FBX CONVERTER

The project includes an fbx converter, which takes the models from the Models folder and then converts it into a package containing the vertices, polygons and texture data. The project needs to be run once in Debug x86 mode to produce the executable file, to use with supplied or additional batch file to perform conversions.

The converted files are also stored in the same Models folder. The game engine access this converted package to have it in the model viewer.

FBX conversion formats:

ModelConverter <optional parameters> TextureName.tga Inputfile.fbx Output.ext

{ optional paramters : -n [Package name] , -v [Package version] }

Examples:

- **ModelConverter -n Space -v 1.23 space.tga SpaceShip.fbx SpaceModel.azul**
- **ModelConverter -N Space -V 1.2 space.tga SpaceShip.fbx SpaceModel.azul**
- **ModelConverter -v 3.2 -n Priority space.tga SpaceShip.fbx SpaceModel.azul**

Conversion method:

The Model Converter uses the fbx sdk to read the input fbx file. It then extracts the model data like the vertices, polygons, texture etc. The new data is send to the vodka processor to convert into intermediate files with a chunkHeader. These intermediate files can be vertex data or polygon data.

The intermediate files are then grouped into one single file(package) using the LIU process. The LIU process also appends the file info on top, so that the game engine

can recognize the data easily. The game engine processes each model separately and store its data for use in runtime. The game engine uses the camera system to implement the model viewer mechanism.

The batch file is supplied along with the project.

Required:

"Models" folder in the same PA3 directory.

Steps:

1. Run the Model Converter solution in Debug x86 mode, to produce the executable.
2. Make sure the models and associated texture to convert is in the Models folder.
3. Create a batch file with the above given parameters and run it. TADA!
4. Open the model viewer in the engine to view the models.

Only Debug x86 mode supported for FBX Converter.