

Two Worlds 1

Custom Model Modding Guide

How to create, import, and activate custom 3D models
in the Two Worlds 1 Editor

Guide by Smoothness

Overview

- Step 1** Import & Modify Your Model in Blender
- Step 2** Export as VDF (Folder Structure)
- Step 3** Duplicate & Edit the PAR Entry
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- Step 5** Register the Model in EditorDef.txt
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- Step 7** Pack into a .WD File
- Step 8** Copy to the Game's Mods Folder
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Required Tools

- Blender (free, blender.org) — for 3D model creation/editing
- TW1 PAR Editor v1.2 — for editing TwoWorlds.par parameter files
- NTF Editor v1.0 — for editing VDF model files and assigning textures
- TwoWorlds1 WD Repacker (by Buglord) — for packing .WD archives
- TwoWorlds1 Mod Selector — for activating mods in-game
- A text editor (e.g. Notepad++) — for editing EditorDef.txt

Step 1 Import & Modify Your Model in Blender

Start by taking an existing model from the game as a reference. Import it into Blender — this gives you the correct scale, orientation, and a template to work from. You can then modify the imported model, replace parts, or create an entirely new model from scratch.

Once your new model is ready, remove the original base model (or keep parts you want to reuse). Make sure your model has proper UV mapping set up — you will need this later when assigning textures.

TIP: Use an existing game model as your starting point. This ensures correct scale and pivot points. You can always delete the original geometry after using it as reference.

Step 2 Export as VDF

Export your model from Blender as a VDF file. When exporting, follow the exact folder structure used by the game's `grafik.wd` archive:

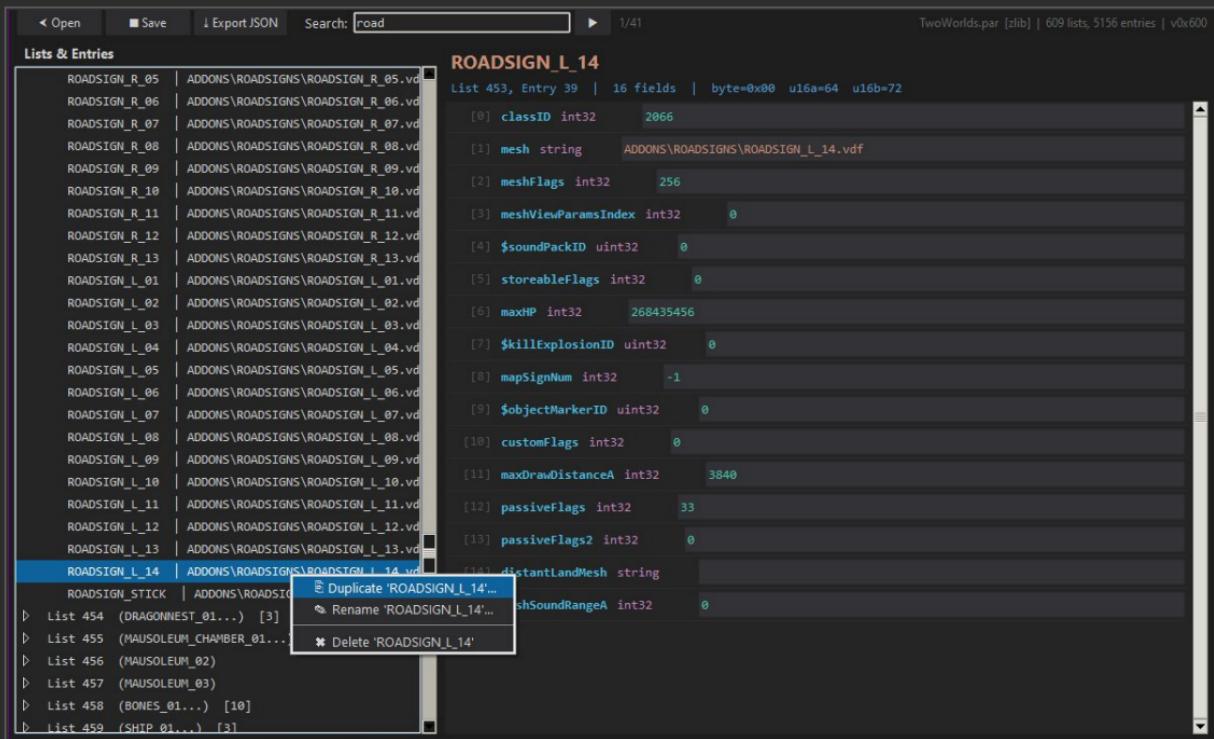
```
grafik.wd structure:  
Models/      – 3D model files (.vdf)  
Textures/    – texture files (.dds)  
Parameters/ – configuration files (.par, EditorDef)
```

Place your exported VDF into the correct subfolder under `Models/` matching where similar objects are stored in the game (e.g. `Models/ADDONS/ROADSIGNS/`). Export custom textures as DDS files into the `Textures/` folder.

Step 3 Duplicate & Edit the PAR Entry

Open the TwoWorlds.par file using the TW1 PAR Editor. Search for an existing model entry similar to what you are adding (e.g. search "road" for road signs). Right-click the entry and select "Duplicate". Edit the duplicated entry — change the mesh field to point to your new VDF file. The path format is ADDONS\ROADSIGNS\YOUR_MODEL.vdf — you usually only need to change the filename at the end.

TW1 PAR Editor — duplicating and editing ROADSIGN_L_14:



The screenshot shows the TW1 PAR Editor interface. The title bar says "TW1 PAR Editor — duplicating and editing ROADSIGN_L_14:". The main window has tabs for "Open", "Save", "Export JSON", and "Search" (set to "road"). The status bar indicates "TwoWorlds.par [zlib] | 609 lists, 5156 entries | v0x600". The left sidebar shows "Lists & Entries" with a tree view of lists like DRAGONNEST, MAUSOLEUM, and BONES. The right pane displays the "ROADSIGN_L_14" entry details. The entry ID is List 453, Entry 39, with 16 fields. Fields include classID (2066), mesh (ADDONS\ROADSIGNS\ROADSIGN_L_14.vdf), meshFlags (256), meshViewParamsIndex (0), \$soundPackID (0), storeableFlags (0), maxHP (268435456), \$killExplosionID (0), mapSignNum (-1), \$objectMarkerID (0), customFlags (0), maxDrawDistanceA (3840), passiveFlags (33), passiveFlags2 (0), and distantLandMesh (string). A context menu is open over the entry, with options: "Duplicate 'ROADSIGN_L_14'", "Rename 'ROADSIGN_L_14'", and "* Delete 'ROADSIGN_L_14'".

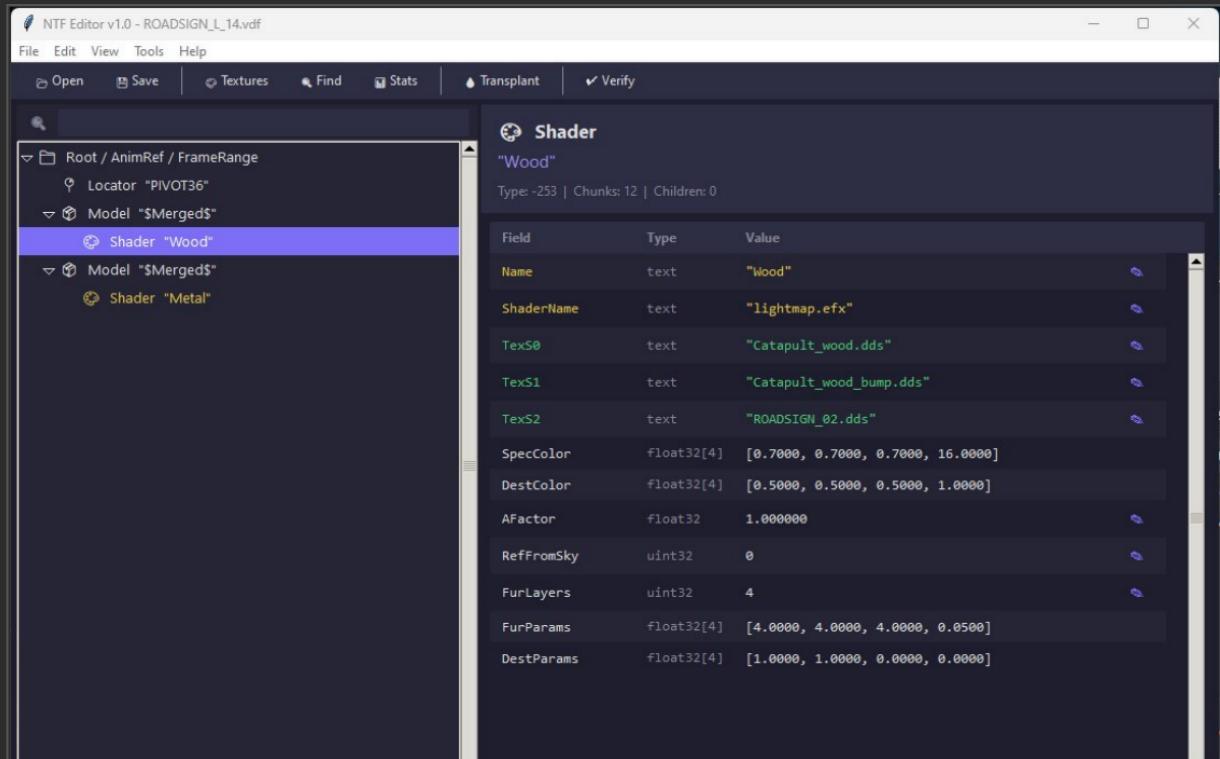
TIP: The duplicate function copies all fields. You usually only need to change the mesh path to your new .vdf file. The rest of the parameters can stay the same for a quick test.

Step 4 Assign Textures in the NTF Editor

Open your exported VDF file in the NTF Editor. Navigate to each Shader node in the tree view. For each shader, assign the correct textures:

NTF Field	Blender UV Map	Purpose
TexS0	UV Map 1	Diffuse / Color texture
TexS1	—	Bump / Normal map
TexS2	UV Map 2 (Channel)	Secondary texture / Detail

NTF Editor — shader "Wood" with TexS0, TexS1, TexS2 assigned:



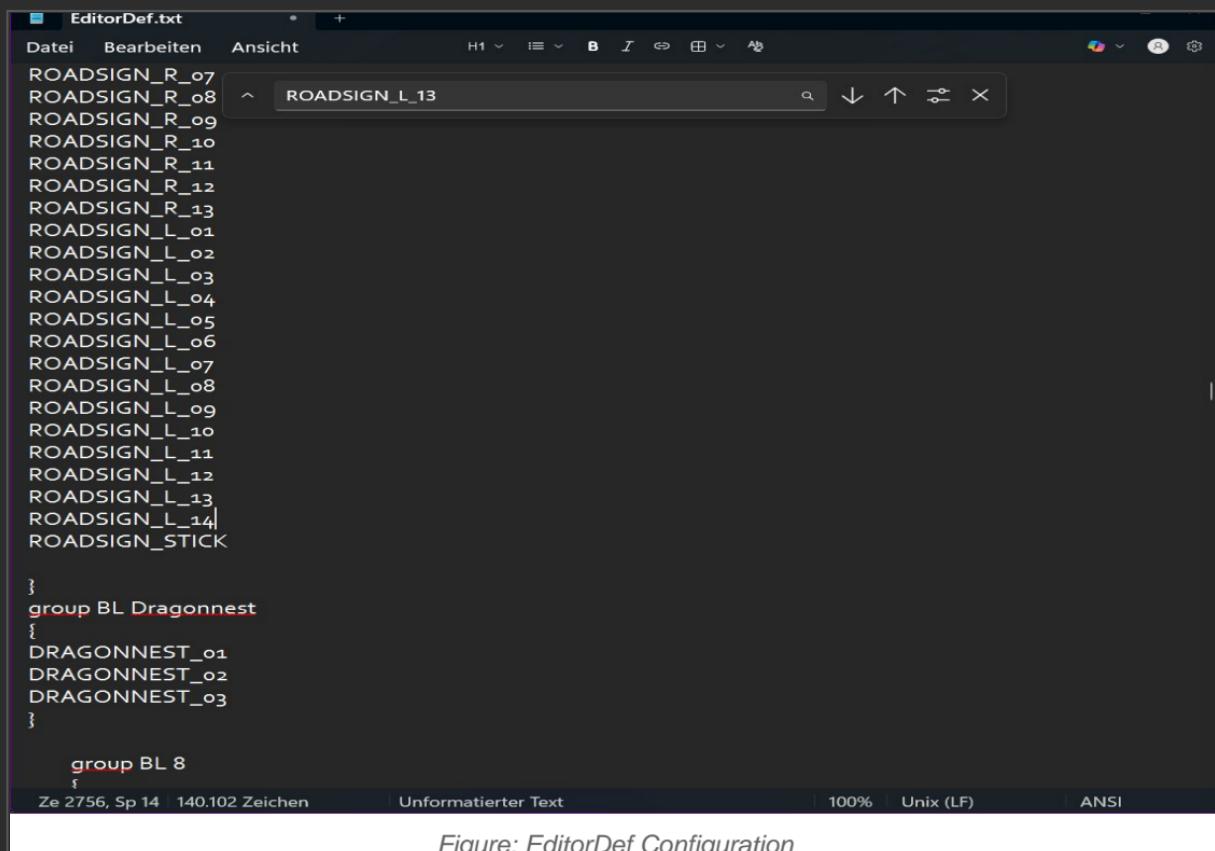
Step 5 Register the Model in EditorDef.txt

Open EditorDef.txt in a text editor. Search for the name of the PAR entry you duplicated in Step 3. Add your new model name directly below the entry you copied from. For example, add ROADSIGN_L_14 after ROADSIGN_L_13.

Important:

You may need to add the name at TWO different locations in EditorDef.txt. Search the entire file for all occurrences of the original entry name.

EditorDef.txt — ROADSIGN_L_14 added after ROADSIGN_L_13:



```
ROADSIGN_R_07
ROADSIGN_R_08
ROADSIGN_R_09
ROADSIGN_R_10
ROADSIGN_R_11
ROADSIGN_R_12
ROADSIGN_R_13
ROADSIGN_L_01
ROADSIGN_L_02
ROADSIGN_L_03
ROADSIGN_L_04
ROADSIGN_L_05
ROADSIGN_L_06
ROADSIGN_L_07
ROADSIGN_L_08
ROADSIGN_L_09
ROADSIGN_L_10
ROADSIGN_L_11
ROADSIGN_L_12
ROADSIGN_L_13
ROADSIGN_L_14|
ROADSIGN_STICK

}
group BL Dragonnest
{
DRAGONNEST_01
DRAGONNEST_02
DRAGONNEST_03
}

group BL 8
{
Ze 2756, Sp 14 140.102 Zeichen | Unerfasselter Text | 100% | Unix (LF) | ANSI
```

Figure: EditorDef Configuration

Step 6 Build the Final Folder Structure

Create a folder that will become your .WD archive (e.g. GraphicsUpdate3). Inside, create three subfolders:

```
GraphicsUpdate3/
  Models/ADDONS/ROADSIGNS/ — your .vdf + .mtr files
  Parameters/           — EditorDef + TwoWorlds.par
  Textures/             — your .dds textures
```

The .mtr (material) file must be copied from the original base model. The EditorDef and TwoWorlds.par are the ones you edited in Steps 3 and 5.

Models/ADDONS/ROADSIGNS/ — VDF + MTR files:

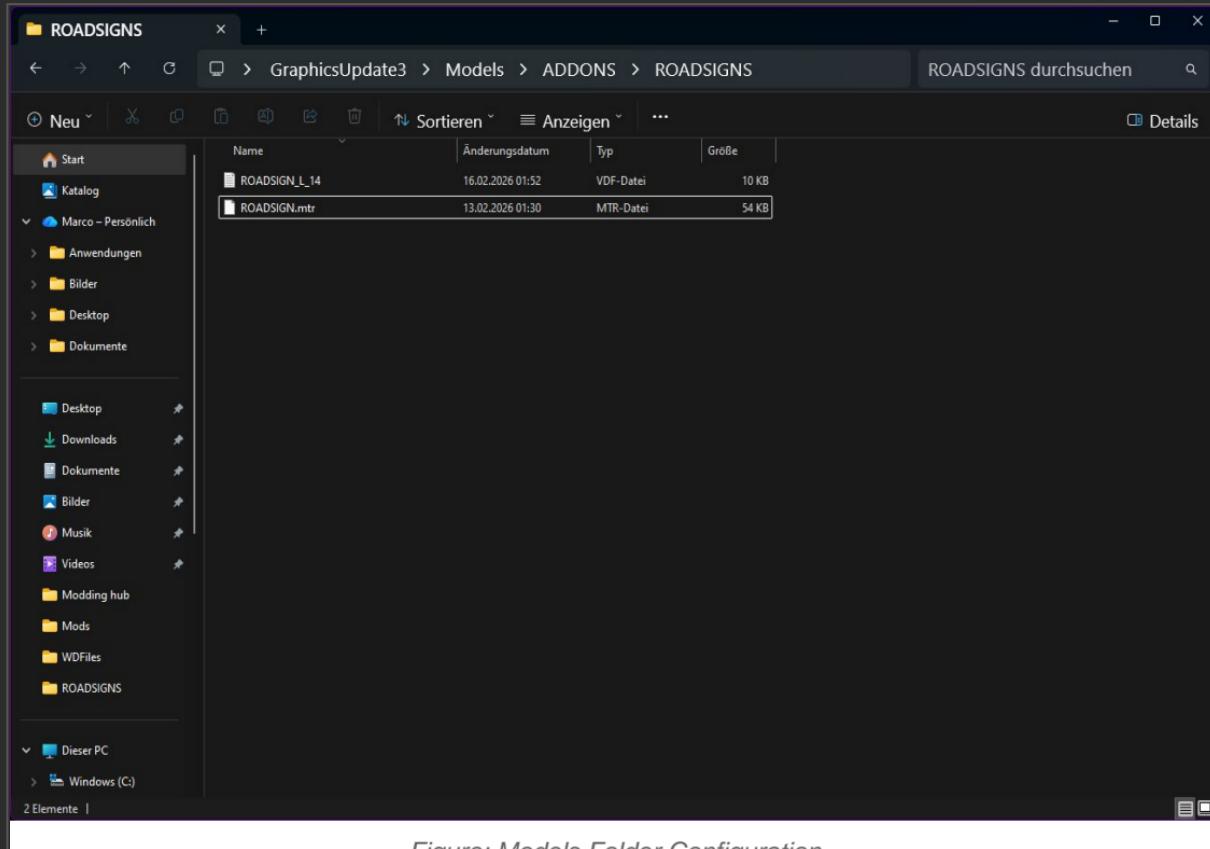
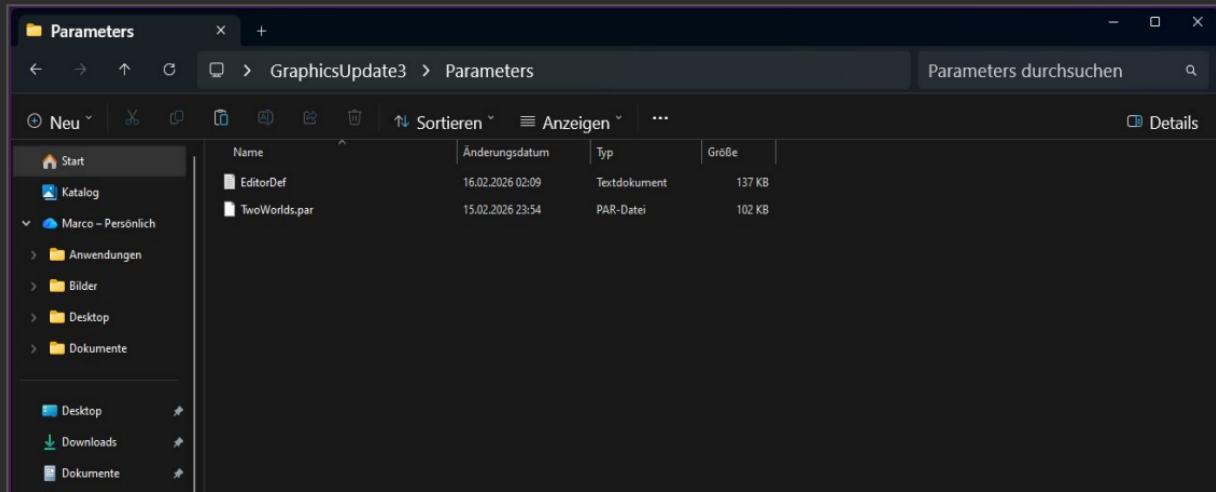


Figure: Models Folder Configuration

Parameters/ — EditorDef and TwoWorlds.par:



Textures/ — your custom DDS texture(s):

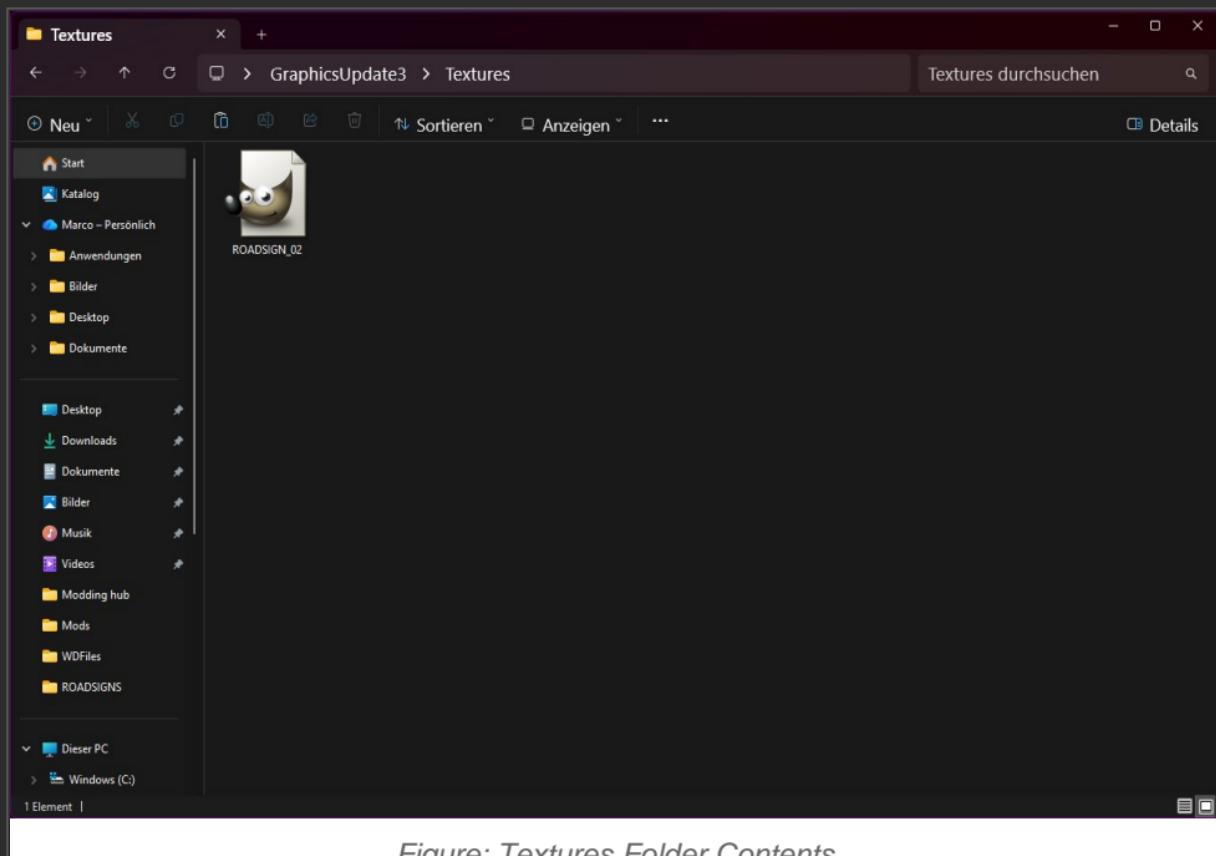


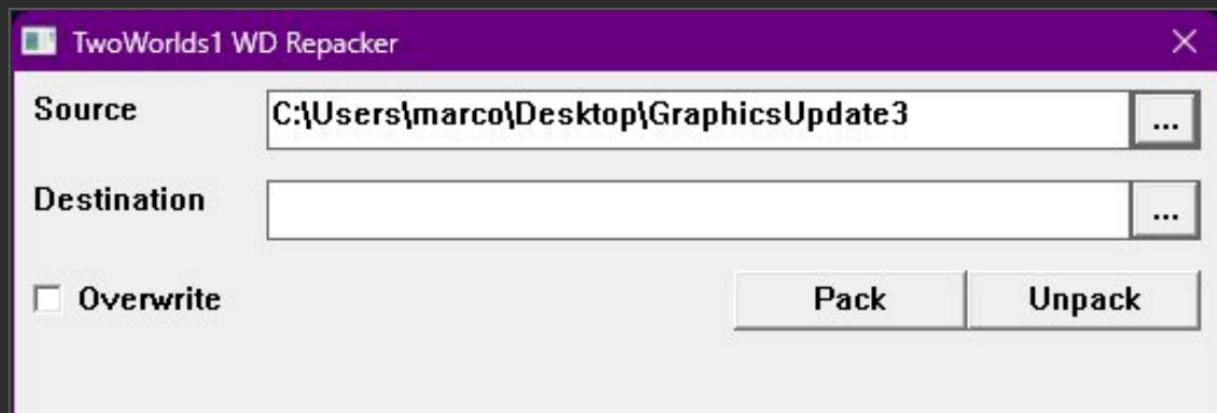
Figure: Textures Folder Contents

TIP: Only include the files you actually changed or added. The game uses mod files as overrides — anything not in your mod will load from the original game archives.

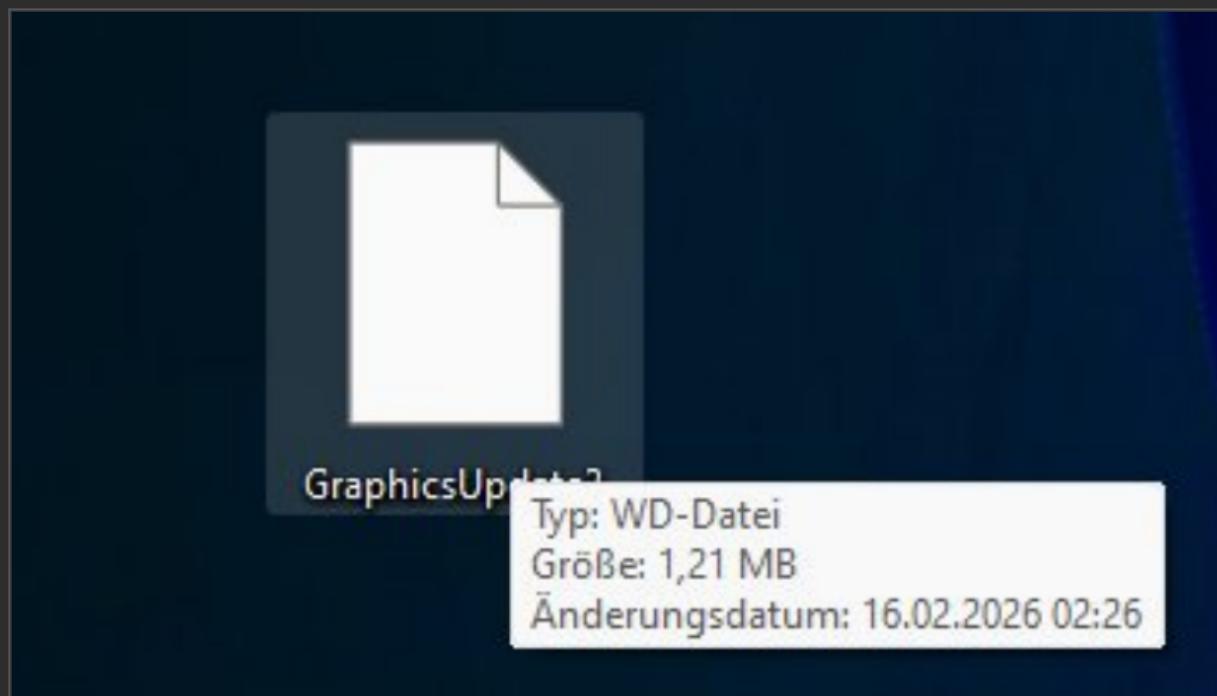
Step 7 Pack into a .WD File

Open the TwoWorlds1 WD Repacker tool (by Buglord). Set the Source path to your GraphicsUpdate3 folder. Leave Destination empty or set your output path. Click "Pack" to create the .WD archive.

TwoWorlds1 WD Repacker — packing the folder:



Result: GraphicsUpdate3.wd (1.21 MB):



Step 8 Copy to the Game's Mods Folder

Copy the generated GraphicsUpdate3.wd file into the Mods folder inside your Two Worlds game directory:

```
steamapps/common/Two Worlds - Epic Edition/Mods/
```

Game directory — dragging the .wd file into the Mods folder:

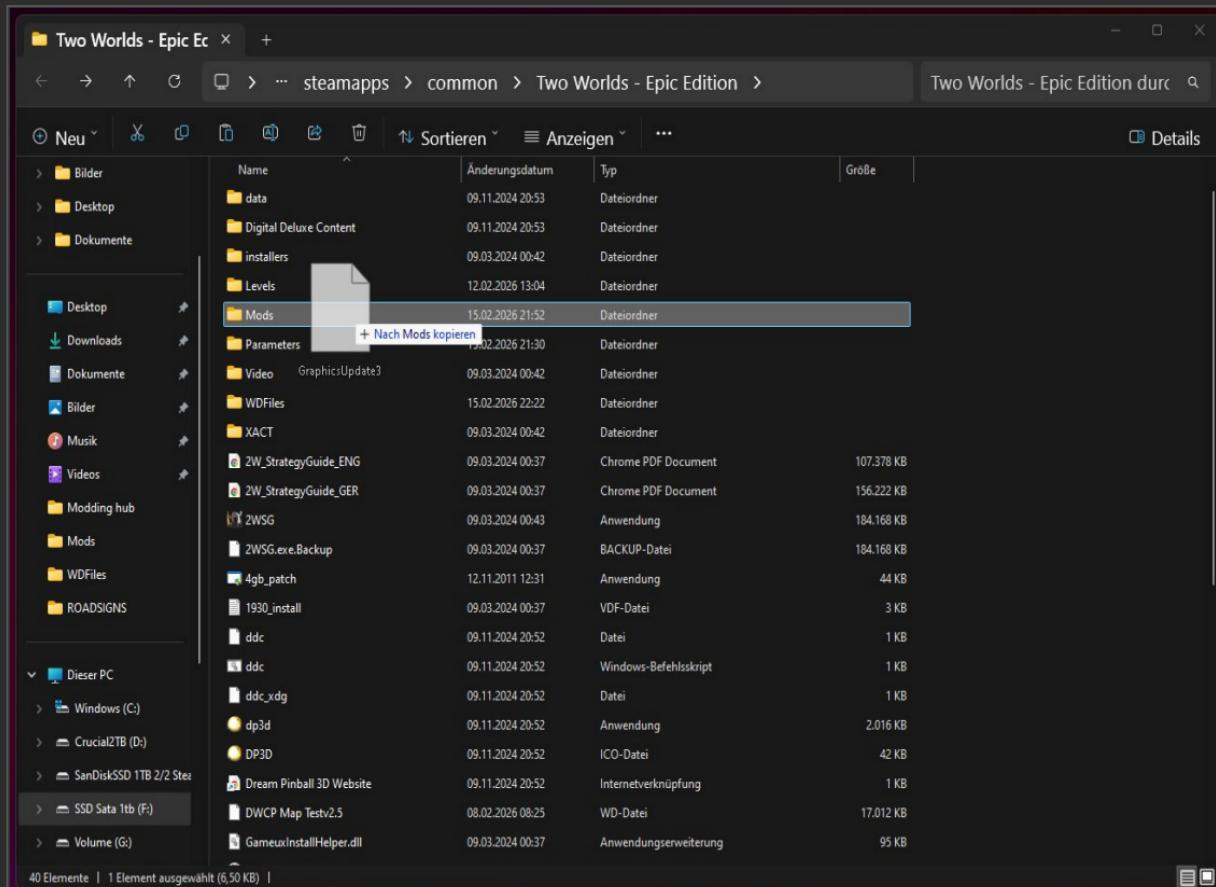
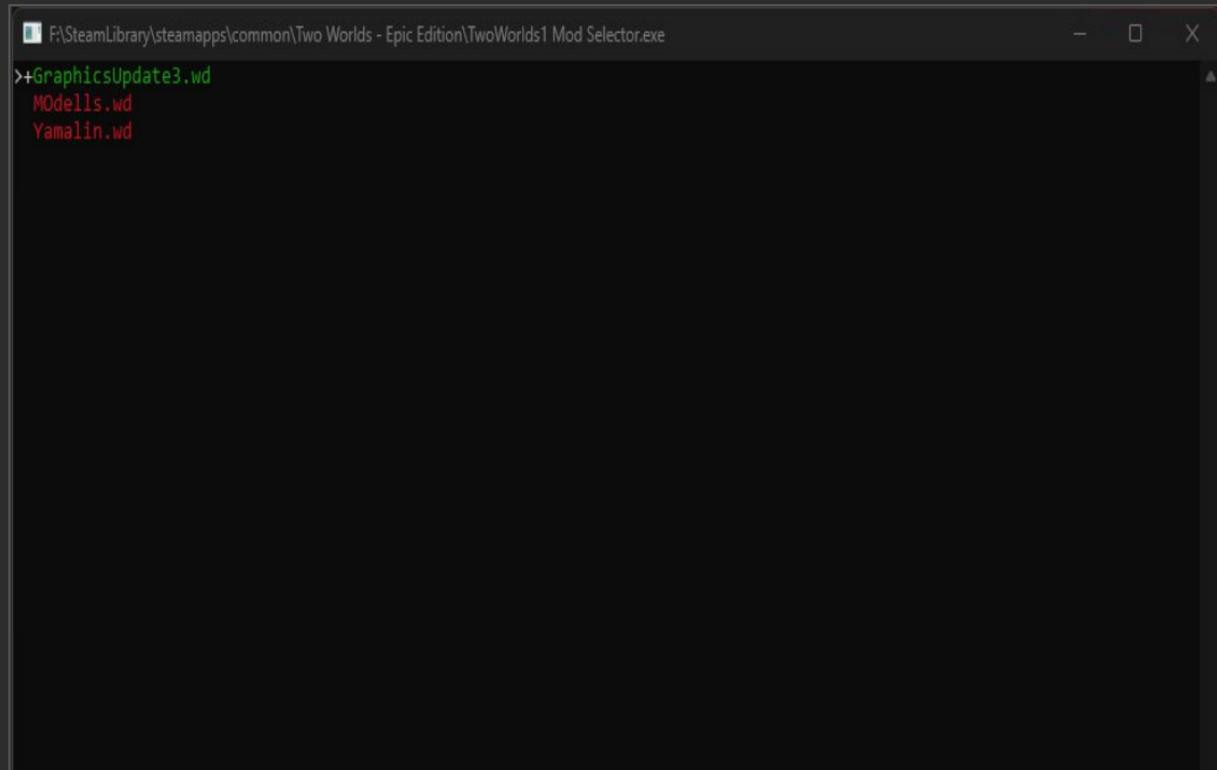


Figure: Two Worlds game folder - Mods directory location

Step 9 Activate with the Mod Selector

Run the TwoWorlds1 Mod Selector.exe from the game folder. It scans the Mods folder and shows all .WD files. Select your mod (GraphicsUpdate3.wd) — a green "+" indicates it is enabled. The Mod Selector writes to the registry, so the mod loads automatically on next launch.

TwoWorlds1 Mod Selector — GraphicsUpdate3.wd activated:



DONE!

Launch Two Worlds 1 and find your custom model in the editor.

Quick Reference — The 9 Steps

1. Import an existing game model into Blender as reference
2. Create/modify your model, export as VDF + DDS textures
3. Duplicate a PAR entry in TW1 PAR Editor, update mesh path
4. Open VDF in NTF Editor, assign textures (TexS0/S1/S2)
5. Add your model name to EditorDef.txt (2 locations!)
6. Build folder: Models/ + Parameters/ + Textures/
7. Pack folder into .WD with TwoWorlds1 WD Repacker
8. Copy the .WD file to the game's Mods/ folder
9. Activate in TwoWorlds1 Mod Selector — done!