# Model Conversion Process

Once the model is in blender:

* Save the blender file with the textures and **then** assign a texture to the object parts so the paths are relative
* For an unrigged model add a single bone, Control A -> Add Armature ->Single Bone. Select the object **then** shift select the new bone, hit control+p and select armature deformation to parent the object to the bone
* Export as an **fbx** file
* Drag and drop the fbx file onto ModelConverter.exe found in Program Files/SCE/PSS/tools/ModelConverter. An .mdx file will be created containing the mesh data **and** textures.
* Add the mdx file to the project, right click it and select “Content” under build action to include it with the binary