

Creating a 3D Art Asset (Modeling with Maya)

Decide on a number of models that you need for your game.

You no doubt have a variety of 3D Art Assets that you need for your game. You should be able to refer back to your schedule for this information. Create a short-list of these assets – ones that you have had particular trouble locating online.

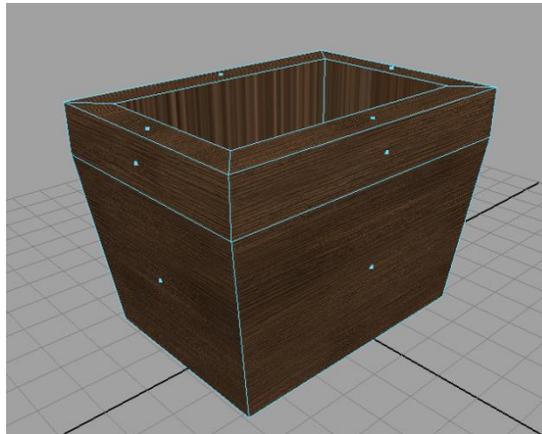
In order to get a varied selection among the class, you'll need to agree a model with your tutor.

This must be agreed before the end of the session.

Go ahead and build the model with your new found Maya skills.

It must be completely generated from scratch. Ideally you would use textures that you photographed or built from scratch (see last week's tutorial).

Here's the extent of my modeling skills. Obviously you'll be doing something an order of magnitude better than this ☺



Export your model into a format suitable for Unreal

As you'll see you are only able to import `.ase` files or `.lwo`. So we'll need an exporter for Maya. We will use ActorX. This provides lots of functionality for animations and skeletons, but for now we're just using its ability to export in `.ase` format.

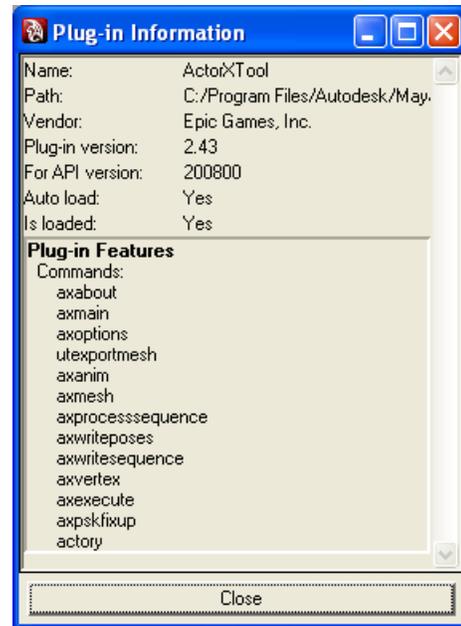
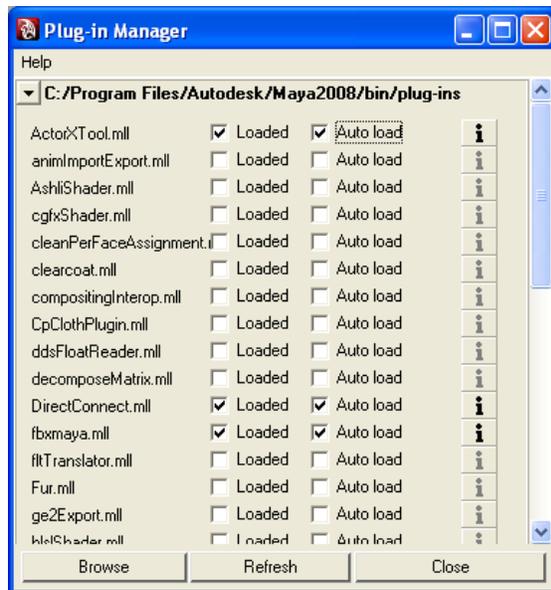
If it's not already installed - You can get ActorX from: udn.epicgames.com/Two/ActorX.html

It goes in here:

```
C:\Program Files\Autodesk\Maya2008\bin\plug-ins
```

And is enabled from Window->Settings→Plug-In Manager.

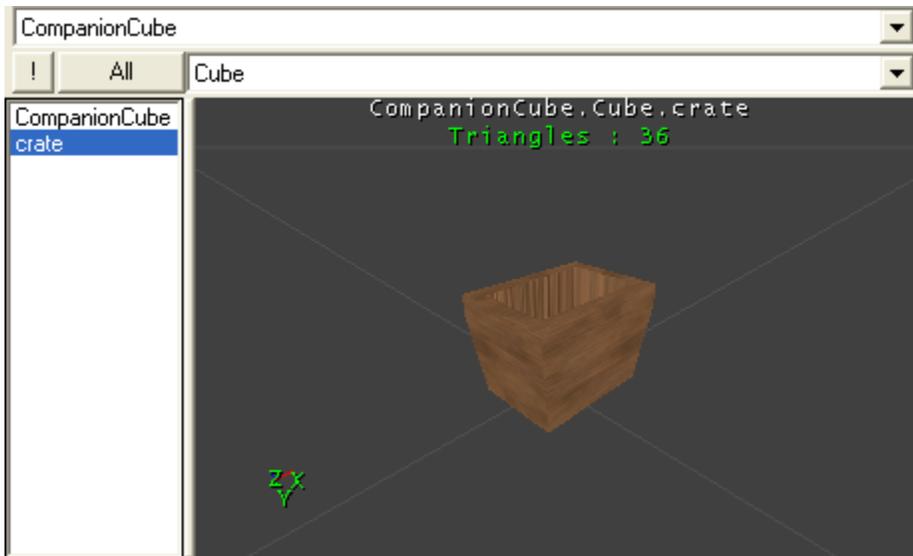
If you bring up the information for the plug-in (the little 'i' in Plug-in Manager) then you can see the commands available to us. Any of those commands (e.g. `axanim`, `axmesh`) can be typed into the MEL script box. You'll be using `axmesh` for now (but experiment with the others).



Import into Unreal

Now you've got your .ase file and your texture(s) it shouldn't be too difficult to go to the browsers in Unreal and import these files. I'd recommend importing the texture first.

Note: Remember what I've said before about UnrealEd and paths. I would work entirely out of C:\temp



Stick it down in your level

Let's see your new model working in-game. You might need to play around with the scale a bit. You may even want to go back and change the model in Maya.



Upload to the forum

Share your Asset with the group! Add a new page to our wiki.

Include in your post

- Embed an image of your object being used in game.
- Attach Texture & Static Mesh Packages

Tag your page with:

3DAsset

DEADLINE: Monday 23rd November 5pm

Explore the groups assets and use in your game

These are meant to be shared by the group. Please remember to give credit where it is due 😊

Create More Assets

You are welcome to create more Models for your game – but it is not a necessity. There are plenty of existing assets – have a look on:

S:/Common Area/CGP/GameDevTech