

by DGlorio

Tutorial by SwiftZC33S

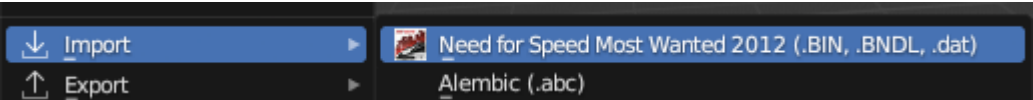
See also: [How to setup this Blender addon](#)

The addon can import car and driver models, map chunks, and collision models to Blender. It also imports and sets up the scene with relevant textures, materials, UV maps, vertex attributes and positions of the driver, effects, and skeleton. It supports PC, PS3 and X360 files. (includes beta versions. X360 files supported for BP only)

As the game data comes in compressed bundle files (BNDL/BIN) they need to be unpacked first. The addon will automatically unpack them before importing. Alternatively, you can [do it yourself](#) before importing.

HOW TO IMPORT - MW12

1. Click **File > Import > Need for Speed Most Wanted 2012 (.BIN, .BNDL, .dat)**



2. Choose the correct settings in the panel on the right, then select a file to import.

Settings

Resource version

PC - NFSMW

Resource type

GraphicsSpec

☒
Is bundle

Preferences

☒
Clear scene

☒
Hide low LODs

☒
Hide collision objects

☒
Hide skeleton

☒
Hide effect objects

☒
Apply randomized color

Blender orientation

For...

X

Y

Z

-X

-Y

-Z

Up ...

X

Y

Z

-X

-Y

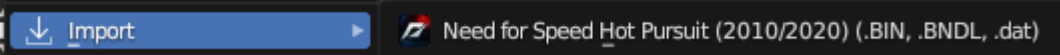
-Z

Resource Version	<div style="display: flex; justify-content: space-between;"> <div>PC - NFSMW:</div> <div>PC files</div> </div> <div style="display: flex; justify-content: space-between; margin-top: 5px;"> <div>PS3 - NFSMW:</div> <div>PS3 files</div> </div> <div style="display: flex; justify-content: space-between; margin-top: 5px;"> <div>X360 - NFSMW:</div> <div>not currently supported</div> </div>
Resource Type	GraphicsSpec, InstanceList, CharacterSpec, Model, TriggerData, ZoneList, PolygonSoupList (details are in the next table below)
Is bundle	Tick the box if you are importing directly from a BNDL Leave it blank if you have already unpacked the BNDL and are selecting a .dat file to be imported
Preferences	<div style="margin-bottom: 5px;">Clear scene: Clears everything that's already loaded in Blender before importing</div> <div style="margin-bottom: 5px;">Hide low LODs: Hide lower LODs when importing a car or map</div> <div style="margin-bottom: 5px;">Hide collision objects: Hide collisions when importing a car or map</div> <div style="margin-bottom: 5px;">Hide skeleton: Hide the skeleton when importing a car</div> <div style="margin-bottom: 5px;">Hide effect objects: Hide the effects when importing a car</div> <div style="margin-bottom: 5px;">Apply randomized color: Give the car a random paint colour in the Blender view. Otherwise it will be white.</div>
Blender Orientation	Select which axes to use for Forward and Up orientation (just leave it as default)

You want to import....	Select the ResourceType	Packed BNDL supported	Unpacked files supported
CAR MODEL - complete (with body, wheels, collision, effects, skeleton and driver position. All LODs)	GraphicsSpec	VEH_XXXX_HI.BNDL VEH_XXXX_LO.BNDL VEH_XXXX_TR.BNDL	The .dat file in the GraphicsSpec folder
MAP CHUNKS - complete (with all models, collision, props and lights in their places. All LODs)	InstanceList	TRK_UNITxxx.BNDL	The .dat file in the InstanceList folder
DRIVER MODEL - complete (all 3 variants, with all LODs and skeleton positions)	CharacterSpec	ALL_CHARS.BNDL	The .dat file in the CharacterSpec folder
A SINGLE MODEL (from a car or map chunk. With all LODs)	Model	Does not work with packed files. Unpack the relevant BNDL first	Any .dat file in the Model folder
COLLISION MODELS (for cars or map chunks)	PolygonSoupList	VEH_XXXX_HI.BNDL VEH_XXXX_LO.BNDL VEH_XXXX_TR.BNDL TRK_UNITxxx.BNDL	The .dat file in the PolygonSoupList folder
MAP TRIGGERS (a visualisation of all triggers across the map, matching scale)	TriggerData	TRIGGERS.BNDL	The .dat file in the TriggerData folder
MAP ZONES (a visualisation of all map zones across the map, matching scale)	ZoneList	PVS.BNDL	The .dat file in the ZoneList folder

HOW TO IMPORT - HP10/HPR

1. Click **File > Import > Need for Speed Hot Pursuit (2010/2020) (.BIN, .BNDL, .dat)**



2. Choose the correct settings in the panel on the right, then select a file to import.

⚙️ Settings

Resource versionPC - NFSHPR

Resource typeGraphicsSpec

☒ Is bundle

⚙️ Preferences

☒ Clear scene

☒ Hide low LODs

☒ Hide collision objects

☒ Hide skeleton

☒ Hide control mesh

☒ Hide effect objects

☒ Apply randomized color

📐 Blender orientation

For...X Y Z -X -Y -Z

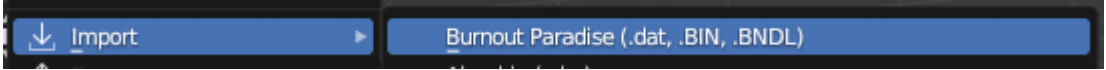
Up ...X Y Z -X -Y -Z

Resource Version	PC - NFSHPR: PC files (HPR) PC - NFSHP: PC files (HP10) PS3 - NFSHP: PS3 files (HP10) X360 - NFSHP: not currently supported
Resource Type	GraphicsSpec, InstanceList, CharacterSpec, Model, TriggerData, ZoneList, PolygonSoupList (details are in the next table below)
Is bundle	Tick the box if you are importing directly from a BNDL/BIN Leave it blank if you have already unpacked the BNDL/BIN and are selecting a .dat file to be imported
Preferences	Clear scene: Clears everything that's already loaded in Blender before importing Hide low LODs: Hide lower LODs when importing a car or map Hide collision objects: Hide collisions when importing a map Hide skeleton: Hide the skeleton when importing a car Hide control mesh: Hide the control mesh when importing a car Hide effect objects: Hide the effects when importing a car Apply randomized color: Give the car a random paint colour in the Blender view. Otherwise it will be white.
Blender Orientation	Select which axes to use for Forward and Up orientation (just leave it as default)

You want to import....	Select the ResourceType	Packed file supported	Unpacked files supported
CAR MODEL - complete (with body, wheels, effects, skeleton and driver position. All LODs)	GraphicsSpec	VEH_xxxx_MS.BIN VEH_xxxx_GR.BIN	The .dat file in the GraphicsSpec folder
MAP CHUNKS - complete (with all models, collision, props and lights in their places. All LODs)	InstanceList	TRK_UNITxxx_GR.BNDL	The .dat file in the InstanceList folder
DRIVER MODEL - complete (with all LODs and skeleton positions)	CharacterSpec	CHR_117042_GR.BNDL (racer) CHR_283195_GR.BNDL (undercover) CHR_283199_GR.BNDL (cop)	The .dat file in the CharacterSpec folder
A SINGLE MODEL (from a car or map chunk. With all LODs)	Model	Does not work with packed files. Unpack the relevant BNDL/BIN first	Any .dat file in the Model folder
COLLISION MODELS (for map chunks)	PolygonSoupList	TRK_UNITxxx_GR.BNDL	The .dat file in the PolygonSoupList folder
MAP TRIGGERS (a visualisation of all triggers across the map, matching scale)	TriggerData	TRIGGERS.BNDL	The .dat file in the TriggerData folder
MAP ZONES (a visualisation of all map zones across the map, matching scale)	ZoneList	PVS.BNDL	The .dat file in the ZoneList folder

HOW TO IMPORT - BURNOUT PARADISE / REMASTERED

1. Click **File > Import > Burnout Paradise (.dat, .BIN, .BNDL)**



2. Choose the correct settings in the panel on the right, then select a file to import.

Resource version

PC - BPR

▼

Resource type

InstanceList

▼

☒ Is bundle

☒ Clear scene

☐ Favor shared assets

Resource Version

PC - BPR: PC files (BPR)

PC - BP: PC files (BP)

PS3 - BP: PS3 files (BP)

X360 - BP: Xbox 360 (BP)

X360 - B5 (2006-nov): Beta version, November 2006 build

X360 - B5 (2007-jan): Beta version, January 2007 build

X360 - B5 (2007-feb): Beta version, February 2007 build

Resource Type

InstanceList, GraphicsSpec, WheelGraphicsSpec, GraphicsStub, StreamedDeformationSpec, PolygonSoupList, CollisionMeshData (details are in the next table below)

Is bundle

Tick the box if you are importing directly from a BIN/BNDL
Leave it blank if you have already unpacked the BIN/BNDL and are selecting a .dat file to be imported

Preferences

Clear scene: Clears everything that's already loaded in Blender before importing
Favor shared assets: Check in order to favor shared assets rather than bundle internal ones. Only for BP X360 rasters.

You want to import....	Select the ResourceType	Packed file supported	Unpacked files supported
CAR MODEL (All LODs)	GraphicsSpec	VEH_XXXX_GR.BIN	The .dat file in the GraphicsSpec folder
WHEELS (all LODs)	WheelGraphicsSpec	WHE_XXXX_GR.BIN	The .dat file in the WheelGraphicsSpec folder
MAP CHUNKS (with all models, props and sound emitters in their places. All LODs)	InstanceList	TRK_UNITxxx_GR.BNDL	The .dat file in the InstanceList folder
COLLISION MODELS (for map chunks)	PolygonSoupList	WORLDCOL.BIN (possible but not recommended)	The .dat files in the PolygonSoupList folder
Traffic vehicle model plus wheels	GraphicsStub	VEH_XXXX_GR.BIN (traffic only)	The .dat file in the GraphicsStub folder
Vehicle deformation/damage animation	StreamedDeformationSpec	VEH_XXXX_AT.BIN	The .dat file in the StreamedDeformationSpec folder
Collision models (B5 X360 only)	CollisionMeshData		