

# The Hero: Pipeline

This document should be used to list the process of getting game assets and code in engine. The tools and processes are listed for each content type. This document is intended to be updated every so often. As processes and tools change the pipeline will be updated.

## Art:

### Tools Used:

Milkshape  
UV unwraper  
3d Game Studio's MED  
Adobe Photoshop

3d Models - Weapons

### **Final Folder Location: Hero//Art/ 3d Art**

- 1) Create the Model in Milkshape
- 2) Unwrap the model in UV unwraper
- 3) Paint the texture in Adobe Photoshop
- 4) Save the texture as a name that is easy to remember and with the extension .pcx (Example: A texture for a ppsH will be named: PPSH.pcx)
- 5) Save the file in the 3d art folder with the model to which it belongs
- 6) Apply the texture in Milkshape as a new material.
- 7) Save the file
- 8) Export the model as a .3ds or .mdl or .mdl5 file. ( I think Mdl5 works the best)
- 9) Open the model in MED. It will need to be repositioned.
- 10) Ensure that the model's texture and position is correct.
- 11) Save it as an Mdl file.
- 12) Place the gun in the test level and give it the "GUN" action under "behaviors"
- 13) Build the game using the "Update Entities" only option
- 14) Pick up the gun and switch to it with the Q or E keys
- 15) Ensure that the weapon's texture and world positioning are correct. If not repeat steps 10-15 until you get the desired result in engine.
- 16) When done, ensure that the weapon model, .mdl file and the weapon texture are saved in the X://Hero//Art//3d Art folder