

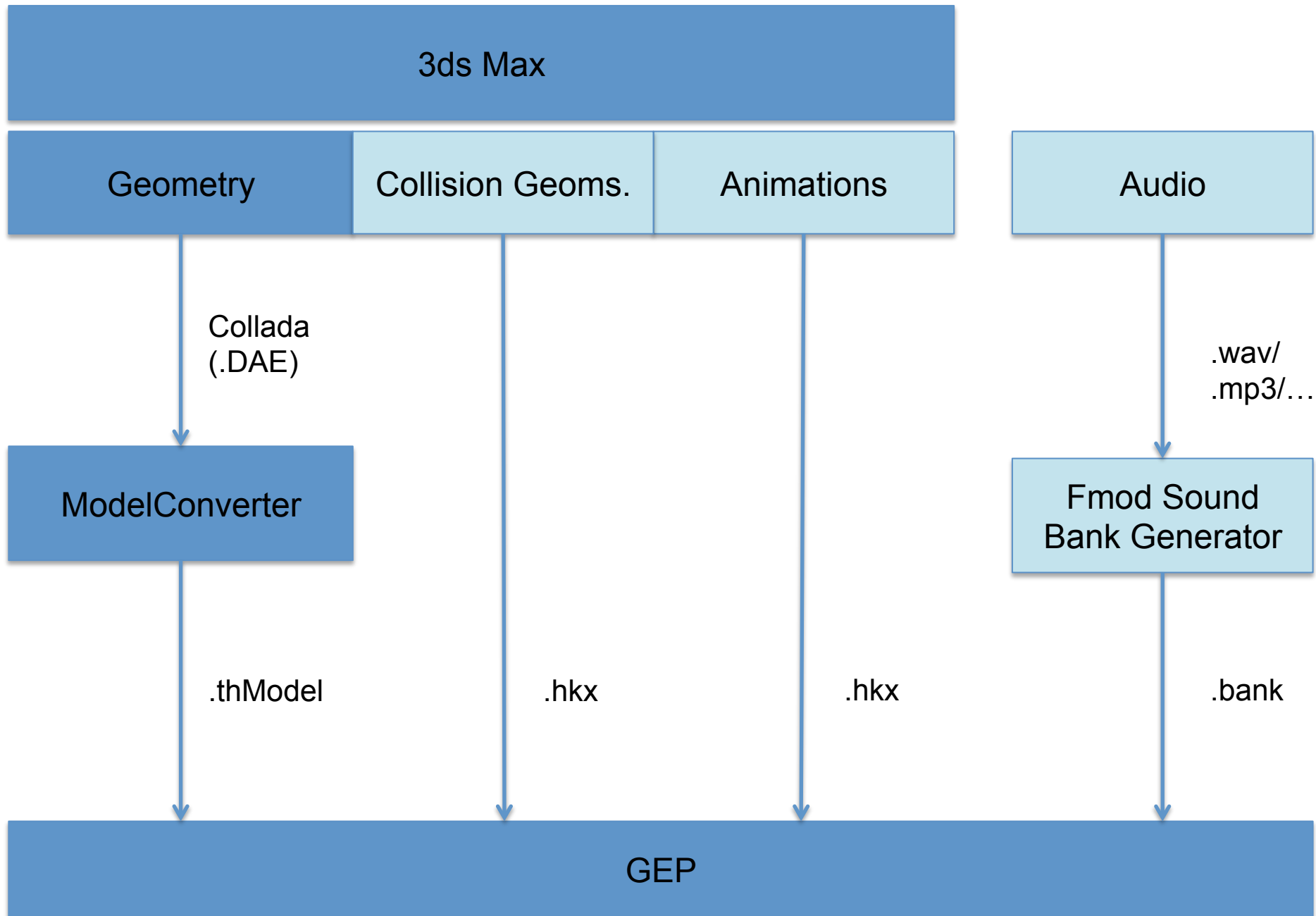
GEP Geometry Import



Importing Data to GEP Engine

You will need:

- This Document: Available at:
<http://metafnord.net/files/gep.zip>
- 3ds Max 2013 (educational plan available for hdm students)
- Havok Content Tools:
<http://www.havok.com/try-havok>

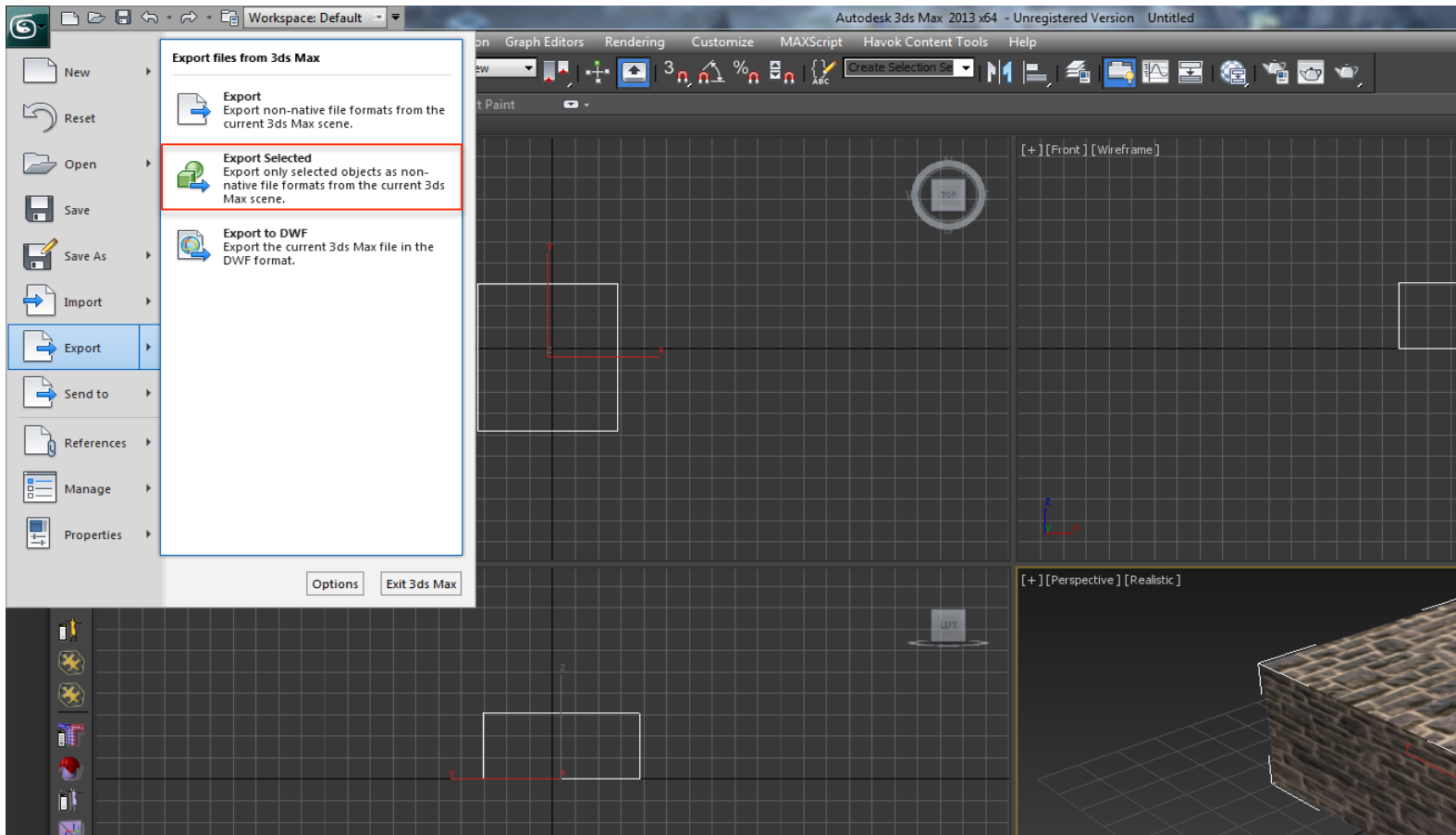


Importing Geometry to GEP Engine

- Acquire a ready made model or create your own using 3ds max.
- Important: Make sure that the textures are in the .dds format! If necessary, convert them

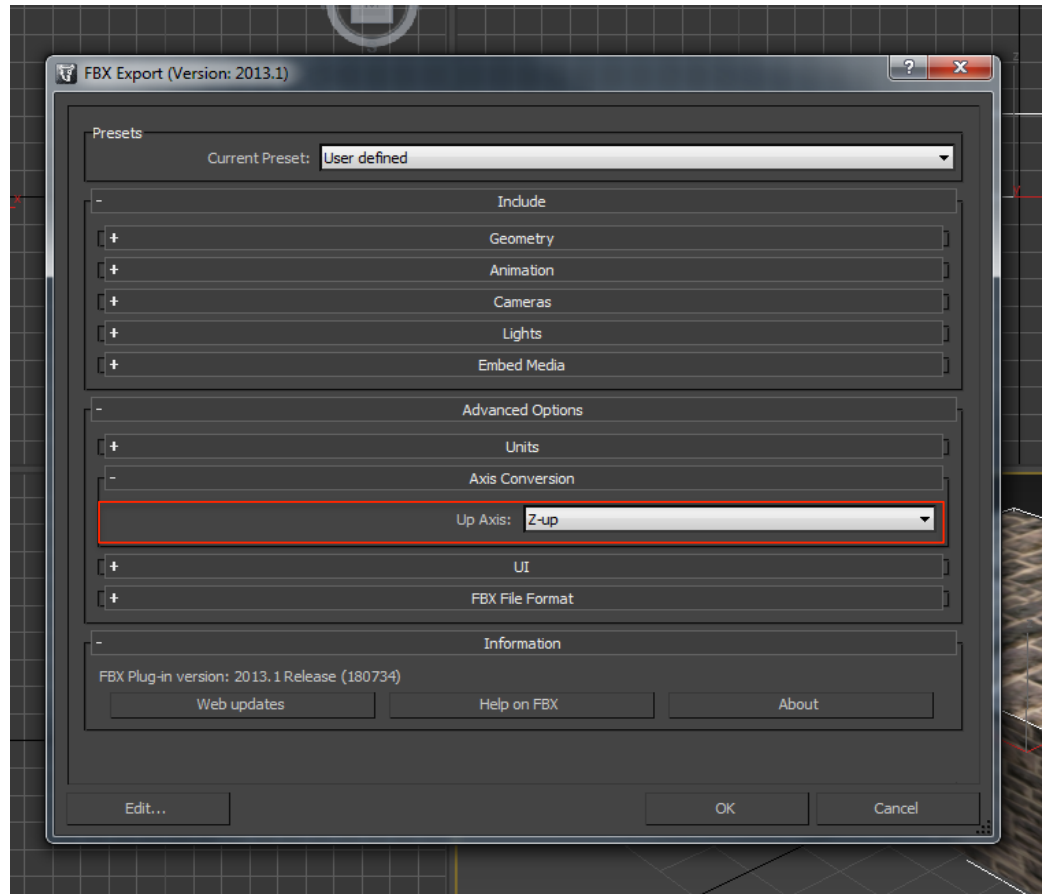
Importing Geometry to GEP Engine (cont.)

Export selected object:



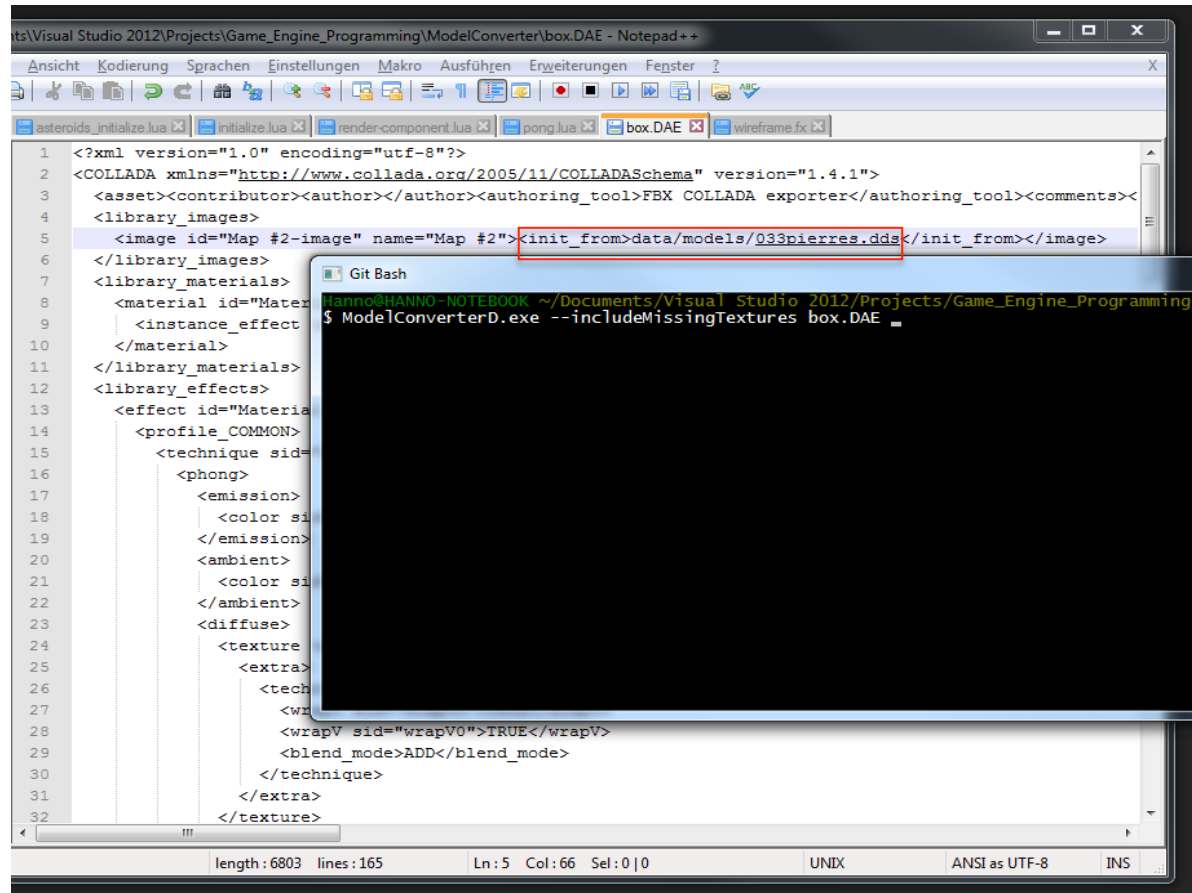
Importing Geometry to GEP Engine (cont.)

Important: Select Z as the Up-Axis!



Importing Geometry to GEP Engine (cont.)

Use the ModelConverterD.exe to convert the DAE file to the .thModel format. This can be done either on the command line or by using drag and drop.



The screenshot shows a Notepad++ window with a COLLADA DAE file open. The file content is as follows:

```
1 <?xml version="1.0" encoding="utf-8"?>
2 <COLLADA xmlns="http://www.collada.org/2005/11/COLLADASchema" version="1.4.1">
3   <asset><contributor><author></author><authoring_tool>FBX COLLADA exporter</authoring_tool><comments><
4   <library_images>
5     <image id="Map #2-image" name="Map #2"><init_from>data/models/033pierrez.dds</init_from></image>
6   </library_images>
7   <library_materials>
8     <material id="Material" name="Material">
9       <instance_effect>
10     </material>
11   </library_materials>
12   <library_effects>
13     <effect id="Material">
14       <profile_COMMON>
15         <technique sid="1">
16           <phong>
17             <emission>
18               <color sid="1">1 1 1</color>
19             </emission>
20             <ambient>
21               <color sid="1">1 1 1</color>
22             </ambient>
23             <diffuse>
24               <texture>
25                 <extra>
26                   <technique>
27                     <wrapV sid="wrapV0">TRUE</wrapV>
28                     <blend_mode>ADD</blend_mode>
29                   </technique>
30                 </extra>
31               </texture>
32             </diffuse>
```

A Git Bash terminal window is overlaid on the Notepad++ window, showing the command:

```
Hanno@HANNO-NOTEBOOK ~/Documents/Visual Studio 2012/Projects/Game_Engine_Programming/
$ ModelConverterD.exe --includeMissingTextures box.DAE
```

Importing Geometry to GEP Engine (cont.)

Additional Information:

- Copy the exported .thModel to
%GEP%/data/models
- Use relative paths for textures!
- Create RenderComponent:

```
local renderComponent = go:createRenderComponent()  
renderComponent:setPath("data/models/box.thModel")
```