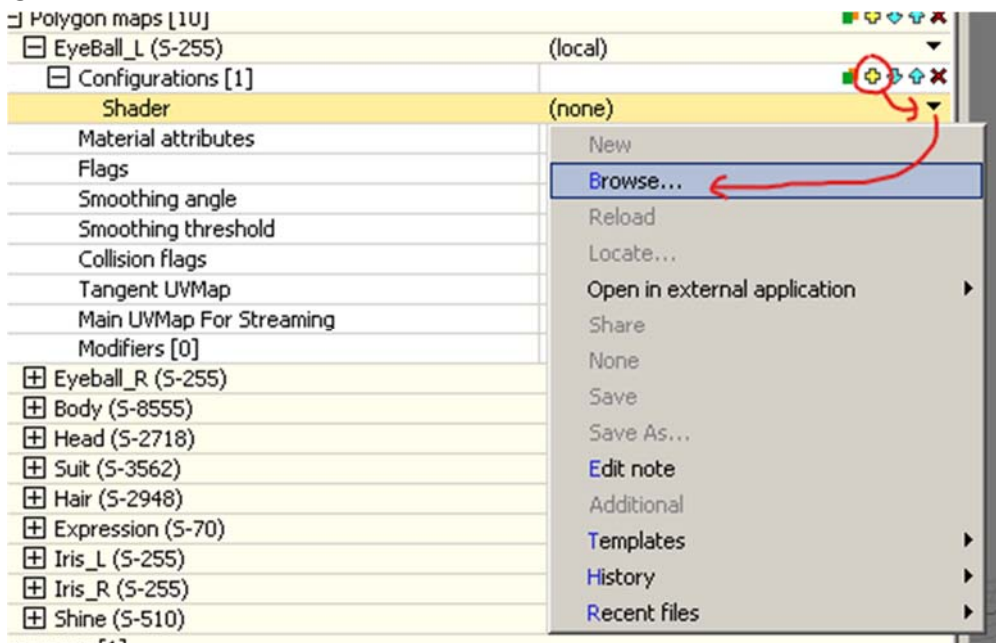
10. Choose "Standard"

11. New long list appear. To make basic texture appear, find "base texture" > click at "(none)" > Browse


12. Find the suitable texture we created, click "Open"

Obtain some Textures

Content/SeriousSamSM/Models/Characters/RohaniMai/Texture/

Name	Ext	Size	Date
..		<DIR>	
Expression	tex	90672	2023/07/16 09:59:44
eyeball_L	tex	46711	2023/07/16 09:59:48
eyeball_R	tex	46711	2023/07/16 09:59:49
eyeShine	tex	90670	2023/07/16 09:59:51
iris	tex	90666	2023/07/16 09:59:53
RohaniBody	tex	704632	2023/07/16 09:59:57
RohaniBodyNormalMap_NM	tex	1406524	2023/07/16 10:00:00
RohaniBodyV3_Texture	tex	2809986	2023/07/16 10:00:03
RohaniHair	tex	704632	2023/07/16 10:00:07
RohaniHead	tex	704632	2023/07/16 10:00:10
Suit	tex	353826	2023/07/16 10:00:12
SuitNormal_NM	tex	704659	2023/07/16 10:00:14

File name: eyeball_L.tex   Open

Textures (*.tex;CStaticTexture;CAnimTexture)   Cancel

13. You need to set "base Uvmap". Choose on the list until the texture appear on the model at step 14. In my case, I use "Texture".
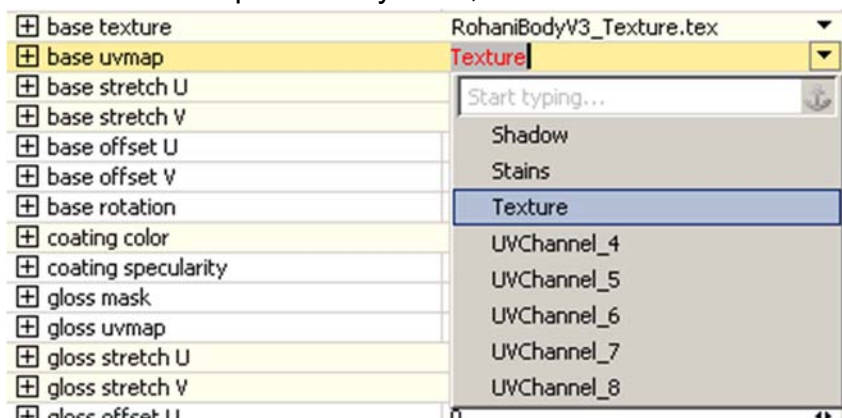
14. Then to make texture appear on model, Click at the tab just above viewport > pick Shader. You will see result;
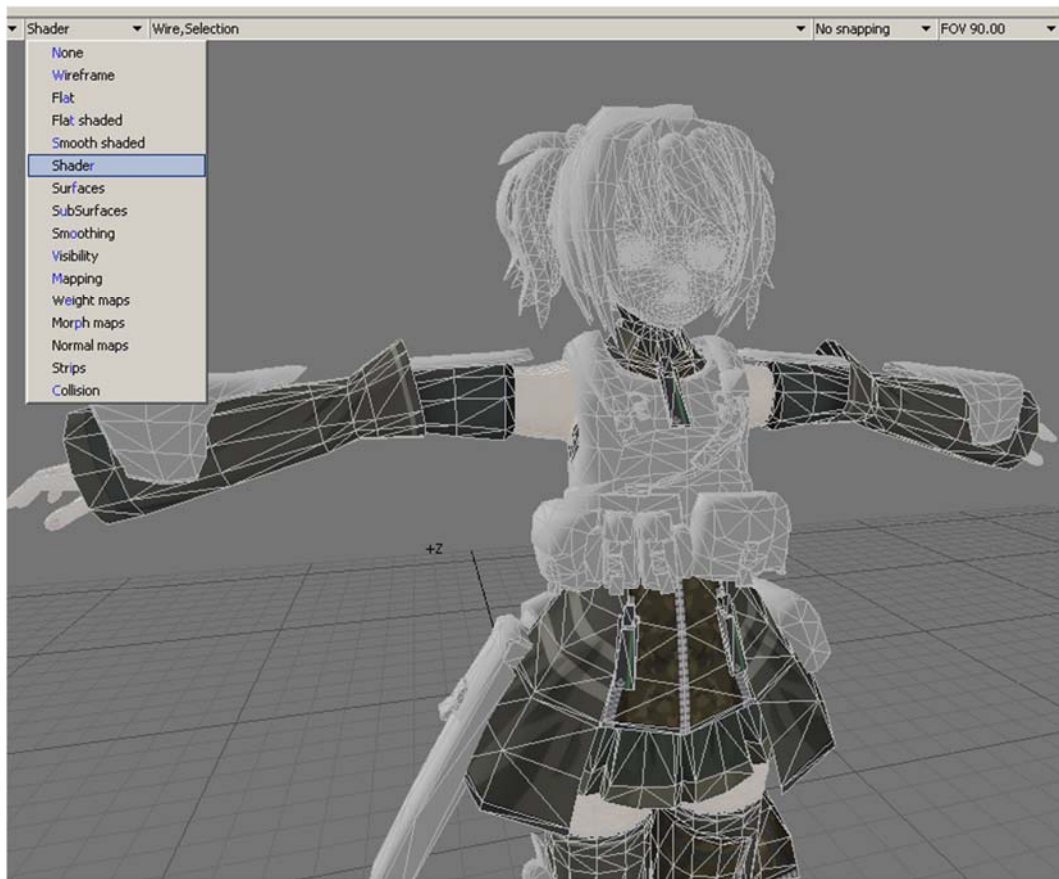
15. **Repeat Step 8 to 13** for all other default textures. If you want to set Normal map, you can easily find out the name. Literally appear on the list.

16. Final Appearance

17. Congratulations. The model already prepared to use in-game. No more oversized western body skeleton figures on small Asian small petite kind of body 😊