

Importing a Static Mesh

Note: The screenshots used in this tutorial were taken from Roboblitz, one of the first Unreal Engine 3 games released w/ the Editor, and may look different than newer versions of the UE3 Editor.

We will assume you're using a 3d package that can export .ASE files. 3ds Max can export this natively and there is also a [plug-in for Maya](#). Once you have a piece of geometry exported launch the RoboBlitz Editor (or other Unreal Engine 3 based editor).

The first thing we want to do once the Editor has opened is navigate to the resource browser. It should already be open, but if not, go to 'View > Browser Windows > Generic'. This browser window is where we import all of our content and later on, create materials. From the file menu of this browser window choose 'File > Import'.

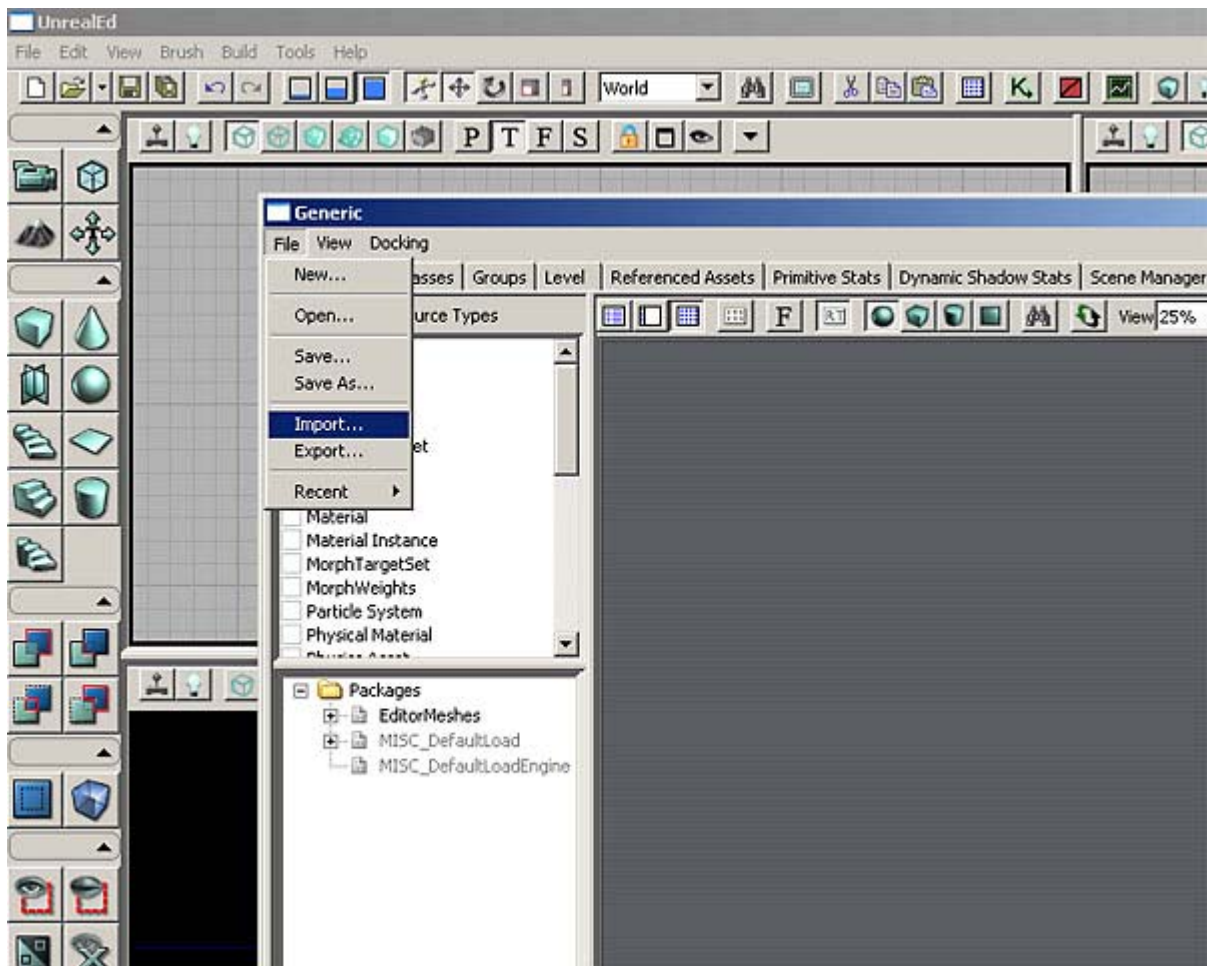


fig 1.

Select the .ASE file you exported earlier and hit 'OK'. When the import window pops up (fig. 2) enter a 'Package Name' and ensure the model has a 'Name'. Additionally, you can provide a 'Group' name if you'd like to better organize your assets. For example, a group name of StaticMesh where all imported meshes will be stored. Hit 'OK'.

Note: Make sure you're package name is unique and won't conflict with the naming of maps or other assets. An easy way to do this is to use an underscore and the letter 'p' to designate it as a package, i.e. 'CardboardBox_p'.

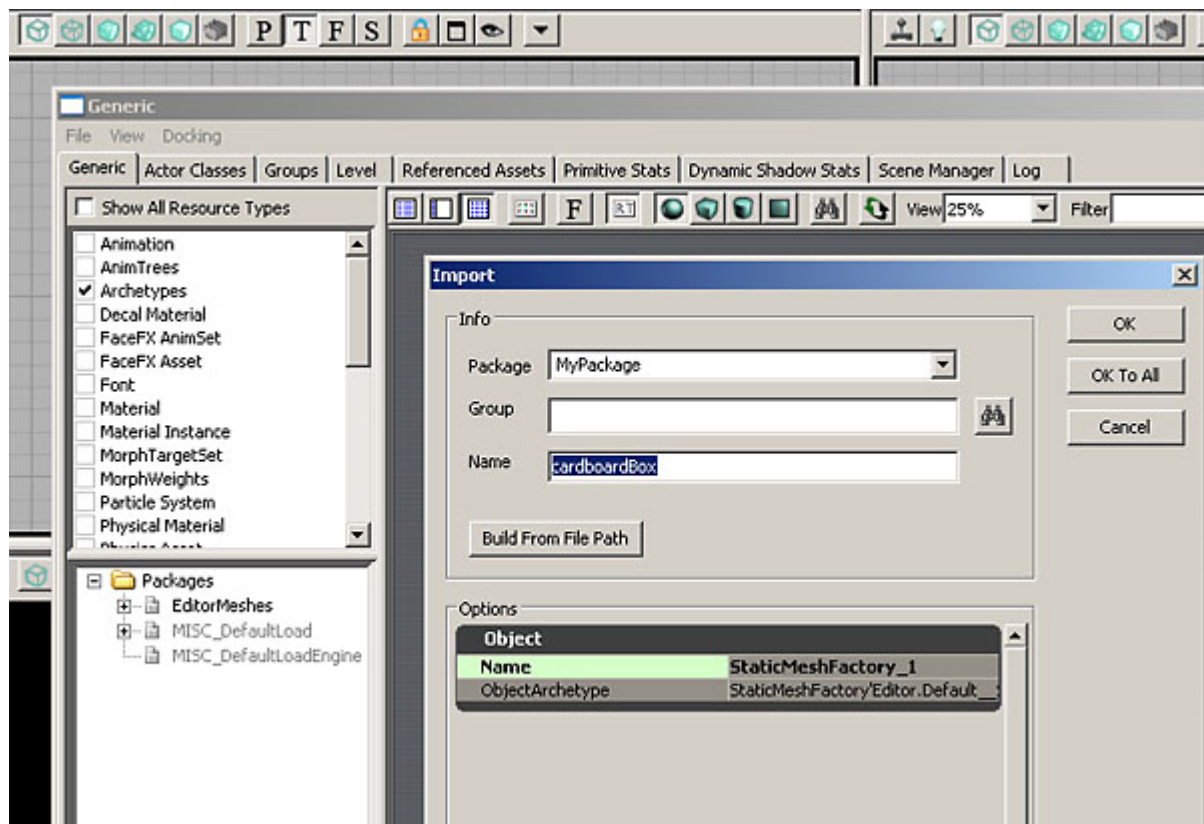


fig 2.

On the right hand side of the browser window you should see a list of resource types. Ensure 'Static Mesh' has a check next to it, or 'Show All Resource Types' at the top has a check next to. This list is an easy way to filter by asset type and only see the assets you're interested in. Just below this list you'll see our current packages. Select the package you just imported your .ASE file into. You should now see a thumbnail in the preview pane to the left (fig 3).

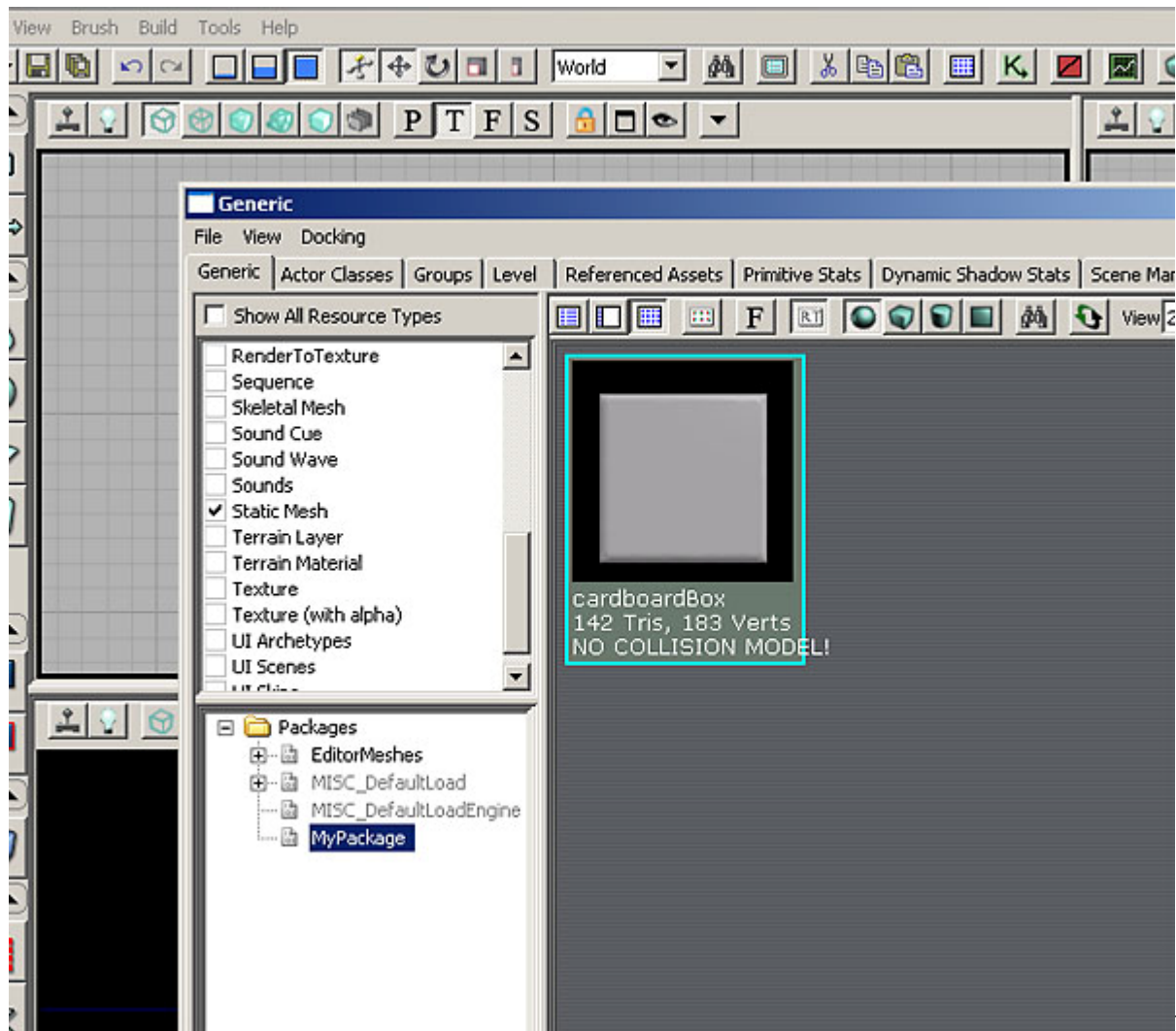


fig 3.

You can 'Right-Click' on this thumbnail and select 'Static Mesh Editor' to view your model in 3d.

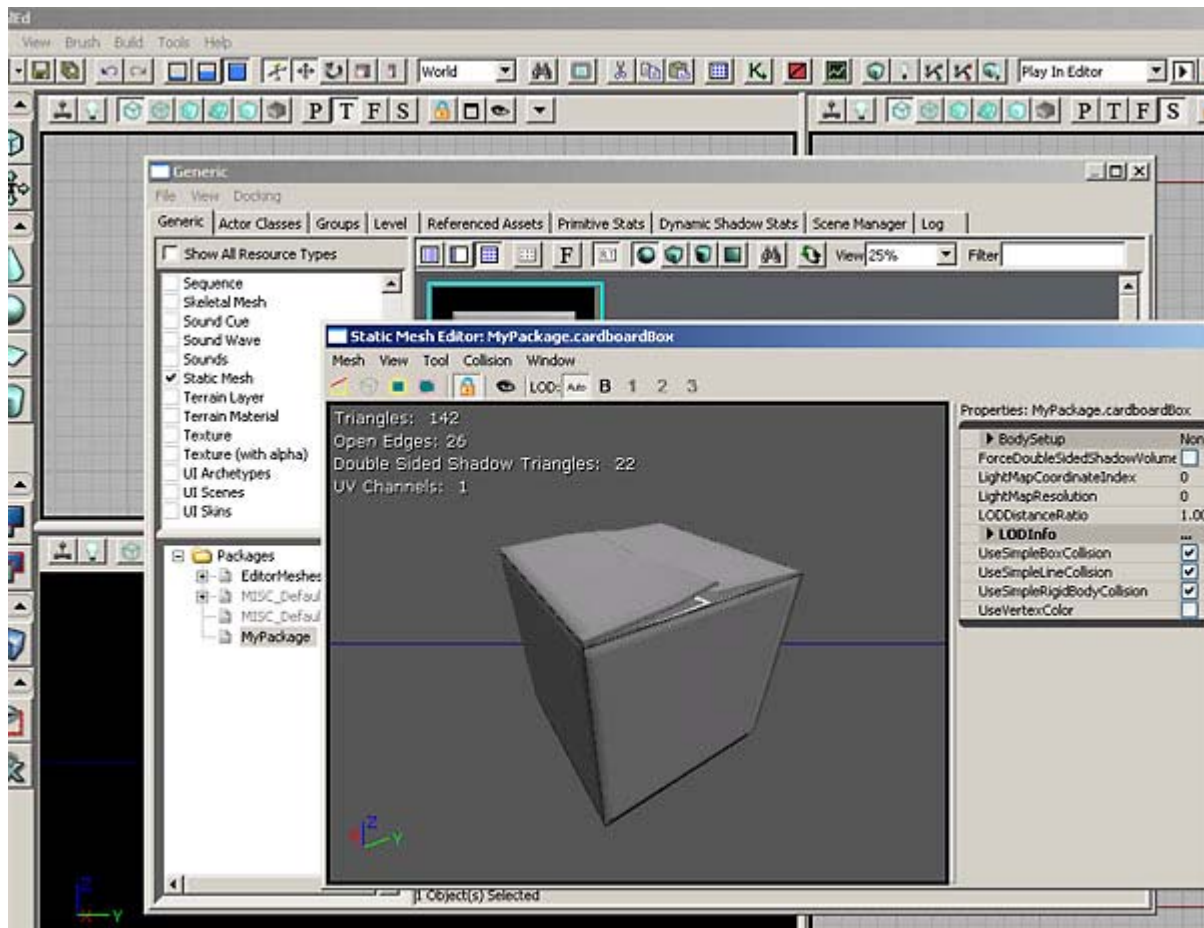


fig 4

To the right of the preview window is where we assign our materials, set light map resolutions for this object and a host of other settings.

That's it! We now have a model to work with! Next, we'll talk about getting some textures in and creating a material for our geometry.