

Model Export

HPL3 mainly uses [Collada](#) for importing models into the engine binary format, so this guide will only be about the Collada format (.dae). First of there will be some general information that concerns all 3d modelers. After that there will be some more specifics for the mayor packats

General

Setup

Units

Before doing any modelling, make sure that the units are properly set up. 1 unit must equal 1 meter or similar. It is also okay that 1 unit = 1 centimeter, but then a 1 meter high object needs to be 100 units high and so on. The engine will automatically adjust any data according to how the units are set up.

Modelling

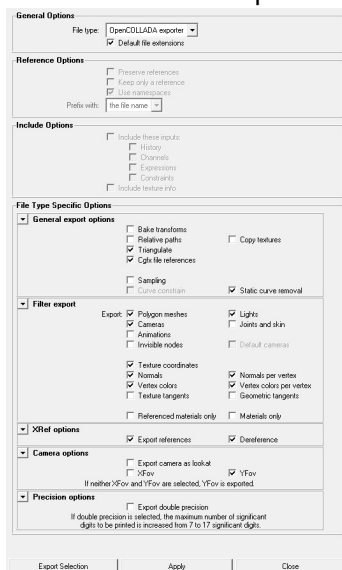
Animation

Maya

Setup

Collada exporter settings

Here is how the export tool should be set up:



(Click for large version)

Modelling

Animation

3DS Max

Modelling

Animation

Modo

Modelling

Mesh Setup

Every submesh in the scene need to have its own mesh layer and material for the texture and properties to be exported correctly.

Triangulate

The export tool does not triangulate the mesh autoatically so before exporting, you must enter geometry/polygon/triple in order for everything to be triangulated.

Animation

From:
<https://wiki.frictionalgames.com/> - **Frictional Game Wiki**

Permanent link:
https://wiki.frictionalgames.com/hpl3/engine/model_export?rev=1322208905

Last update: **2011/11/25 08:15**

