

GOOGLE SKETCHUP TO CRYSIS WARS INSTRUCTIONS: Russell Lowe, August 2009.

To get started learning the Crysis "Sandbox2" editor go here: http://wiki.crymod.com/index.php/Creating_a_Basic_Level

Below is a brief set of instructions for setting up and importing a model made in SketchUp into Crysis: I followed the instructions detailed by "ZapWizard" on the CryMod Forums, in a thread titled "Updated! SketchUp directly to SandBox2", at: <http://www.crymod.com/thread.php?threadid=19058&highlight=XSI+EXPORT>

There are a few things you will need to set up first in order to make this work for you. You will need to install a few things in the following order:

1. Install "Python 2.5.4" (python-2.5.4.msi), which can be found here: <http://www.python.org/download/releases/2.5.4/> (note: the newer version of python doesn't work)
2. Install the "Python File Format Interface" (PyFFI-py2.5-1.2.2-windows.exe), which can be found here: http://sourceforge.net/project/platformdownload.php?group_id=199269&sel_platform=3089
3. Install "ColladaCGF" (ColladaCGF-py2.5-0.3.5-windows.exe), which can be found here: http://sourceforge.net/project/showfiles.php?group_id=235915&package_id=286549
4. You will also need to use an image editor that can create ".dds" image files. I use Photoshop with a plugin made by Nvidia: http://developer.nvidia.com/object/photoshop_dds_plugins.html

How-to: 16 steps.

1. Set the sketchup units to Meters under "model info"
2. Make your model
3. Texture it using proper sized textures. – Pixel resolution in powers of 2 (e.g. 64x64, 128x128, 512x512, etc.) I used 1024x1024 pixels.
4. Once you've finished modeling open the "Model info" and go to statistics, click "Purge unused"
5. Export the model to using "Export to Google Earth" (Not upload to 3D Warehouse). Go File > Export > 3d Model > Google Earth kmz file
- 6 Change the .KMZ extension to .ZIP (you'll get a warning at this stage asking if you are sure you want to change the file extension). If using Microsoft Vista and you don't see the file extension by default: in explorer press Alt and a menu bar appears. Then go Tools > Folder Options > View > un-tick Hide extensions for known file types.
7. Unzip the files (use the same name as you used when you exported the .KMZ)
8. Open the new folder and go to **Models** and right click on the model and convert it to a .CGF (the very top option)
9. Move the material files from the **Images** folder to the same folder as the new .CGF file (i.e. in **Models**).
10. Open all the materials and save them as .DDS format using Photoshop or similar (What I did here was to convert the .jpg materials I used in Sketchup into *.DDS versions and put them in the file noted in the step above).
11. Put the whole folder you renamed above into C:\Program Files\Electronic Arts\Crytek\Crysis Wars\Game\Objects. If you don't have an Objects folder, create one.
12. Open SandBox2
13. You'll find your object in the RollupBar using the "Brush" button under the "Browser" section.
14. Open the material editor (View > Open View Pane > Material Editor)
15. Replace your models references to .JPG's with the proper .DDS files (you'll need to drill down through the "Objects" menu). Click on the material and it opens all of its parameters in a window to the right. Scroll down and you'll see the **Texture Maps** section. Click the folder to the right of each map you have used and then navigate back to the game > objects > your object folder. Select the DDS images you put in there in step 10.
16. You'll need to follow these steps to make sure your custom textures reload when you close and reopen the Crysis editor: Tools > Preferences > Source Control > Under Alien Brain Settings make sure Enabled = False. **You don't need to do this for Crysis Wars.**