

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

Thanks to Realspawn renepol@zonnet.nl for the basis of this tutorial.

For this tutorial we use 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.

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>

[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.]

To avoid the registration process, just search for models posted by individuals through Google: 'free .md2 models' for example: http://telias.free.fr/models_md2_menu.html (there are many more out there, you don't have to use any of these, but make sure the model you select has animation built in)

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

1. Open MED.
2. Click file > Open the Quake 2 .md2 file. (note: your zip file may have different .md2 files, if this is the case use the file named 'tris.md2'.) The model appears in the view windows.
3. 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.
4. 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.
5. 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.

6. Experimenting with re-coloring the skin. In the Skin Editor:

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

7. Open the skin in Photoshop and paint.

8. Re-import the skin into the skin editor:

File > Import > Skin Image

9. 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.