

Game guru Max character creator parts with blender

First thing you need to do is find a model you want to attach to your character. You can make it from scratch or head on over to sketchfab And find something you like. For this tutorial we are going to start with a hat since it's one of the easiest things you can do. Body parts take a little more time if the skin is showing because you will have to combine the body of the rig Texture with your clothing Texture because the character creator doesn't use fpe's to tell it which texture is which. so a single texture is needed. They also require a mask texture to tell it where the skin is showing.

With that out of the way, we need to open up the Based mail blender template that is located here:

C:\Program Files (x86)\Steam\steamapps\common\GameGuru MAX\Guides\Characters

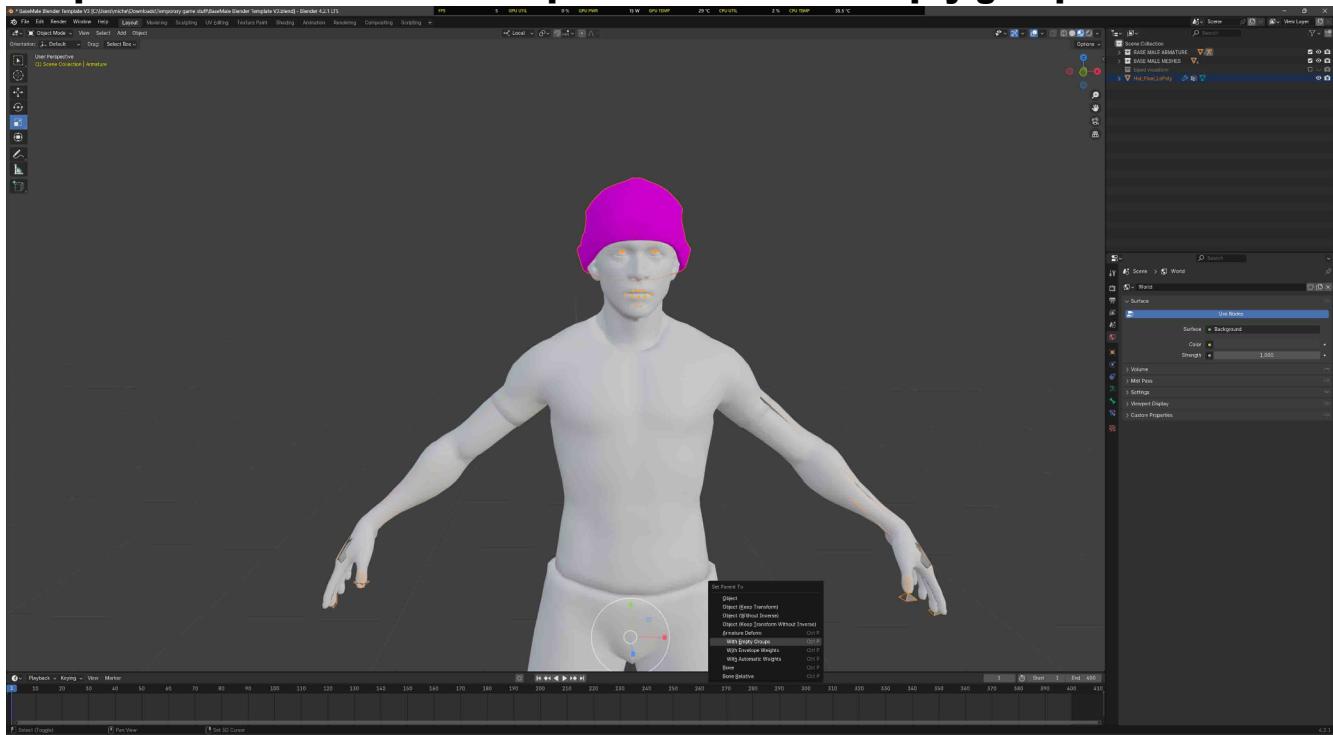
Once you have that open in blender you need to import your object and scale it to the body until it fits correctly.



After you have it scaled to the correct size You need to first click on the hat and then while holding shift you need to click on the skeleton.



Once they're both selected you would hold control and press P to bring up the parent menu. Once that's open click on with empty groups.



After that's done You need to click on the skin of the head and then hold shift and then click on the hat to have them both selected.



Next you need the change the mode to weight painting Mode.



Next, you need to go to the menu bar above and click on weights and then click on transfer weights



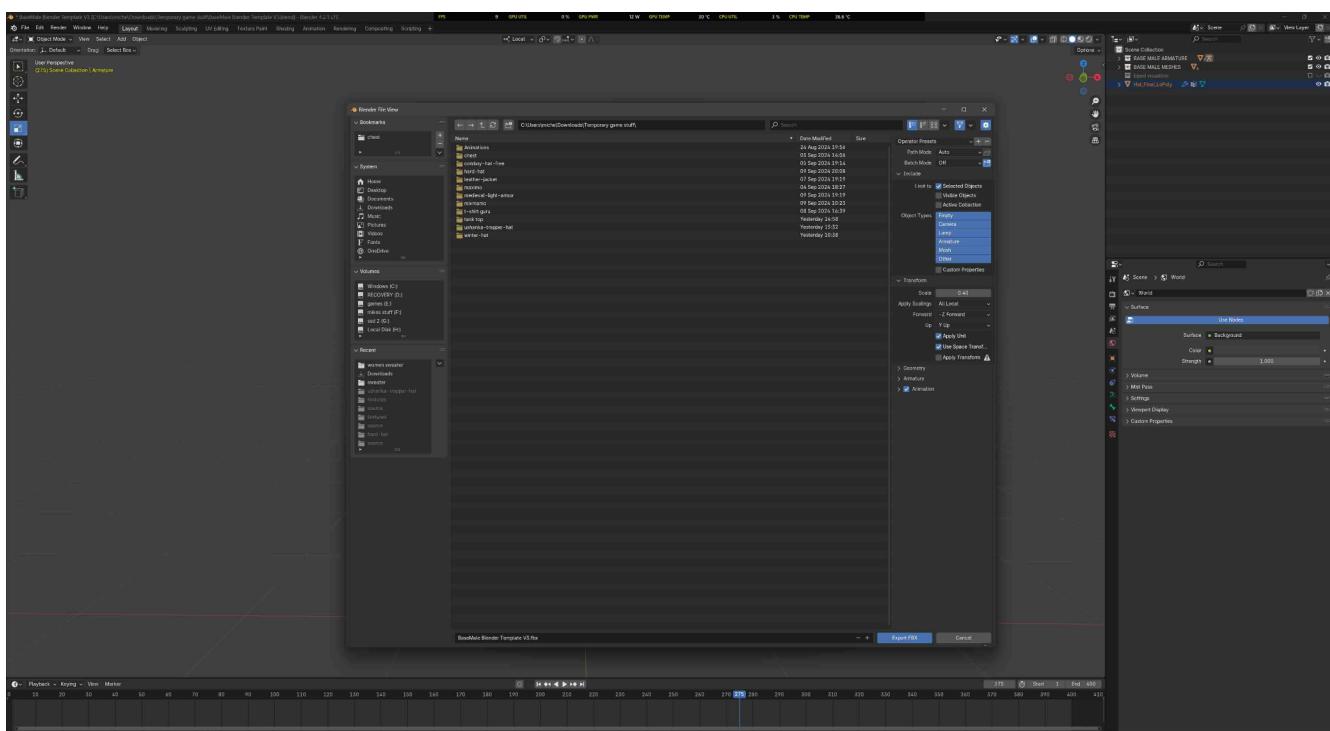
After you do that a menu will appear on the bottom left. The option that says source layer select is one of the blue highlighted options. You click on that and then change it to “by name”



Once you have that your hat is now rigged to the body. Go back to object mode and play the animation to make sure you did everything correctly. If everything's right the hat will move with the body as expected. After that you need to select the hat and the skeleton again.



After they're selected you need to go up to file and export as A FBX.



The scale needs to be set at .40% and you need to have the box selected for selected objects only. If that's correct export the item.

Next you need to open game guru Max and import your hat like any other item. Once you've added all the textures you need to click import and put it

somewhere where you can find it easily. It helps to make a temporary folder in your entity bank in my documents so you don't have to dig through your other models to find your character creator parts.

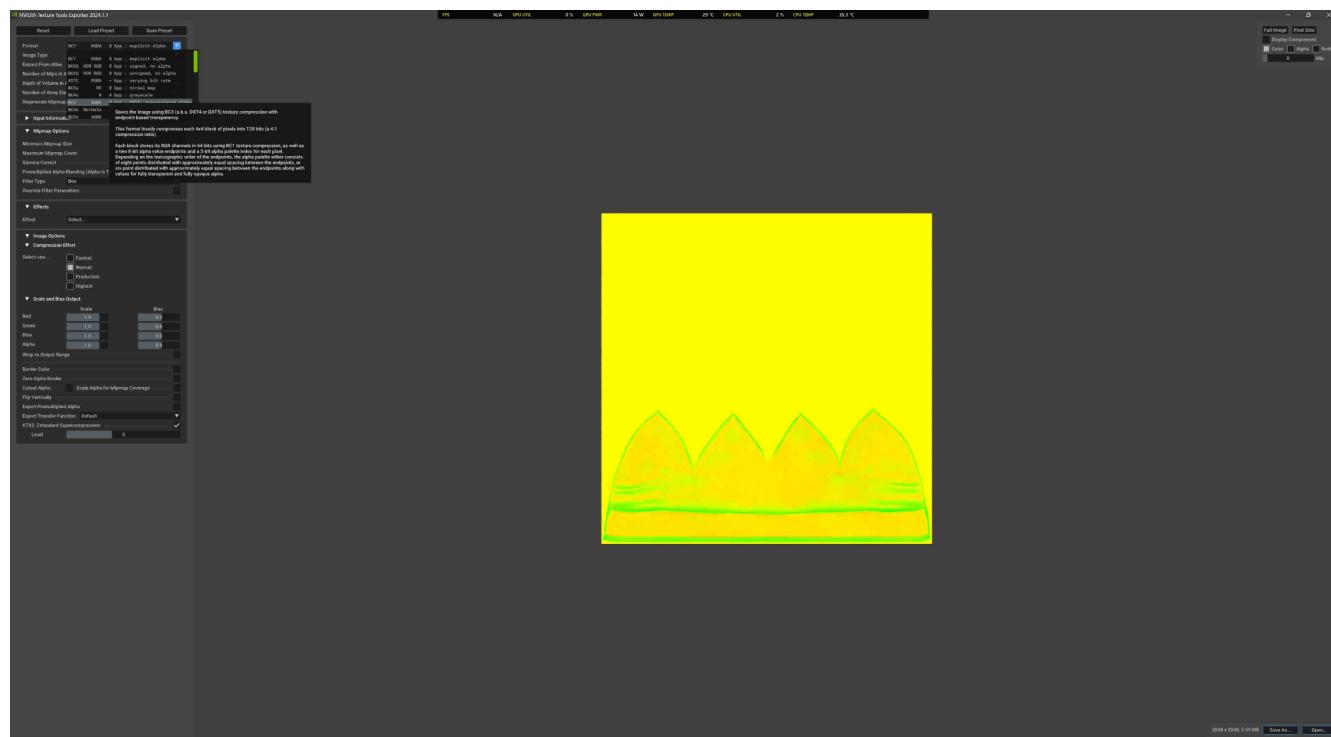
Once it's imported you need to go to the folder you saved it in and grab the .DBO, the color texture, normal texture and surface texture. You can delete the FPE since you don't need it. Now put these files somewhere where there easy to access while working on them like your desktop or a new folder.

Now what we need to do is convert the textures. A free and very good option that you probably want to use is the Nvidia Texture tool. Here is the link to get it for free

<https://developer.nvidia.com/texture-tools-exporter>

The color and the normal texture need to be saved as BC1 DDS

The surface texture needs to be saved as BC3 DDS



Before you're done with the surface texture you need to reduce the alpha channel so your model doesn't look like it's washed out. As of this moment

it is set to 100% reflectivity. over on the left hand panel you can change the value.



I don't know the exact optimum setting but I change mine on both of them to about .04 or until it starts turning a dark grayish color. Once you've adjusted that correctly go ahead and export it.

So now that are DBO and textures are ready the last thing we need is a thumbnail for our body part. The dimensions for that should be 128x128. You can make that easily with programs like paint.net/gimp/Photoshop. Once you've made that for your object you want to save it as a .PNG file.

Now all the parts are done we need to give them the proper names. They Need to be named a different name than any other body parts in the character creator folder. The lower numbers are used up so I would suggest starting your parts at around 30. for example, Since we've made a hat it would be considered headgear so we would name our item And textures something like this:

adult male headgear 30 dbo	(model)
adult male headgear 30 png	(thumbnail)
adult male headgear 30_color.dds	(color texture)
adult male headgear 30_normal.dds	(normal texture)

adult male headgear 30_surface.dds (surface texture)

Now everything's name properly we need to go to the character parts folder which is located here

C:\Program Files (x86)\Steam\steamapps\common\GameGuru MAX\Files\charactercreatorplus\parts

for this demonstration we use the male character So we need to place our files into the male parts folder. After that the final thing we need to do is add our parts to the annotations list which is a file located in the same folder. You can edit this file with any word program but I would suggest using Notepad ++. To keep things clean we would find the list of headgear in this file and go to the bottom of it and then add are part like this:

adult male headgear 30 = beanie

The first part needs to be named exactly like your files but after the equals sign you are assigning it any name you want. This model happens to be a beanie so that's why chose that name.

With all of that done your part should be ready to go. Open up the character creator in game guru Max and test It out.

The same method works with every body part. Just remember, if you are making an item that attaches to the head you need to transfer the weights from the head to the item like we did before. If you are attaching items to the middle body then you need to transfer the weights from the body to the item. The same goes with the legs or feet.

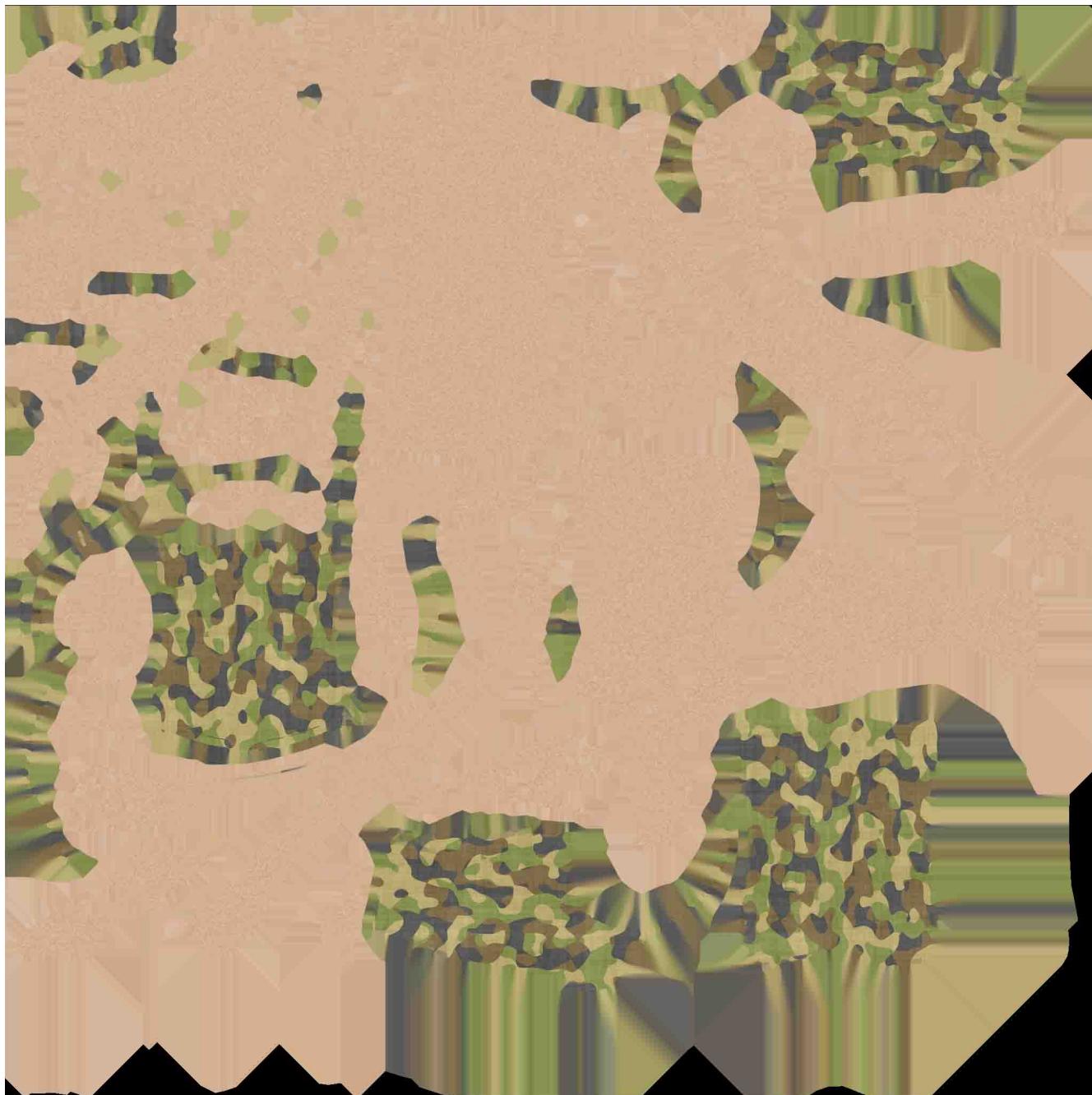
With body parts that still have skin exposed like a shirt for instance you will have to combine the texture for the body part and for the shirt together. The character creator only recognizes one texture and not multiple ones. There are several tutorials online on how to do this with blender.

After you have the textures combined into one, any body part that uses exposed skin will need to have the body part and the clothing along with the skeleton exported together. The hat we did earlier didn't need the Head exported with it since it's just an accessory. If you are doing a shirt

and didn't export the upper body part when you go into character creator it would have no arms unless of course you did a jacket with gloves that covered the entirety of that body part.

For the character creator parts that show skin you will also need a mask texture to tell the program Which parts of the model are skin and which parts of the model are clothing.

Here is a texture map for a tank top as a demonstration



The camo colors would be the colors of the shirt and the skin color would be the color of the skin so your mask channel would end up looking like this



Mask textures are stored in the red channel so the final thing you would need to do is place this texture in the red channel and make the green and blue channels white similar to how a surface texture is packed. This can

also be done with Photoshop, paint.net or any similar program. Once you have that done make sure to save this texture as BC1 DDS. If you have packed your texture correctly it should look like this:



If you get all this down there shouldn't be anything you can't make!