



## Guide to modify meshes and textures from B&W and B&W Creature Isle



You will need those tools and programs:

1- Photoshop 2014 ✗

And .dds plugin for photoshop 2014. ✓

2- MilkShape 3D 1.8.5 with .l3d plugin. ✓

["forum.bwgame.net@"](http://forum.bwgame.net@)

3- Blender or some modeling program which can open .obj files. ✗

4- G3d Tools ✓

[@">"bawsite.com @"](http://bawsite.com)

5- L3D Flags Fixer ✓

[@">"bawsite.com @"](http://bawsite.com)



### Installation of .dds plugin for photoshop

Copy content from "Plugin Intel Texture Works DDS PHOTOSHOP 2014 " folder to your photoshop installation folder.

"C:\Program Files\Adobe\Adobe Photoshop CC 2014\Plug-ins"



### Installation of MilkShape 3D 1.8.5 And .l3d plugin

Install "MilkShape 3D 1.8.5 Setup.exe"

Open "Milk Shape keygen.exe" write a name and click generate.

Open MilkShape and go to "Help" tab and click "about" and click on Register

Copy and paste Name and Code to activate MilkShape



### Installation of .l3d plugin for MilkShape

Copy content from "Plugin MilkShape 3D B&W L3D" folder to your MilkShape 3D 1.8.5 installation folder.

"C:\Program Files (x86)\MilkShape 3D 1.8.5\Plugins"

## Tips and info before start

- 💡 Create a workspace directory to make job easier.
- 💡 There is no known way to edit animated models (with animations or bones)
- 💡 You can edit only static objects like buildings, rocks, trees etc...
- 💡 You only need photoshop 2014 whit .dds plugin to edit textures.

## 1- Extract models and textures using G3d Tools

Go to Black & White installation folder:

"C:\Program Files (x86)\LionHead Studios\Black and White\Data"

Or to Black & White Creature Isle installation folder:

"C:\Program Files (x86)\LionHead Studios\Black and White\creatureisle\Data"

Copy "AllMeshes.g3d" and paste on folder with G3D tools

Use "G3d Extractor.exe" This will create 2 folders "meshes" and "textures"

## 2- Import a model to MilkShape

Open MilkShape and import any .l3d model.

- ✎ "you will see model has no texture, its normal"
- ✎ "Models has several meshes normally"

## 3- Export a model from MilkShape

- ✎ "To edit an existing model just delete low poly meshes and linked materials before export"
- ⚠ always when export .l3d file from MilkShape, select 1<sup>st</sup> option called "RM\_ALPHA TEXTURED\_ALPHA\_ADDITIF\_CHRO"

Export model like .obj use Blender to import .obj models and edit them.

## 4- Editing a model


Import .obj model on Blender, now you can put UV texture on blender or what you want.


⚠ Caution! models above 200 or 300 polygons are a lot for game graphic engine this will cause lag or crash the game.

Once satisfy, export model from Blender like .obj


## 5- Texturing a model


Import to MilkShape your .obj model and load texture


 "you can load .dds textures but you can't link them to models, better use .png textures"

 "Try to use an unique texture for model, you can use various materials"

 Final models has 256x256 textures, so your texture will be compressed don't use large textures

 If imported .obj has no material, create one and export it on .l3d format and then import it again, now load your texture

 always when export .l3d file from MilkShape, select 1º option called "RM\_ALPHA TEXTURED\_ALPHA\_ADDITIF\_CHRO"

 Caution, .obj files, .l3d files and textures needs to be at same folder or mesh and material will not merge, New models need to have an attached texture.

Now you can export model on .l3d format.

 To make sure, import your finished .l3d model on MilkShape and check if texture was added


## 6- Fixing Material Flags

Now we need to fix the flag from new model, or textures will appear white on game.  
Just drag your .l3d model on "L3D Flags Fixer.exe"

## 7- Repacking models and textures using G3d Tools

You can put your new model on game by repacking AllMeshes.g3d with your new models and replacing by original on installation game folder

"C:\Program Files (x86)\LionHead Studios\Black and White\Data"

 "HD models.7z" contains from [HD Project](#):

-HD Decorations.rar

-HD Rocks.rar

-HD Trees.rar

-Textures HD B&W

-Textures HD B&W CI

-Other Textures