

# Getting started document

This stuff is old, mainly all 3D editing needs to be done in an editor version release at the time of the games creation in 2006/2007 and same goes for the Collada plugins. It will not work with modern releases.

## What you need

1. [Penumbra: Overture](#)
2. [Download The Tools](#)
3. [Download .NET](#) 1.1 and 2.0 should both work fine.
4. [Download COLLADA](#) for your editor. [Get Maya here](#) and [3DS Max here](#).
5. A 3D editor like Maya, 3D Studio or Blender.

## Setup

1. Install Penumbra
2. Extract the tools archive and place the files directly in the “penumbra install directory/redist”, you should have the following .exe in the redist folder
  - \* HplHelper.exe
    - HudObjectEditor.exe
    - ModelViewer.exe
    - ParticleEditor.exe
    - ParticleViewer.exe
    - SceneViewer.exe
3. Install .NET
4. Install COLLADA for your 3D editor
  - \* Make sure your editor is set to unit = meter
    - make sure COLLADA is set to “export polygons as triangles” under export settings

## Taking your first baby steps

1. Briefly read through the [Documentation](#), mainly the [HPL-Engine© Content Creation](#)
2. Use the [Tutorials](#) to get the basic skills
3. Make your first level, make it really simple and create a basic scenario based on what you learned in the [Tutorials](#)
4. Look at the Penumbra levels, objects and scripts for reference, use the documentation as a lexicon and you should be OK.

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