Static Object

* Delete camera and lamp
* Create your model:
  + Should be one mesh
  + No degenerate faces
  + All normals facing out
* Make sure your scale is what you want it to be, then switch to object mode
* Place your model at the origin using Alt + “g”
* Add an export node from the Cryblend menu of type “CGF” and name your object and click “OK”
* Next click “Apply All Transforms” from Cryblend menu
* Texture your model using the UV map editor
* Pair your UV map with a newly created material slot with an appropriate name
* Once all materials have been created and the model is fully textured, select a material slot and click “Do Material Convention” under “Material Utilities” in the Cryblend menu
  + Choose an appropriate name, then “Default” as the Physics Proxy and click “OK”
* Save your blender project and click “Export to Game” in the Cryblend Menu
* Make sure the following are enabled: “Apply Modifiers”, “Do not merge nodes”, and “Do materials”
* (Optional) You can enable “Do Textures” if you want to export textures on the model through blender
* Finally, click “Export To Game”
* The following files should appear in your export location
  + name.cgf
  + name.mtl
  + (possibly) name.rcdone