Using Pokemon Models in Unity3D

A Guide by Tomcat94

Step 1: Getting the Models and Animations

First you'll need to download the models and animations ripped from the Pokemon Sun/Moon game itself. Go to the following link:

https://mega.nz/#F!Tx4ziKbL!Fy4-wIjBjHx9EVw59dZCFg

This should bring up a mega folder with a list of .zip files:

You'll need two .zips:

- PMSuMo-PokemonModels.zip
- PMSuMo-PokemonAnim.zip

One will contain the model data, the other will contain the animation data. Once you have these, continue on to the next step.

You might also need PMSuMo-PokemonTex, but I find it easier to just use the textures for the model you need from models-resource.

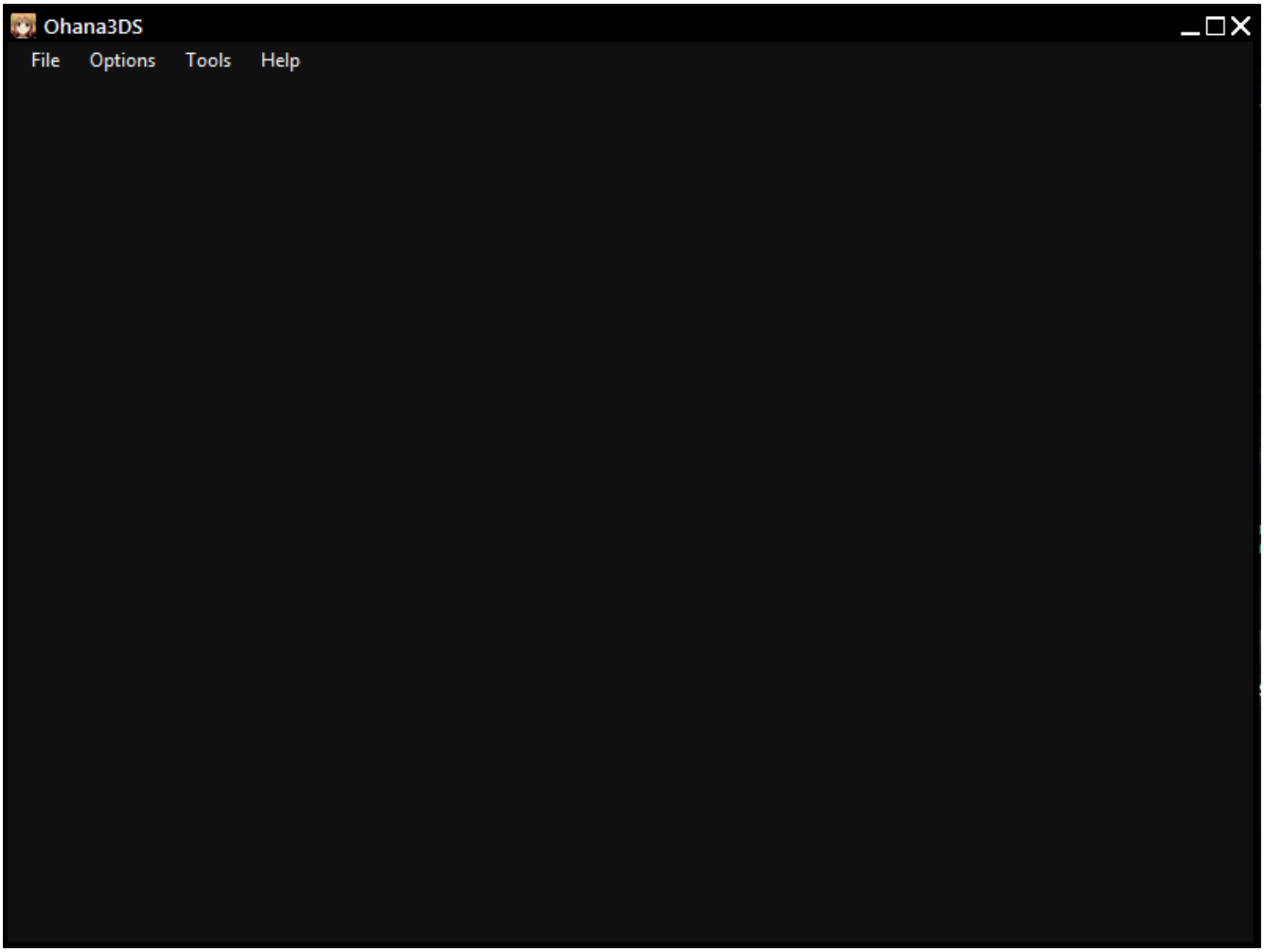
Step 2: Exporting the Animation Data

For this step you'll need to get Ohana3DS-Rebirth. Download a compiled build from the following link below:

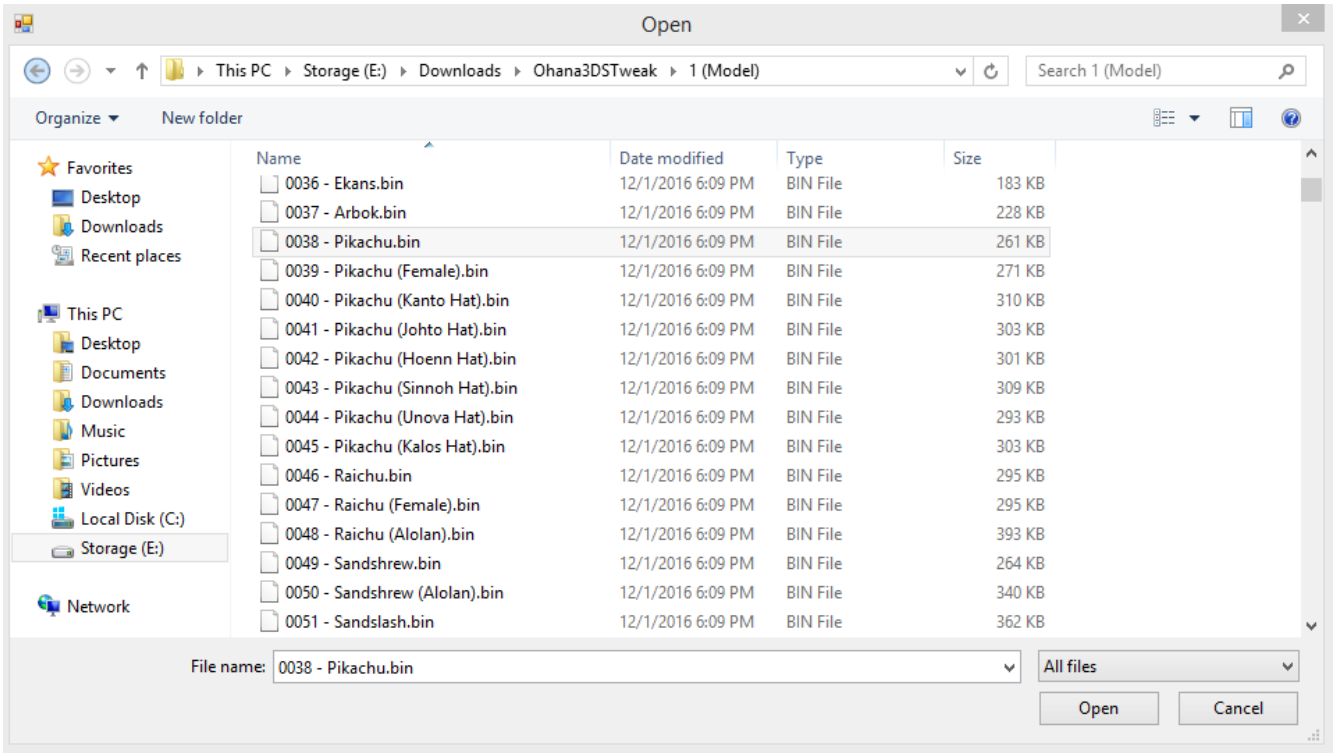
https://gbatemp.net/threads/wip-ohana3ds-tool.392576/

Download the compiled build, extract the contents of the .zip file somewhere you'll remember it, then open Ohana3DSRebirth.exe.

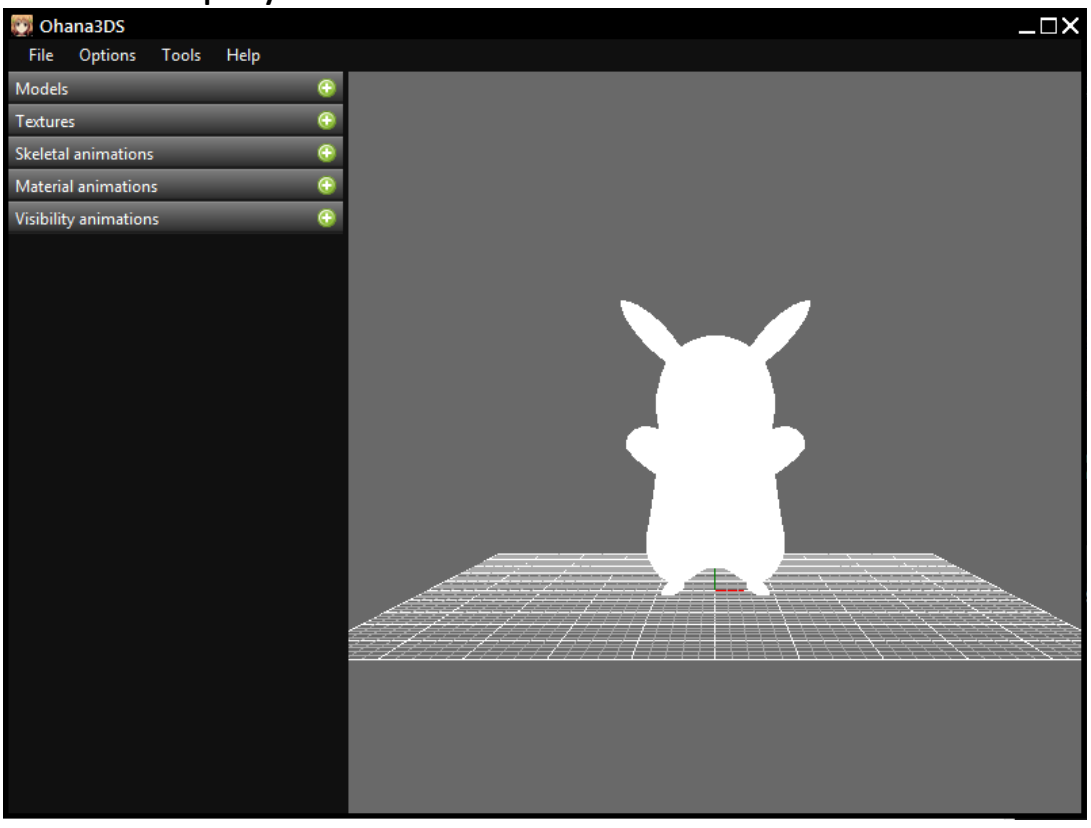
You'll see a window like this:



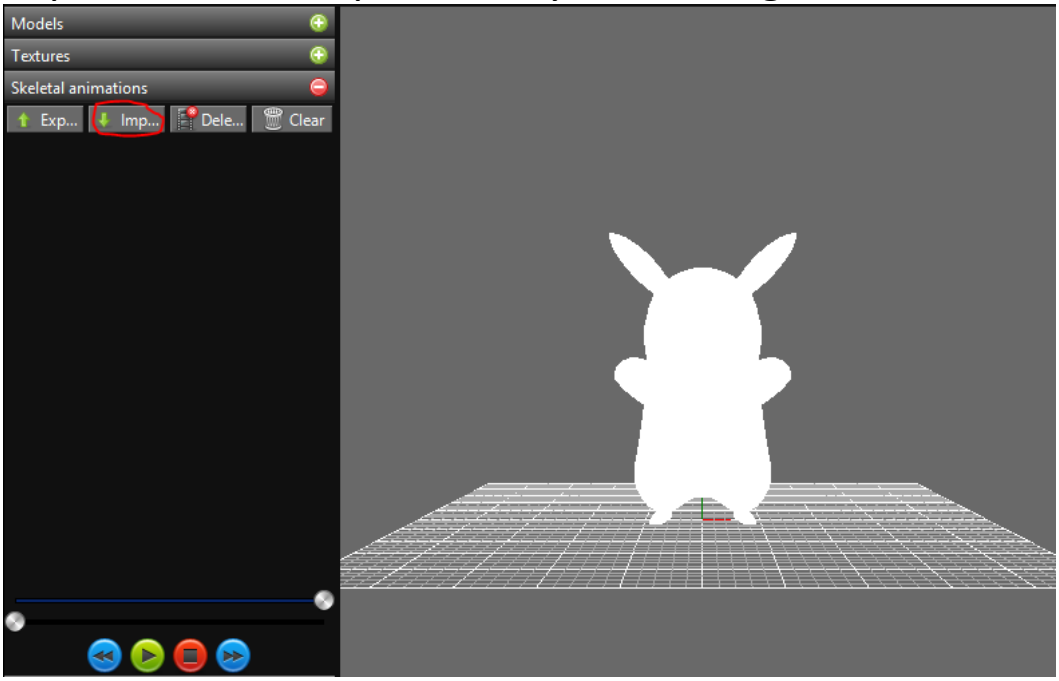
From this window, go to File → Open → And then find your Pokemon models.



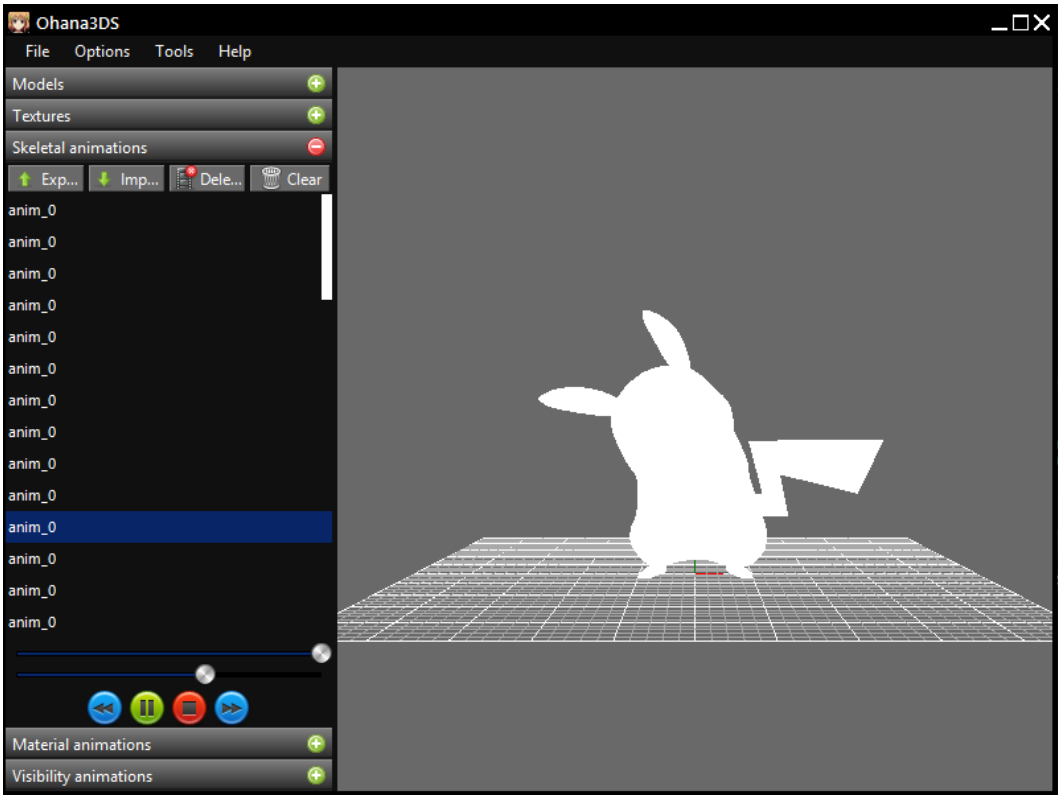
Double-click the model you want to use. Ohana3DS will open the model and display it like so:



Expand the Skeletal animations tab and click import. Browse to and select the animation file (inside PokemonSuMo-Anim) that corresponds with the pokemon you're using, then click okay.

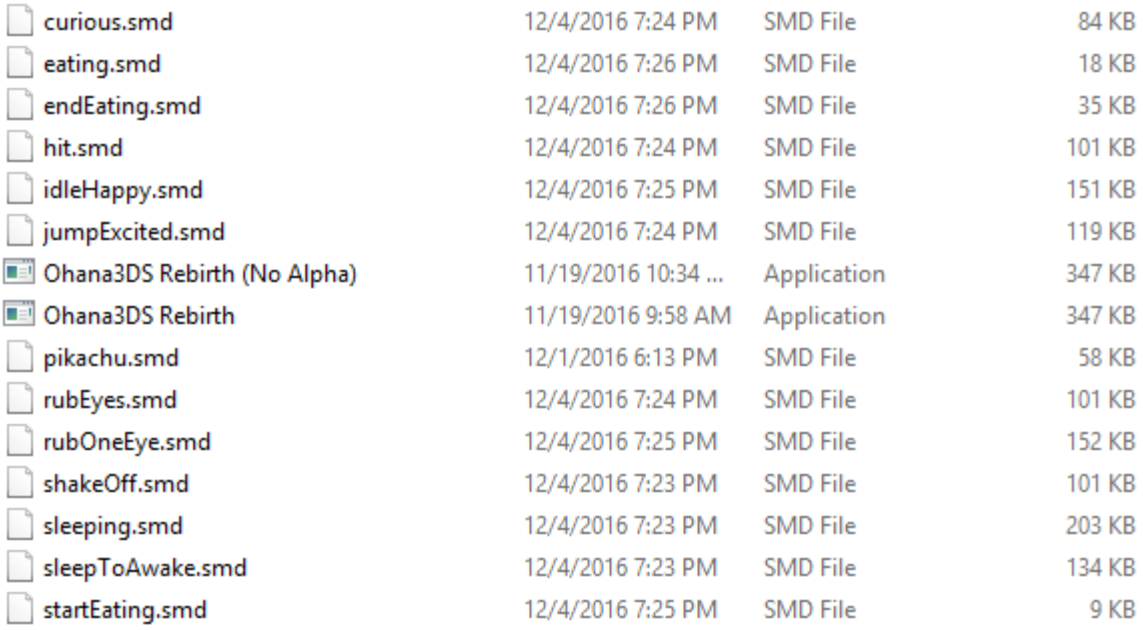


Once you've done that, you can select one of the animations and hit play to preview the animation.



Now we can start exporting the animations. You unfortunately can't mass-export all of the animations as far as I'm aware (I tried to export them all and ended up with nothing), but you can still consolidate each animation into a single .blend file, which we'll show soon.

Select the animation you want to export and then click the Export button. This will give you an option to export the selected animation as a .smd file. Save each animation you want individually (and make sure to name them in a way that makes sense). Make sure to export the model and textures as well if you're using them. Now we'll need to bring all of it together in blender.



curious.smd	12/4/2016 7:24 PM	SMD File	84 KB
eating.smd	12/4/2016 7:26 PM	SMD File	18 KB
endEating.smd	12/4/2016 7:26 PM	SMD File	35 KB
hit.smd	12/4/2016 7:24 PM	SMD File	101 KB
idleHappy.smd	12/4/2016 7:25 PM	SMD File	151 KB
jumpExcited.smd	12/4/2016 7:24 PM	SMD File	119 KB
Ohana3DS Rebirth (No Alpha)	11/19/2016 10:34 ...	Application	347 KB
Ohana3DS Rebirth	11/19/2016 9:58 AM	Application	347 KB
pikachu.smd	12/1/2016 6:13 PM	SMD File	58 KB
rubEyes.smd	12/4/2016 7:24 PM	SMD File	101 KB
rubOneEye.smd	12/4/2016 7:25 PM	SMD File	152 KB
shakeOff.smd	12/4/2016 7:23 PM	SMD File	101 KB
sleeping.smd	12/4/2016 7:23 PM	SMD File	203 KB
sleepToAwake.smd	12/4/2016 7:23 PM	SMD File	134 KB
startEating.smd	12/4/2016 7:25 PM	SMD File	9 KB

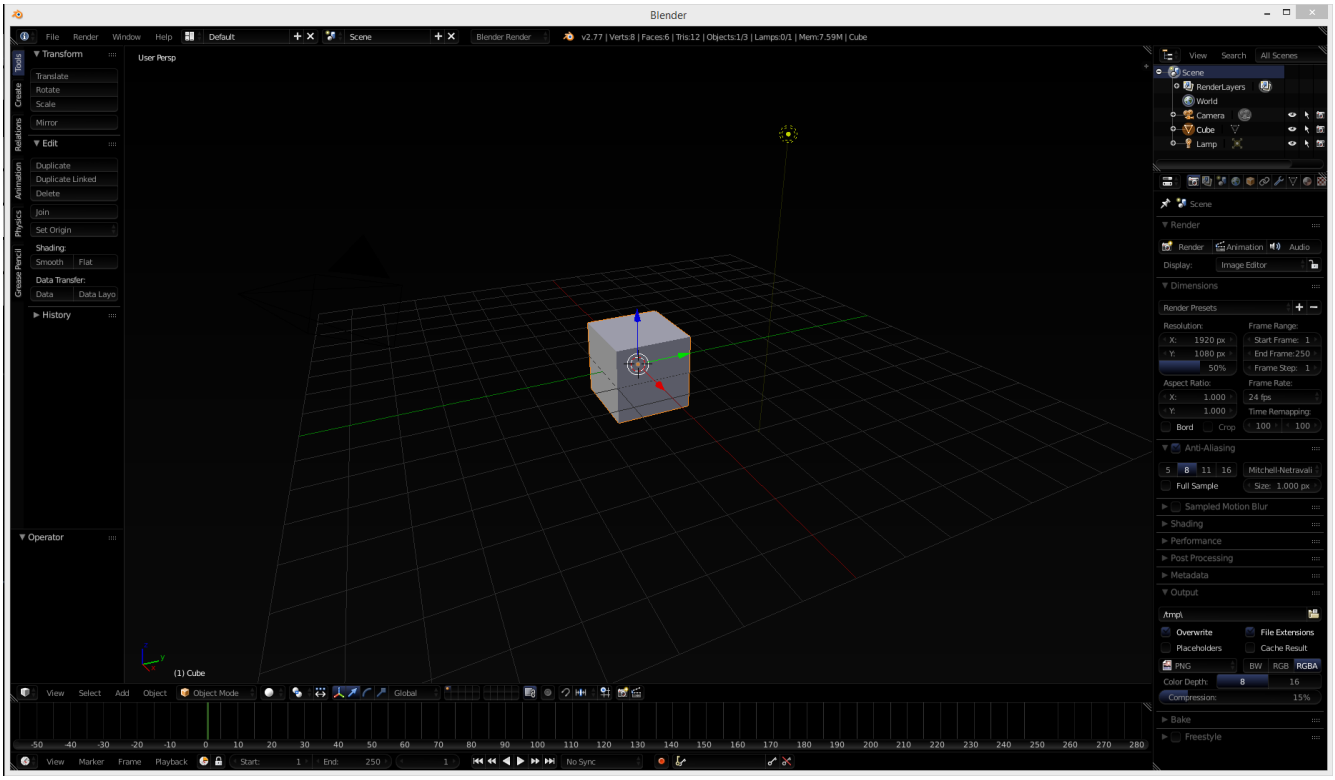
Step 3: Importing into Blender

For this step you'll need two things:

- Blender
https://www.blender.org/
- Blender Source Tools
http://steamreview.org/BlenderSourceTools/

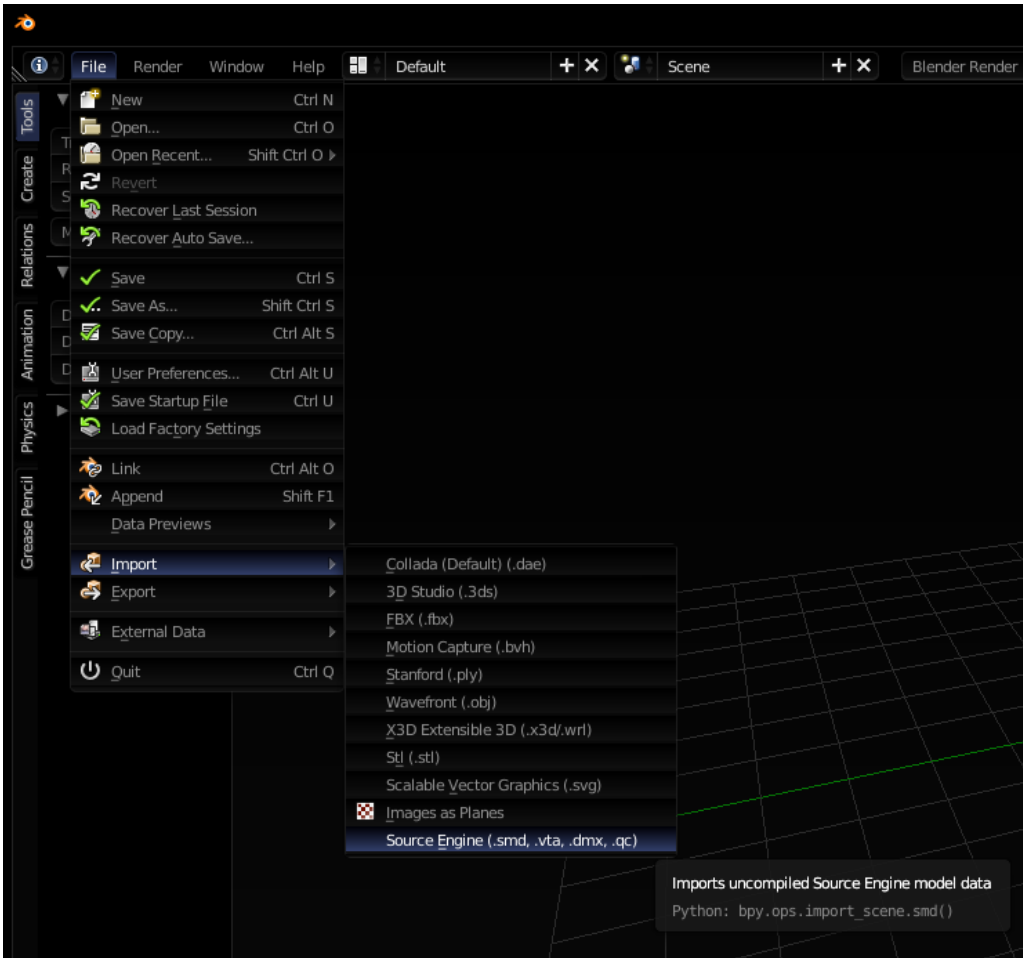
Follow the installation instructions from both Blender and the Blender Source Tools, then proceed.

Open Blender and start a new file.

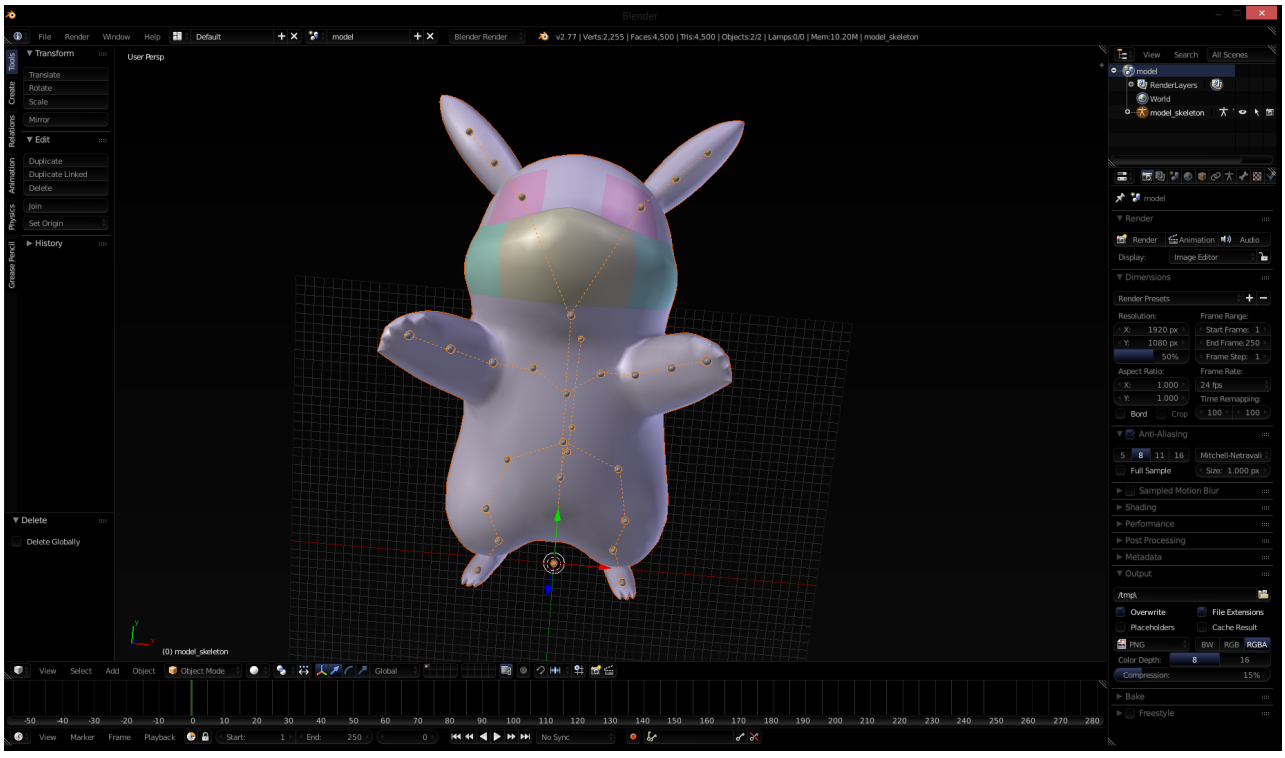


Delete everything inside the new project. If you haven't used Blender before, you do this by pressing A once to deselect the cube, A again to select everything, press Delete, and then Enter.

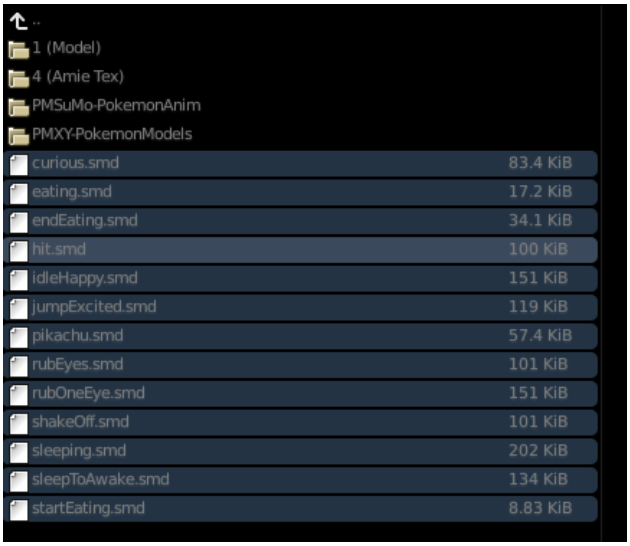
We'll import the model first. Go to File → Import → Source Engine



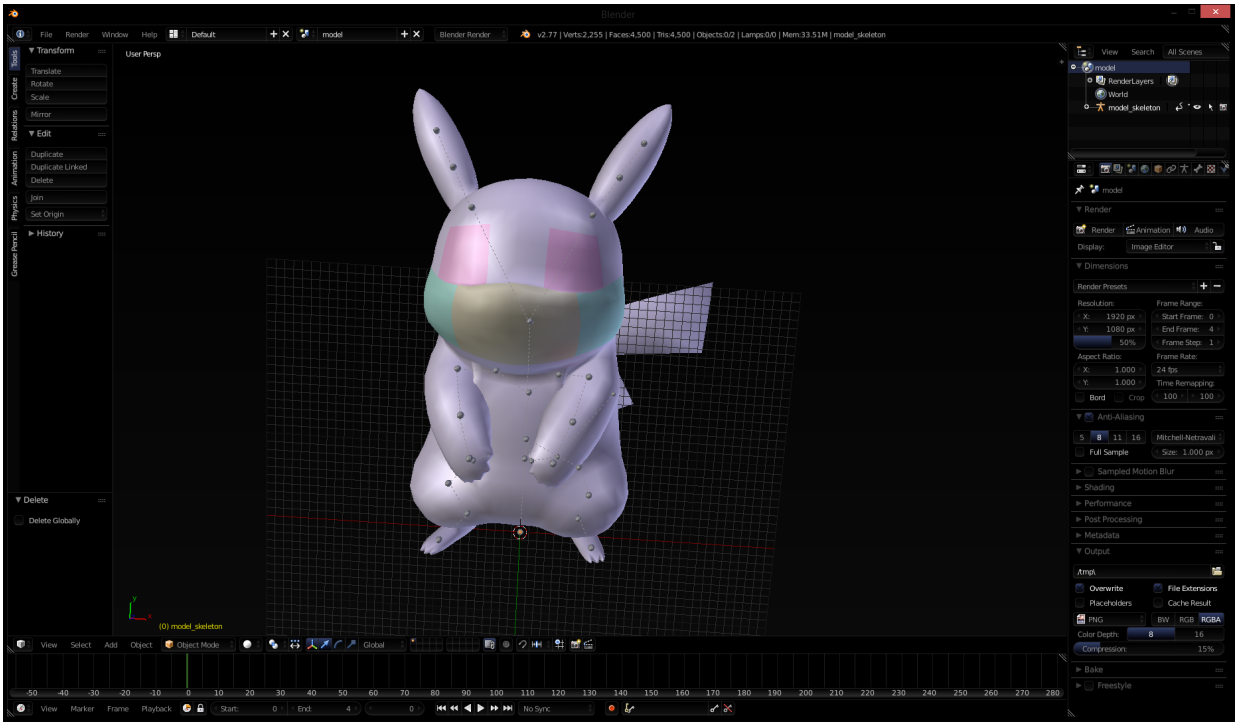
Browse to and select your model, then import it into Blender.



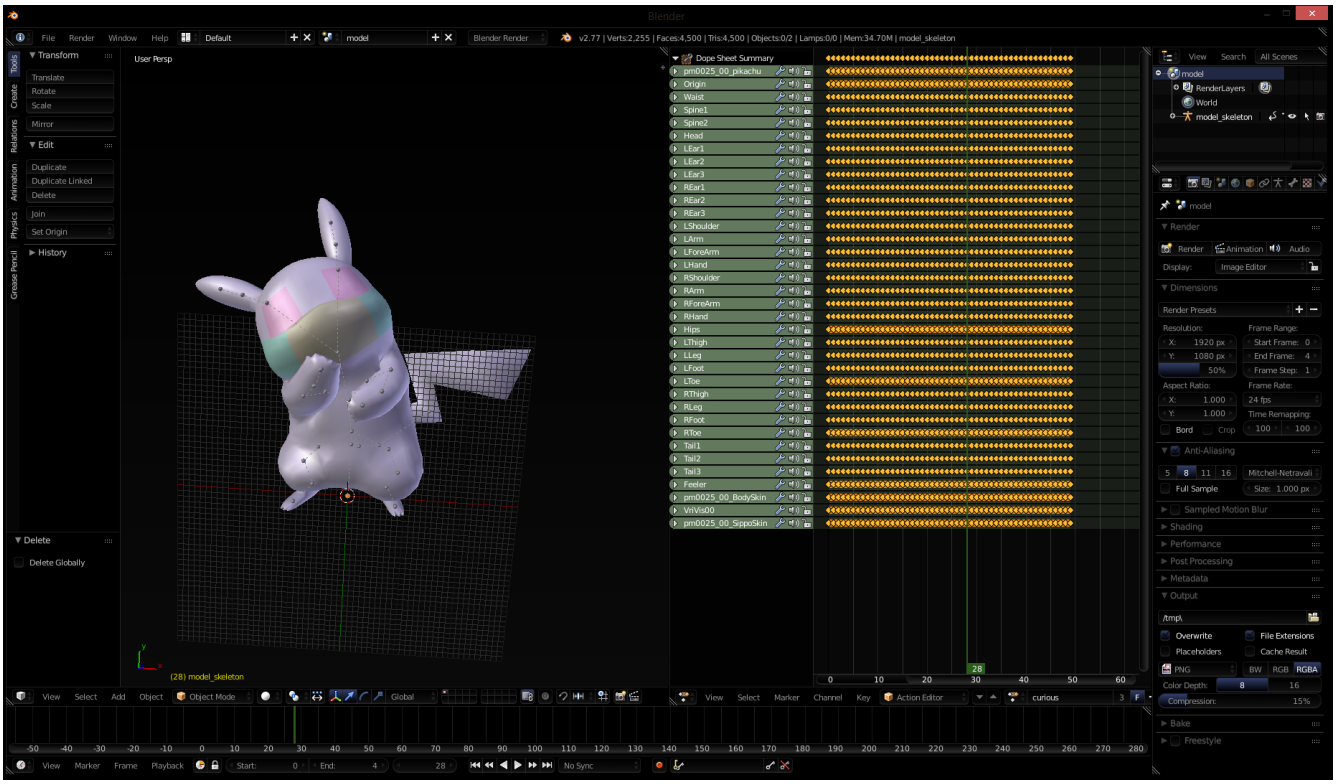
Now you'll need to import the animation data. Repeat the same process of importing the .smd files for each animation. If you exported multiple animations, you can import all of them by selecting them all and clicking import.



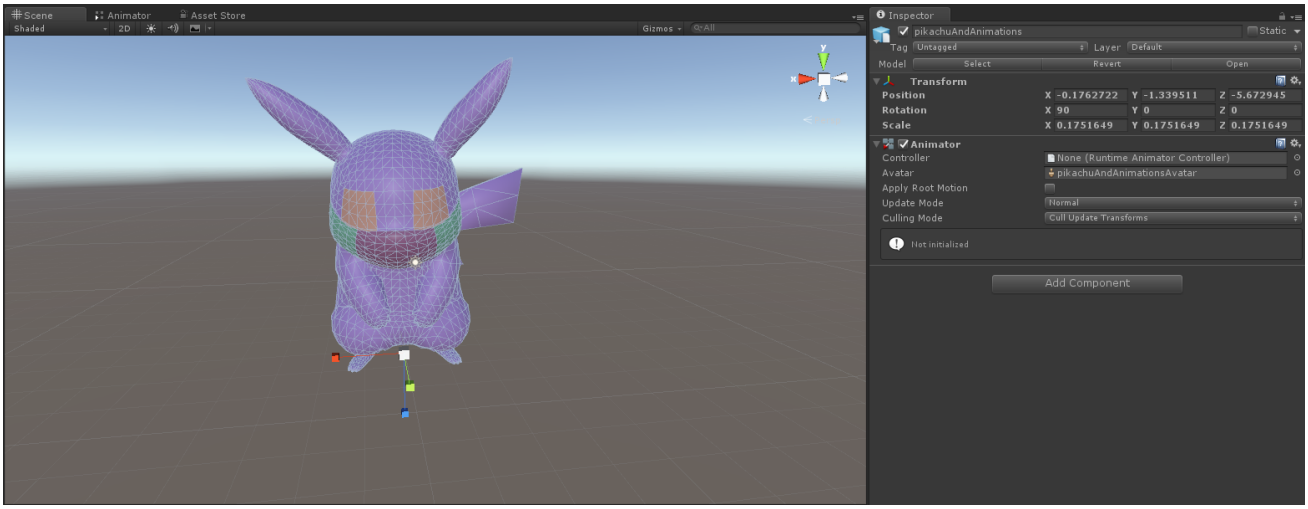
The model will then pose itself to match one of the animations.



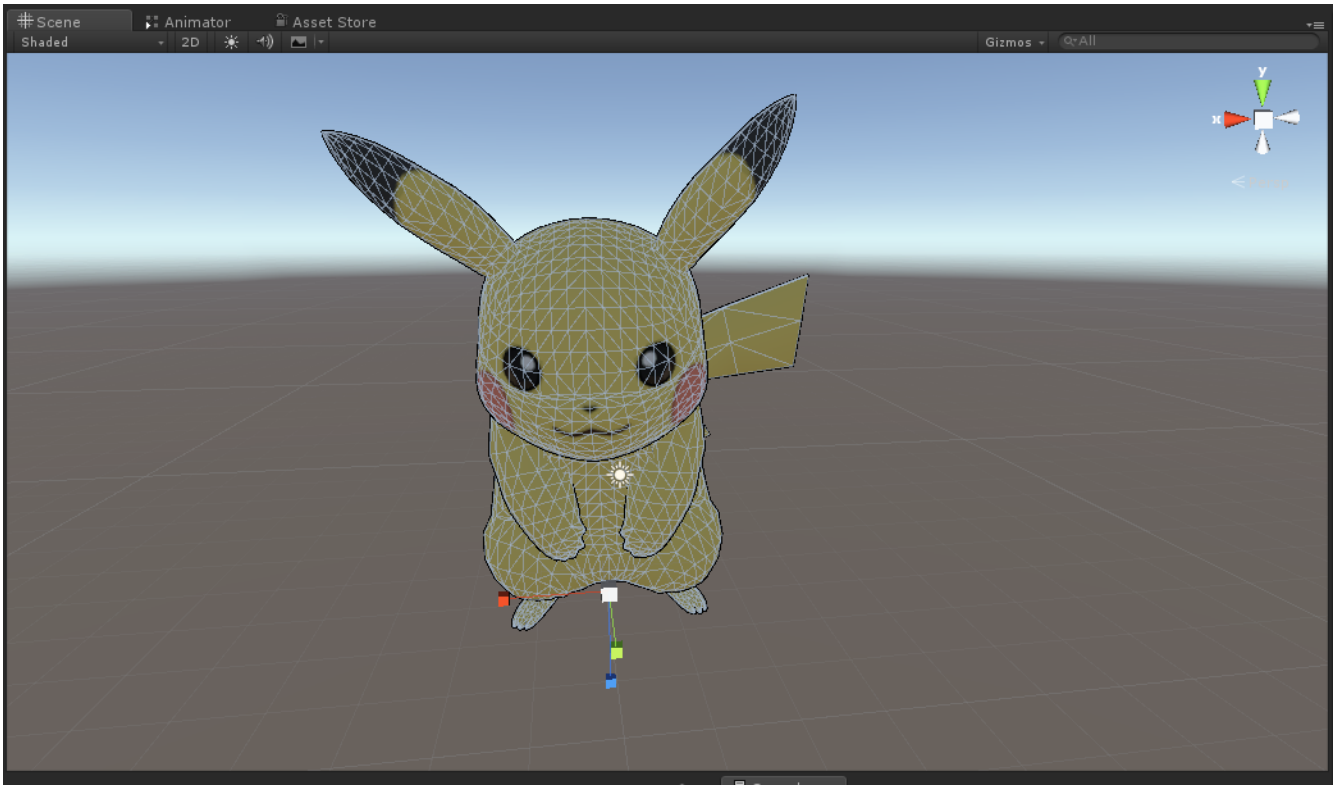
Completely optional, but you can open up another pane and switch to the Dope Sheet / Action Editor to preview the animations before you save the file.



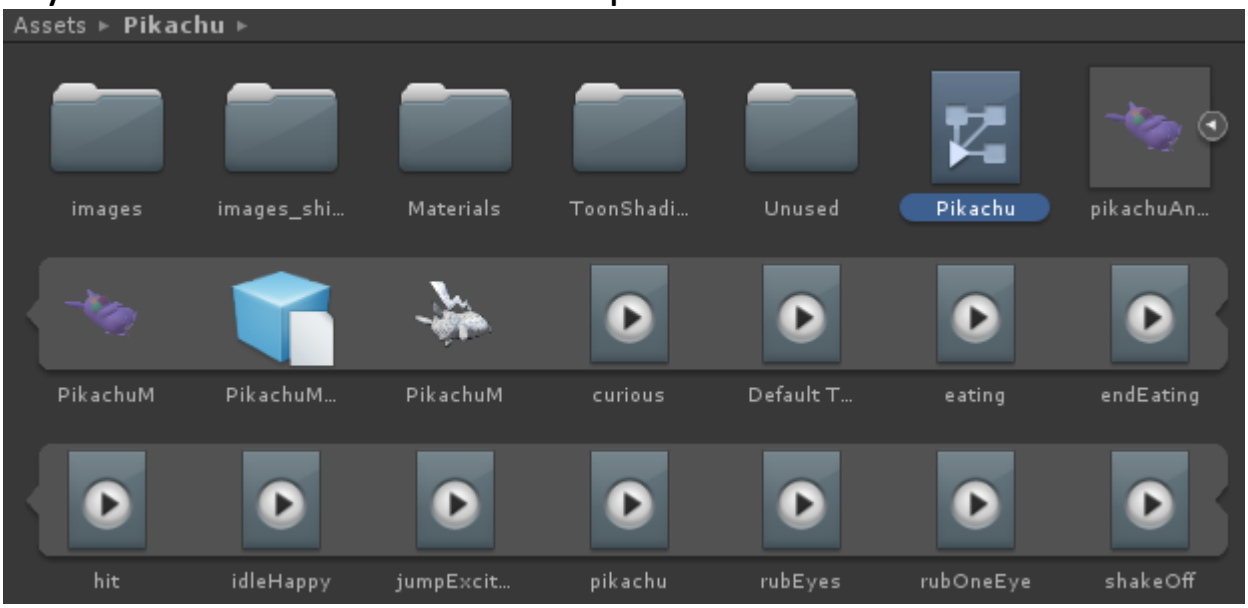
Once you're satisfied with it, save as a .blend file in your Unity project's Assets folder. Drag and drop the model into your scene, then orient and scale the model as you prefer.



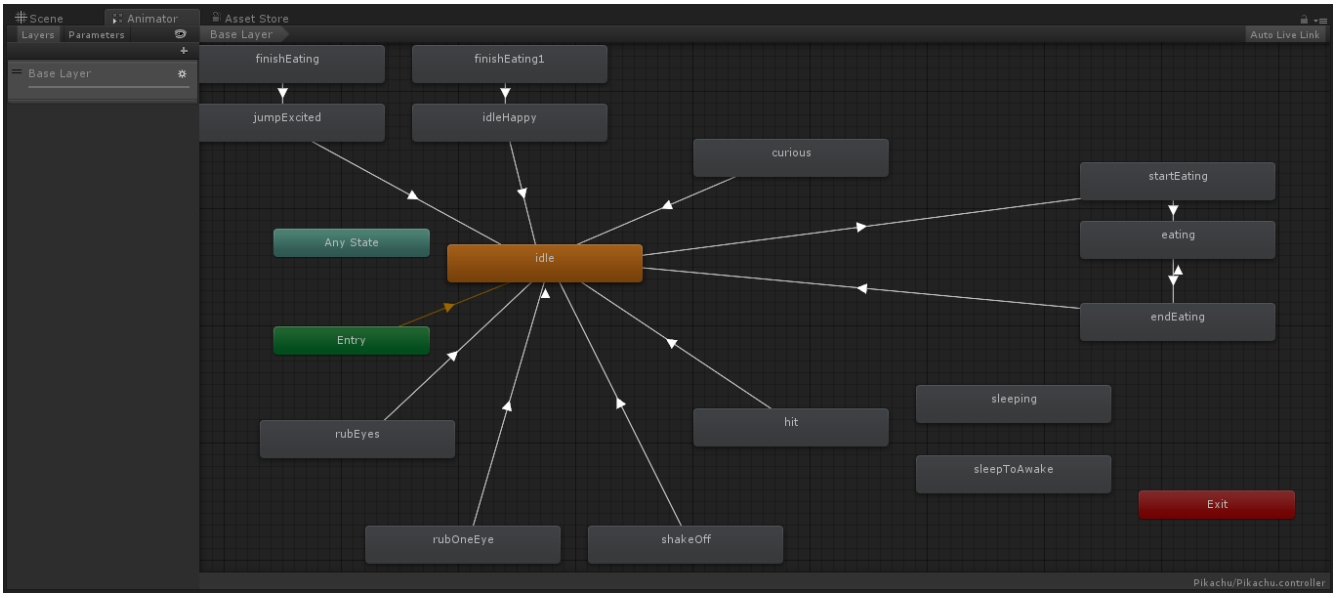
From there, drag and drop the Pokemon's materials onto the right meshes. Adjust their shaders as needed to make sure it looks right.



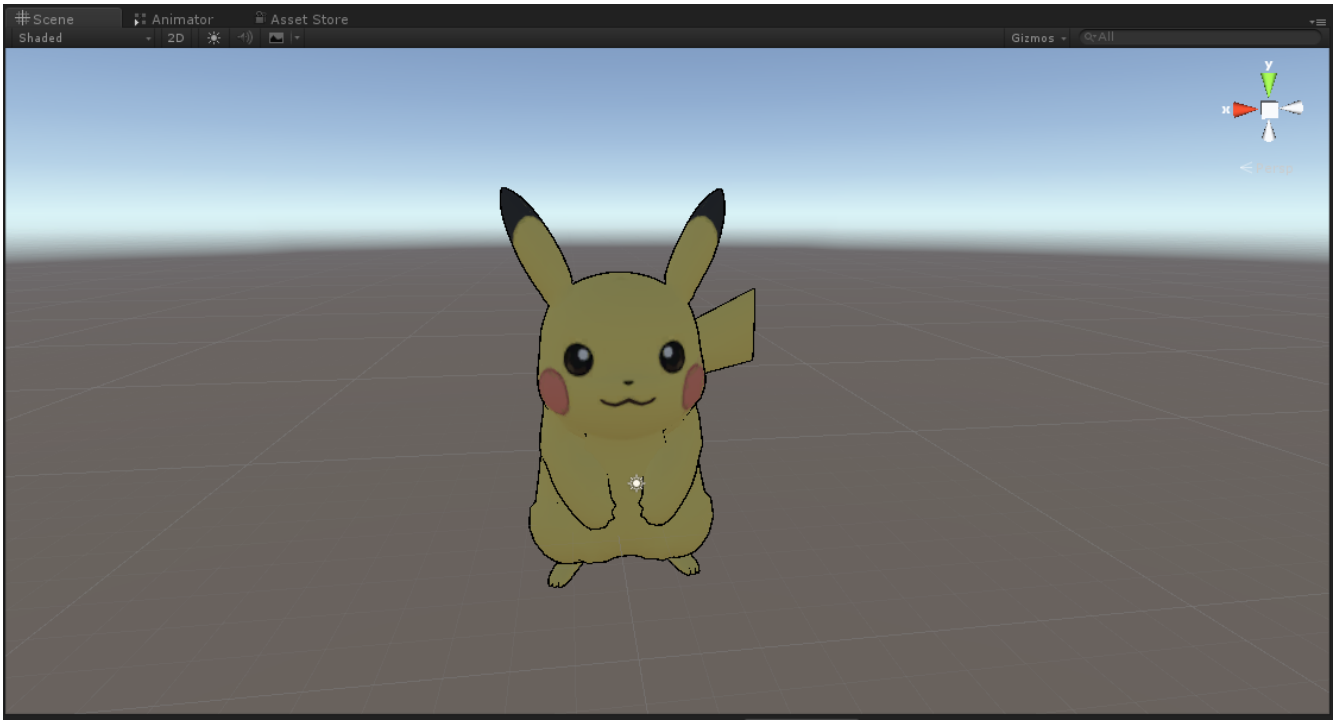
Now all you have to do is create an animator controller, and drag and drop the animation clips into the controller. Expand the model and you can see the animation clips.



Set up the clips in your animator controller. I have mine set up like this:



Now just hit play and watch your Pokemon come to life!



Step Four: Everything else

If you're reading this, it's probably sitting alongside the source project folder of Pokemon Amie VR. Importing the models and animations is only half the battle, now you'll need to set up your Pokemon's behaviors via code, which includes things adjusting the texture offsets to simulate your Pokemon's expressions and setting up collision boxes for your pokemon to eat and so forth.

Feel free to open up the included project folder and take a look for yourself to see how it was made. It's heavily commented and explains almost every detail that went into making the experience, so hopefully you won't feel too lost!

Enjoy, and good luck!