

## 3D GAME STUDIO – TUTORIAL EXERCISE #6 IMPORT A QUAKE .MD2 MODEL INTO MED AND CUSTOMIZE

Thanks to Realspawn [renepol@zonnet.nl](mailto:renepol@zonnet.nl) for the basis of this tutorial.

For this tutorial we use the already animated models available on the web. You'll learn how to convert the quake 2 model skin them and make the animations work with the template scripts 3dgs already has. Quake models are in .md2 format which is similar, but not identical, to the 3DGS .mdl format. Therefore Quake 2 models cannot be used directly in 3DGS.

Many models are available here:

<http://www.planetquake.com/polycount/> or  
<http://www.fileplanet.com>

To avoid the registration process, just search for models posted by individuals through Google: free .md2 models for example

[During the download ignore requests for money to open an account. Proceed to open an account, insert false information about yourself, and download the model.]

Unzip your model into a folder you have created in your user account

Open MED.

Click file > Open the Quake 2 file called tris.md2.

The model appears in the view windows.

Click the animation button at bottom center (it turns yellow) and then hit the play button to the far left bottom see all the moves that this character has. Click again to stop animation.

Edit > Manage Skins

New Skin

Skin Settings > check Texture box

Texture File > load skin that came with model

Close skin settings

Select skin in skin manager, click on Set Skin.

Open the Skin Editor – you should see the skin overlaid by the UV map. But notice that the texture is not yet applied to the model. To apply the texture in the Skin Editor:

Edit > Select All, then

Edit > Set Skin

[I do not know why you have to set the skin twice, once in the model editor, and once in the skin editor]

FOR IMPORTING INTO GAMESTUDIO, SAVE THE MODEL AS .MDL. This format incorporates the skin into the model file. Save to your game folder.

If you want to recolor the skin:

File > Export > Current Image to PCX (or BMP)

Re-import the skin:

File > Import > Skin Image

BEFORE using in GameStudio check that the names of the animation frames are compatible with the GameStudio engine.

Edit > Frame Manager

Rename frames according to the following convention:

Stay on one place movement	: stand
Walking	: walk
Walking fast (running)	: run
Ducking	: duck
Crawling	: crawl
Jumping	: jump
Swimming	: swim
Attacking : Fire or hit	: attack
Dying	: death

If there are frames with different names you can either delete them or leave them (recommended). They just won't get used.