

## -----Contents included in this Sample Data-----

### Sample Data of 3D Characters ~ Maya2014 Format ~

#### -- About Sample Data --

This data is 3D character contents of SMILE GAME BUILDER (SGB) which is reproduced as sample data for Maya2014 scene files. There are two kinds of data, a man character (A\_Hero01A) and a woman character (A\_Heroine01A).

#### -- Contents of the Folder --

If you'd like to set the folder as the project, then select "SGB\_Character" folder.

##### scenes

Character\_man.ma -- A\_Hero01A (ASCII)  
Character\_man.mb -- A\_Hero01A (Binary)  
Character\_woman.ma -- A\_Heroine01A (ASCII)  
Character\_woman.mb -- A\_Heroine01A (Binary)

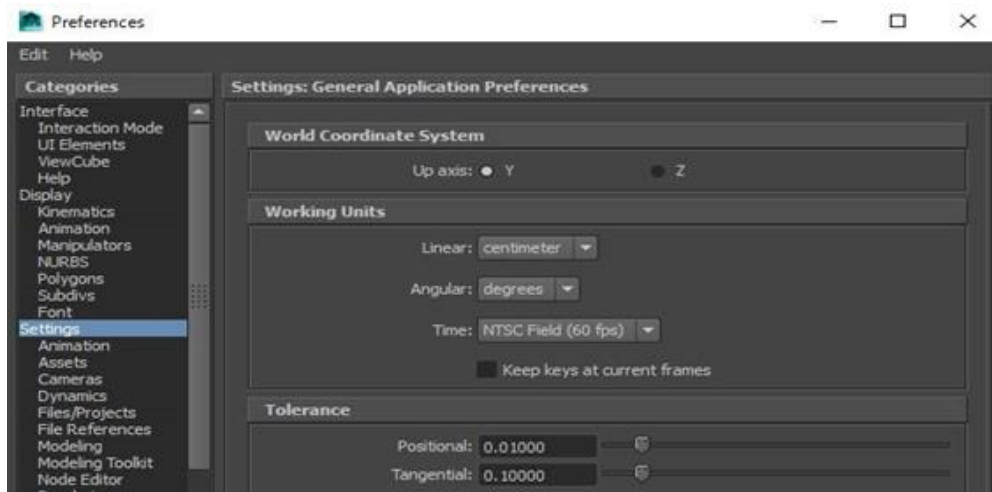
##### sourceimages

c\_001a\_sample.png -- A\_Hero01A (Texture File)  
c\_001a\_sample\_ambient.png -- A\_Hero01A (Ambient Texture File)  
c\_011a\_sample.png -- A\_Heroine01A (Texture File)  
c\_011a\_sample\_ambient.png -- A\_Heroine01A (Ambient Texture File)

#### -- How to Open the Scene --

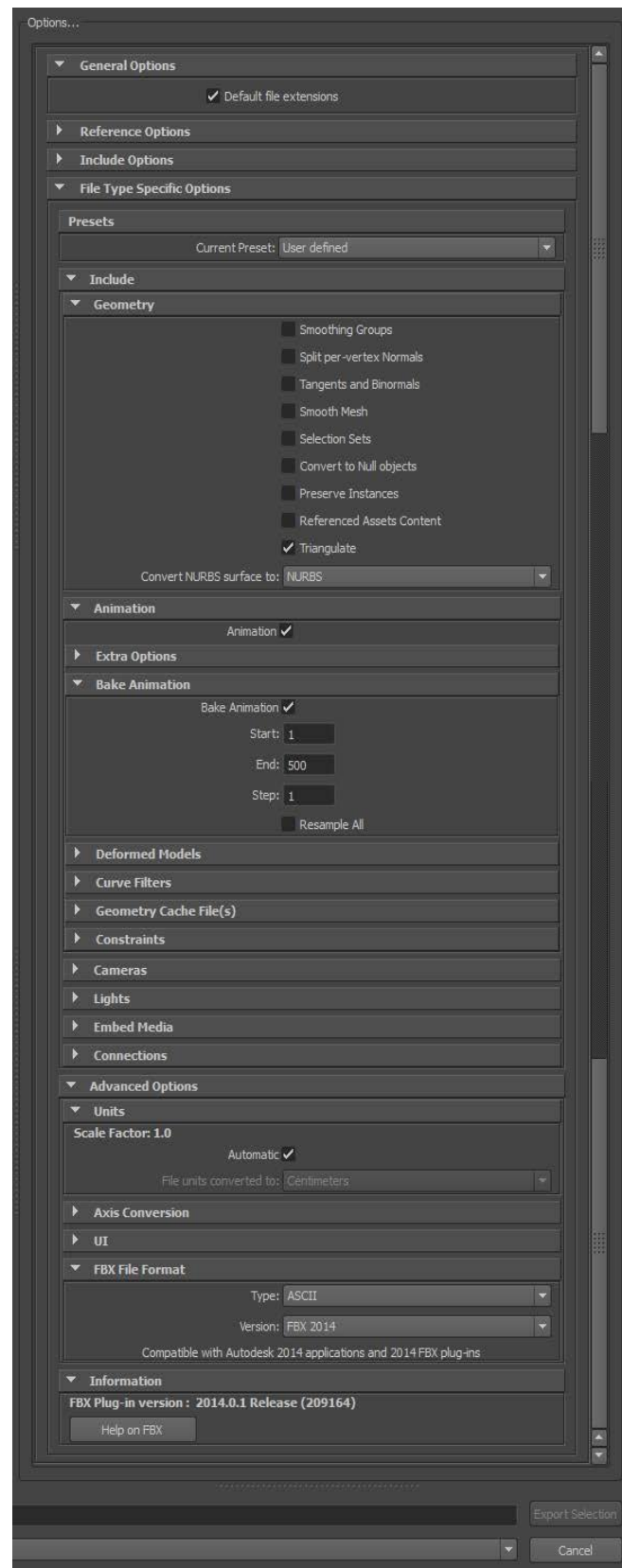
Select a file that you'd like to open from the "scenes" folder. (File > Open Scene)

If you open a file by drag & drop method and the setting of "Time" under "Work Units" is 24 fps, the animation frames might shift a little. Please correct the frame time to 60fps, then it'll work properly.



-- About FBX Exporting --

The image below is the suitable FBX format export settings for SGB.



## Sample Data of 3D Characters ~ Maya2016 Format ~

### -- About Sample Data --

This data is 3D character contents of SMILE GAME BUILDER (SGB) which is reproduced as sample data for Maya2016 scene files. There are two kinds of data, a man character (A\_Hero01A) and a woman character (A\_Heroine01A).

### -- Contents of the Folder --

If you'd like to set the folder as the project, then select "SGB\_Character" folder.

#### scenes

Character\_man.ma -- A\_Hero01A (ASCII)

Character\_man.mb -- A\_Hero01A (Binary)

Character\_woman.ma -- A\_Heroine01A (ASCII)

Character\_woman.mb -- A\_Heroine01A (Binary)

#### Sourceimages

c\_001a\_sample.png -- A\_Hero01A (Texture File)

c\_001a\_sample\_ambient.png -- A\_Hero01A (Ambient Texture File)

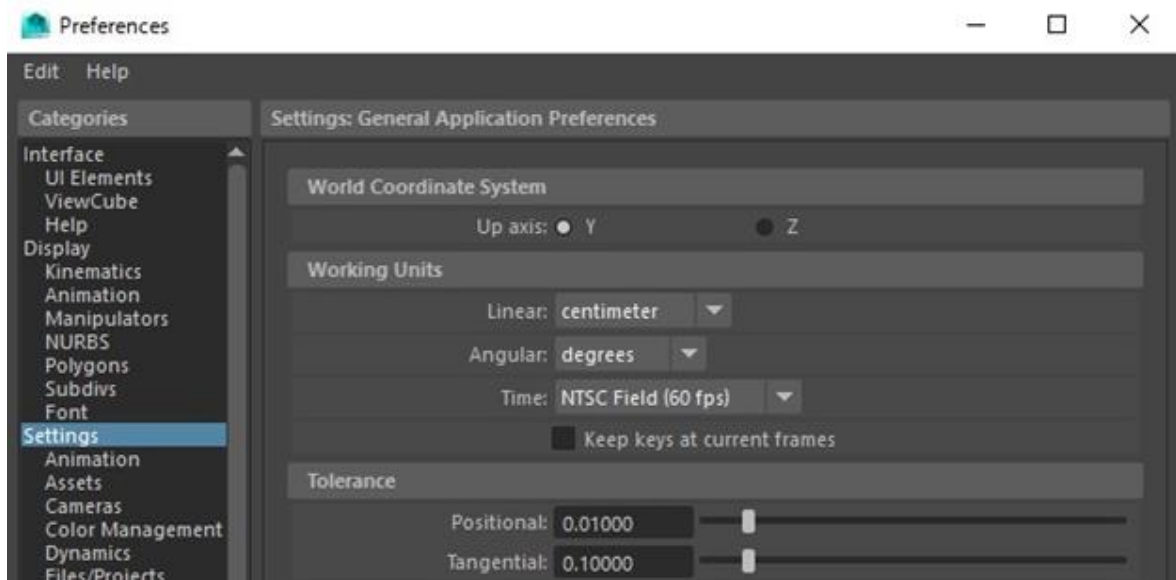
c\_011a\_sample.png -- A\_Heroine01A (Texture File)

c\_011a\_sample\_ambient.png -- A\_Heroine01A (Ambient Texture File)

### -- How to Open the Scene --

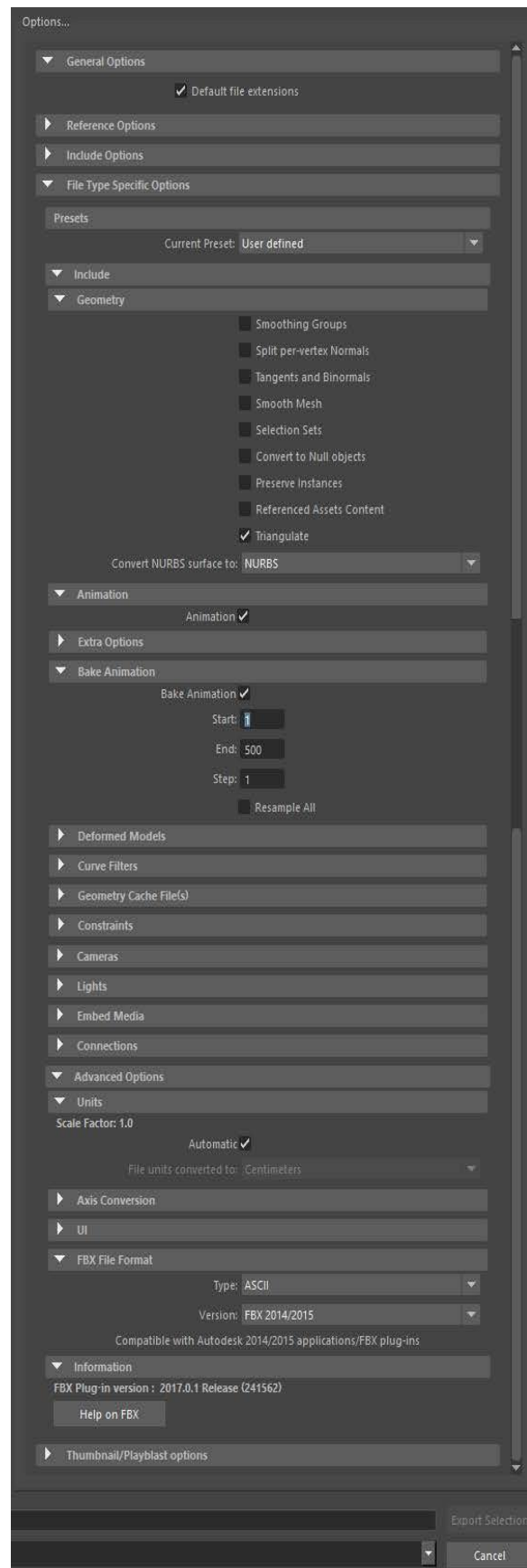
Select a file that you'd like to open from the "scenes" folder. (File > Open Scene)

If you open a file by drag & drop method and the setting of "Time" under "Work Units" is 24 fps, the animation frames might shift a little. Please correct the frame time to 60fps, then it'll work properly.



-- About FBX Exporting --

The image below is the suitable FBX format export settings for SGB.



## Sample Data of 3D Characters ~ Blender2.83 or above ~

### -- About Sample Data --

This data is 3D character contents of SMILE GAME BUILDER (SGB) which is reproduced as sample data for Blender2.83 scene file.

There are two kinds of data, a man character (A\_Hero01A) and a woman character (A\_Heroine01A).

### -- Contents of the Folder --

c\_001a\_sample.blend -- A\_Hero01A (including motions)

c\_001a\_sample.png -- A\_Hero01A (Texture File)

c\_001a\_sample\_ambient.png -- A\_Hero01A (Ambient Texture File)

c\_011a\_sample.blend -- A\_Heroine01A ((including motions)

c\_011a\_sample.png -- A\_Heroine 01A (Texture File)

c\_011a\_sample\_ambient.png -- A\_Heroine 01A (Ambient Texture File)

### -- How to Open the Scene--

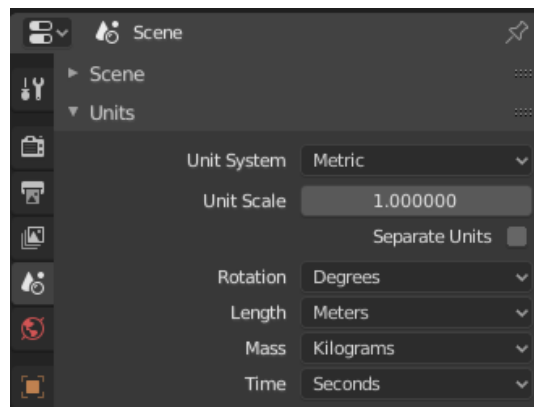
Select either file “c\_001a\_sample.blend” or “c\_011a\_sample.blend” from “File” > “Open”.

If the file path of the texture file is off, please assign it again for the texture file above.

### -- About Scene Units --

Please make sure that the scene units are the same as the image below.

If the settings are different from it, the size of the model won't be displayed properly after exporting.



-- Z-ExportExample -- (Examples of file structure when importing to SGB)

There are two ways to specify motions: by using a def file or by using FBX motion files to control motions.

(See next page for details.)

1 ) def-file-motions (FBX file with motion, exported c\_001a\_sample.blend)

c\_001a\_sample.def      Each motion is specified by keyframes.

c\_001a\_sample.fbx      Contains character polygons and motions

c\_001a\_sample.png      Texture of the above FBX.

c\_001a\_sample\_ambient.png

Texture for environmental light that produces an effect that raises the overall brightness of the image. \_ambient.png will be applied automatically on import.

2 ) fbx-motion-files (Each motion is separated into its own FBX)

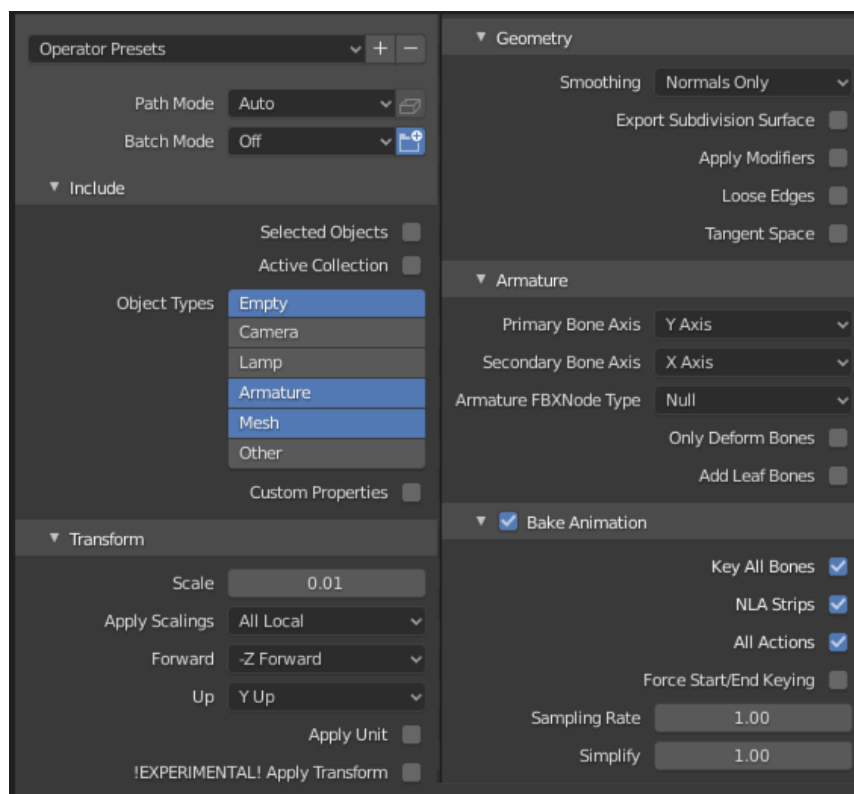
motion      Folder with each motion FBX. No polygons needed, just bones and motions.

texture      Texture folder. It can be on the same level as the FBX, not in a folder.

c\_001a.fbx    It contains polygons and bones with the same structure as the FBX motion files.

-- About FBX Exporting --

The image below is the suitable FBX format export settings for SGB.

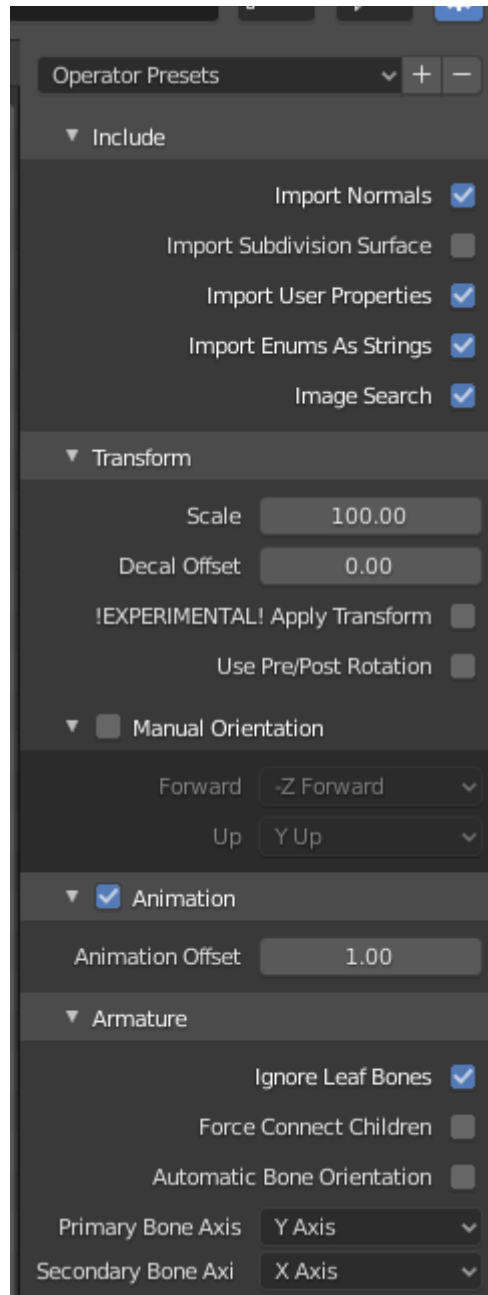


## Advice on Making Your Own Models - Based on Preset Models -

(We will use Blender, an easy-to-get 3D production software. We will not explain how to use Blender.)

### -- Export models from the Editor --

Click on "Add Assets" in the editor, select, for example, a 3D character of type A (ending with A) and press the button Export. startup Blender and select File > Import > FBX.



If you look at the folder after exporting from the editor, the type A character has the structure of a 2 FBX motion file as described above. This type has the advantage that the same motion can be applied to characters with the same bone structure. Since the FBX with polygons must also have the

same bone structure as the FBX motion files, **do not check the " Automatic Bone Orientation" checkbox** when importing into Blender with the above settings. The bones protrude from the polygons, but if you want to use the same motions as in the preset, hide the bones and work with them.

Edit polygon mesh, textures, etc. to your liking.

#### -- Use 3D sample data files --

##### 1 ) def file version

Open the Blender file that contains this sample data. Since the bones follow the polygonal human shape, it is easy to add your own motions other than the preset. Since the motions are contained in this FBX, you can add new motions, and write motion names etc. to the def file and import them.

##### 2 ) FBX motion file version

When you wish to use human-shaped bones, import Z-ExportExample>fbx-motion-files>c\_001a\_sample.fbx with the above setting. Models created with this bone structure can share motions in Z-ExportExample>fbx-motion-files>motion. Of course, new FBX motion files can be added according to the specifications.



## ---- Detailed File Structure and How to Add Your 3D Models----

There are two methods depending on its model motion data.

### --- Having Separate FBX Files :: a model file and motion files ---

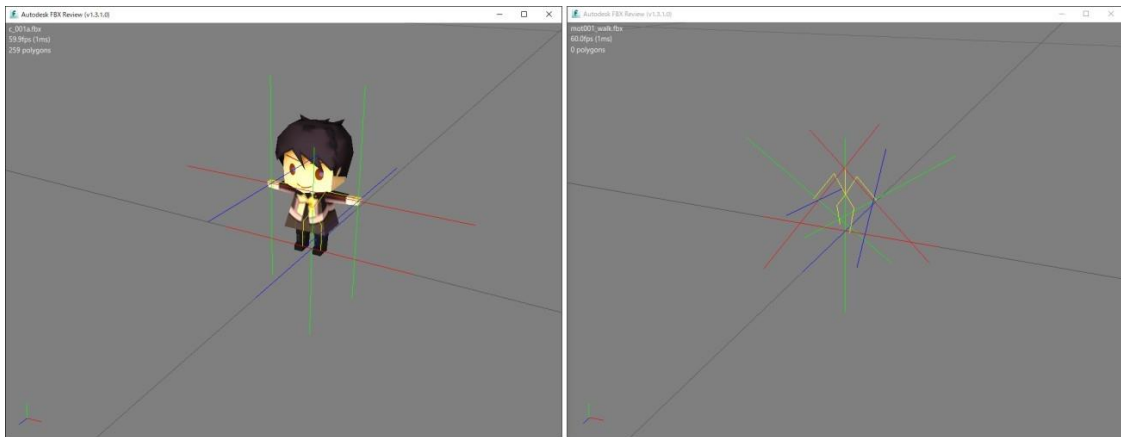
You'll add separated files of a model file which contains polygons and a skeleton structure, and motion files which contains the skeleton structure and motion data.

The strong point of this method is if the models have the same skeleton structure, they can use the default motions even their polygons are different.

(\*The most of human form characters of SGB use this method.)

\*To import it, you need a model file (.fbx), a texture file (.png) and motion files (.fbx).

The model, the skeleton structure and their names are the same.

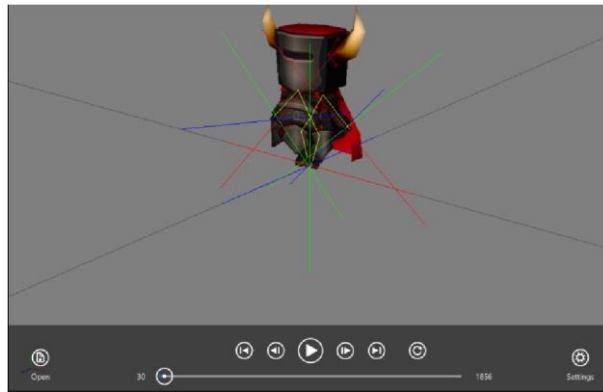


### --- Having a Bundled FBX File :: model data and motion data ---

This method is importing the polygons, the skeleton structure and motion data all in one as one FBX file. If a model has several motions, you need to list all the motion names with frame numbers in a motion setting file, and then import it together.

(\*More details are written below. Some monsters in SGB use this method.)

\*To import it, you need a model with motions (.fbx), a texture file (.png) and a motion setting file (.def).



You can find more instructions about its format, specifications, and the importing process on next page.

### --- Important File Format ---

You need a model, a texture and motion data to import 3D characters. It's necessary to have some knowledge and skills to create 3D models. As we mentioned before, if you'd like to import one bundled file, motion data and a model data, you need to prepare a motion setting file.

The following is about the format and the specifications of each file.

#### 1 . Model Files (.fbx)

- File Format: FBX Format
- We recommend FBX7.4 (FBX2014) version.
  - \*The human form characters were created by Autodesk Maya2016.
- The FBX format could be either ASCII or Binary.
- When you use older version of FBX, you could import it with the optimize option on. (\*It might not display properly.) For more details, read How to Import below the page.
- **Only triangulated polygon models will be displayed correctly.** Polygon models need to be triangulated in the output process or put a check mark on the optimize option when you import it into SGB. (\*The optimize option will automatically make the polygons triangulated.)
- 1grid in Maya = 1block in the SGB Editor. A character's size would be approximately X: 0.8 and Y: 1.5.
- We recommend only using one material per model. If you use multiple materials on one model, it might cause some display errors.
- Be sure to name the file with half-width alphanumeric characters.
  - The number of bones in the skeleton structure should be maximum 50. Moreover, the influence (or the number of weights on a vertex) should be maximum 4.
  - Otherwise, the model won't be displayed properly.

- If you create motion data separately, you must export FBX file with the polygon model and the bone structure without any motions.

If you include motion data in the file, you can add motions directly to the model and bake the motions, then you export it as one FBX file.

The frame rate should be 60fps.

## 2 . Texture Files (.png)

- File Format: PNG (Full Color)
- A texture image size is 64 x 64, 128 x 128, 256 x 256, 512 x 512 and other values which should be to the power of 2. 256 x 128 would also work.  
It might cause some errors if you use other sizes rather than the power of 2.
- Transparent images are possible if you create a transparent area in the PNG files.
- We recommend using one texture per model. This method helps the display process smoother. Moreover, if you use many materials on one model, it might cause some display errors.
- Be sure to name the file with half-width alphanumeric characters.

If you see unexpected results on the texture, please change the name of  
The texture and re-export FBX. Then try importing them into SGB.

Examples of Texture Files: 256 x 256 pixels (Left), 512 x 256 pixels (Right)



## 3 . Motion Files (.fbx)

If you create motion files separately from the model file, you need to prepare files which contain only motions.

The specifications are the same with the list of Model Files above.

- File Format: FBX Format
- Delete mesh.
- The skeleton structure and the file name should be the same as the model file.
- The frame rate should be 60fps.

- One file will be one motion.
- Assign the first frame and the last frame which you want to export and execute the bake process to export it.
- Name it as mot\_MOTIONNAME(half-width alphanumeric).fbx.

Ex: mot\_walk.fbx   mot\_wait.fbx   mot\_run.fbx

These motions will be listed on the motion window of SGB in alphabetical order.

- The default setting of these motion files is looped. If you wish not to be looped, name the file mot\_o\_MOTIONNAME(half width alphanumeric).fbx.

Ex: mot\_o\_attack.fbx   mot\_o\_damage.fbx

If you wish to display these motion files as the original order, put numbers after mot.

Ex: mot001\_walk.fbx, mot002\_wait.fbx, mot003\_run.fbx, mot004\_o\_attack.fbx

They will be displayed in the motion window of SGB in the ascending order.

\*\*\* For exported FBX motion files, end frames must be specified, so please download the "[Support Tool for Making FBX Motion in Blender](#)" found under Technical Information > Data Specifications for Materials on the official site and follow the instructions to specify the end frames.

#### 4 . Motion Setting File (.def)

If you create one bundled FBX file, a model, and motions, you need to have a motion setting file.

It is to assign/name each motion from a sequenced motion and import it to SGB.

- File Format: Text Format, the extension should be \*.def.
- The file name should be the same name with the extension \*.def.  
Ex: The model's name: c\_044a.fbx , Motion Setting File: c\_044a.def
- Please use alphanumeric. If you use other fonts/characters, you may get an error.
- You need to list the motion name, the first frame, the last frame and loop or blank for not looping. Only the list of motions will be imported into SGB.
- These motions will be displayed as you listed in the text file.
- The following is the example of the motion setting file.

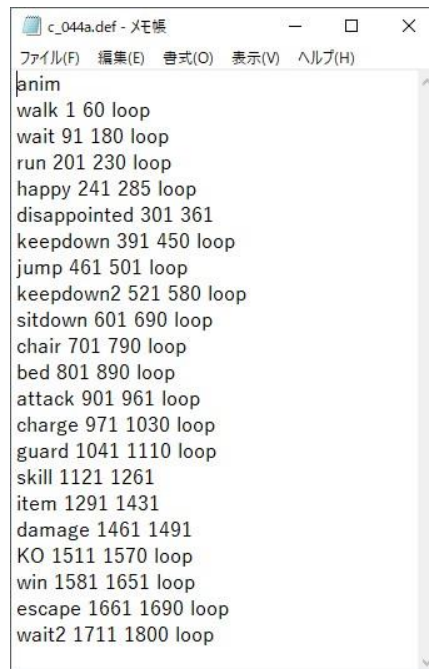
The left word will be assigned as its motion name and will be displayed in SGB.

```

anim                                //the definition as the motion setting file
walk 1 60 loop                      //MotionName FirstFrame LastFrame Loop/NotLoop
wait 91 180 loop
run 201 230 loop

```

### Motion Setting File Example



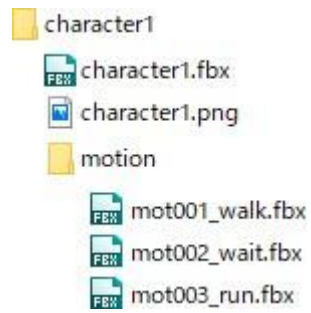
### <Before You Import Files>

Separated motion file method and one bundled file method - there is a slight difference in how you prepare files before you import them into SGB.

### --- Preparation of Separated Motion File Method ---

1. Create a folder for putting all the files in. This folder will only be for temporary use for importing purposes, so the name can be anything.
2. Put the model file (.fbx) and texture file (.png) in the folder.
3. Create a new folder in the same location as the model and name it "motion".
4. Put motion files (.fbx) in the "motion" folder.

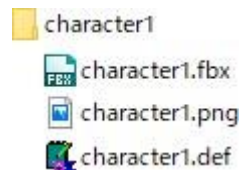
Ex: When you put the material you want to import (character1) into [character1]



--- Preparation of One Bundled File ---

1. Create a folder for putting all the files in. This folder will only be for temporary use for importing purposes, so the name can be anything
2. Put the model file (.fbx), texture file (.png) and motion setting file(s) (.def) into a single folder.

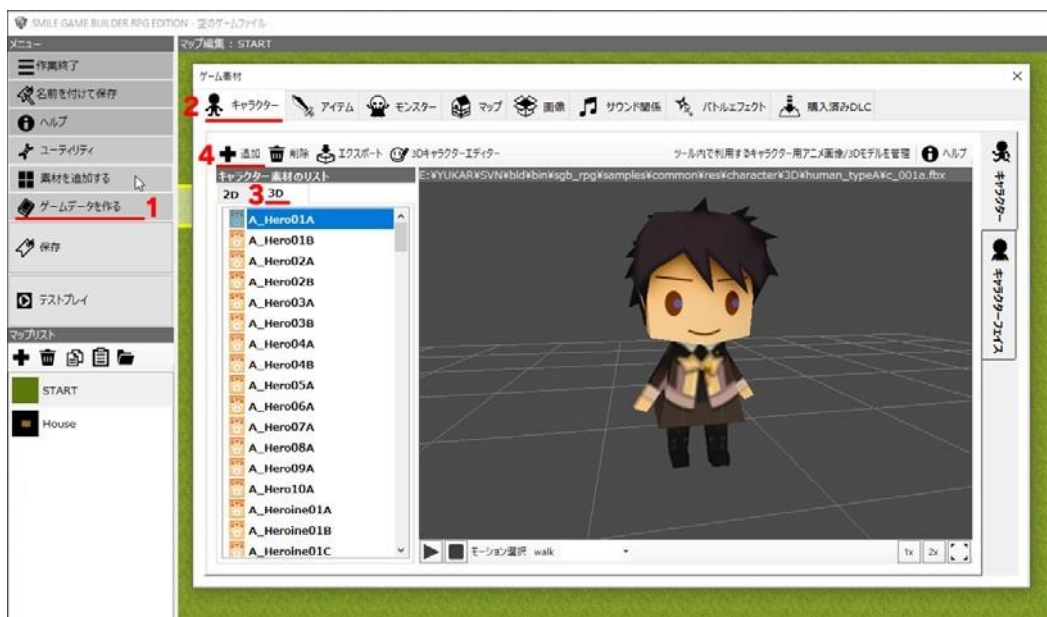
Ex: When you put the material you want to import (character1) into [character1]



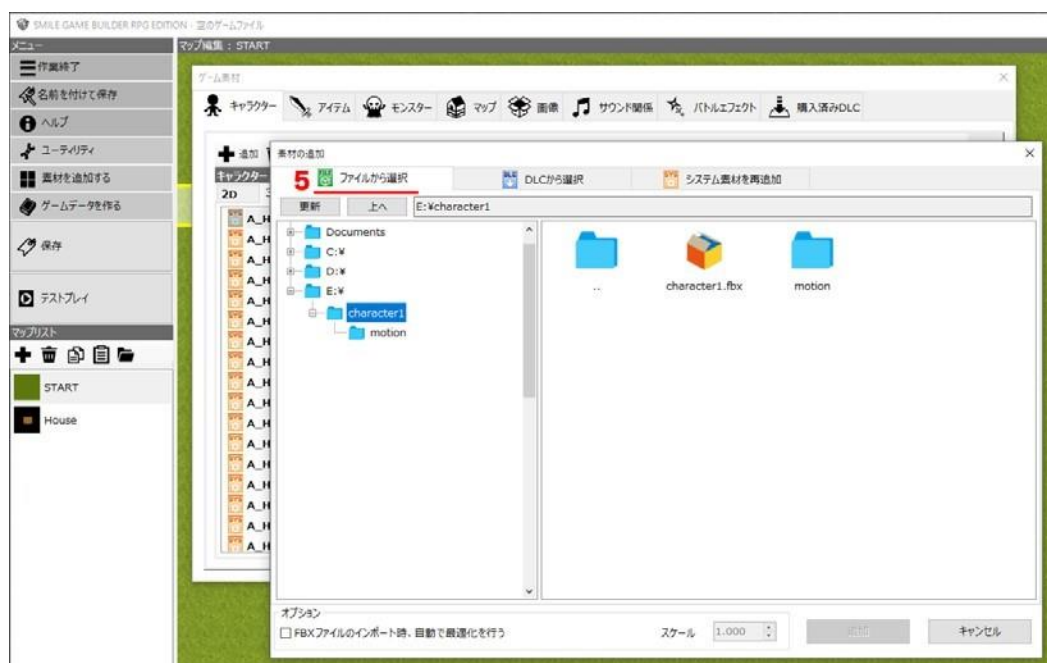
## <How to Import>

Importing method is the same with the separated version or the bundled version.

1. “Menu” > “Add Assets” The Resource Archive window will appear.
2. Choose “Characters”.
3. Choose “3D” tab.
4. Click “+Add” button which is above the tabs and the “Select Resource” window will appear.

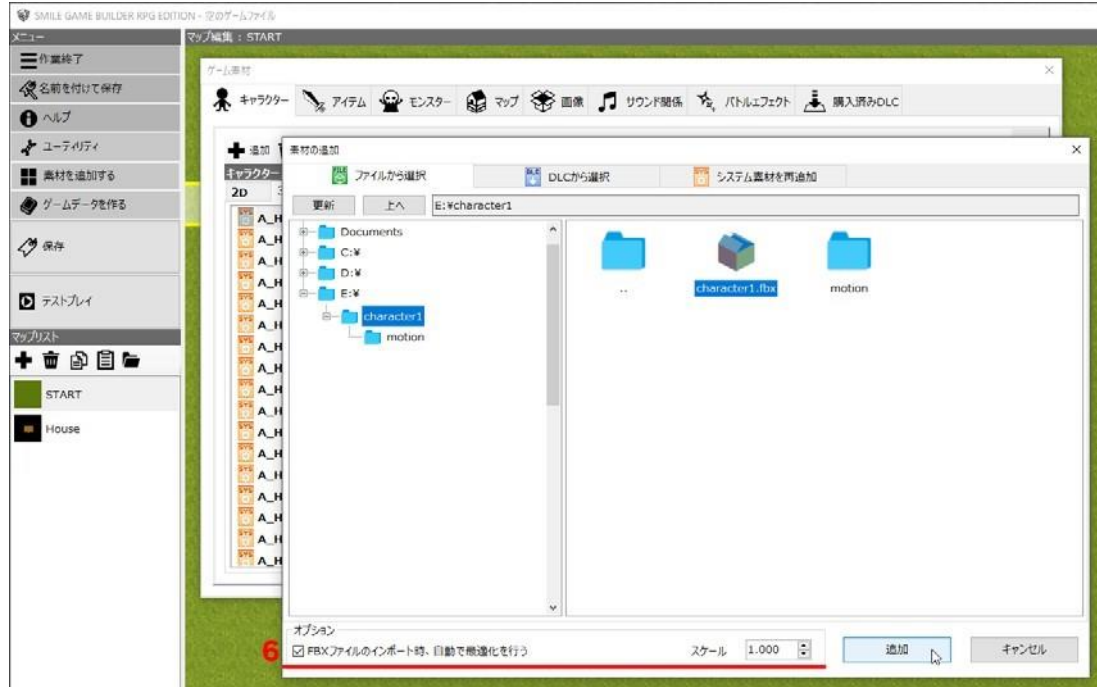


5. Choose “Choose from Local Files”.

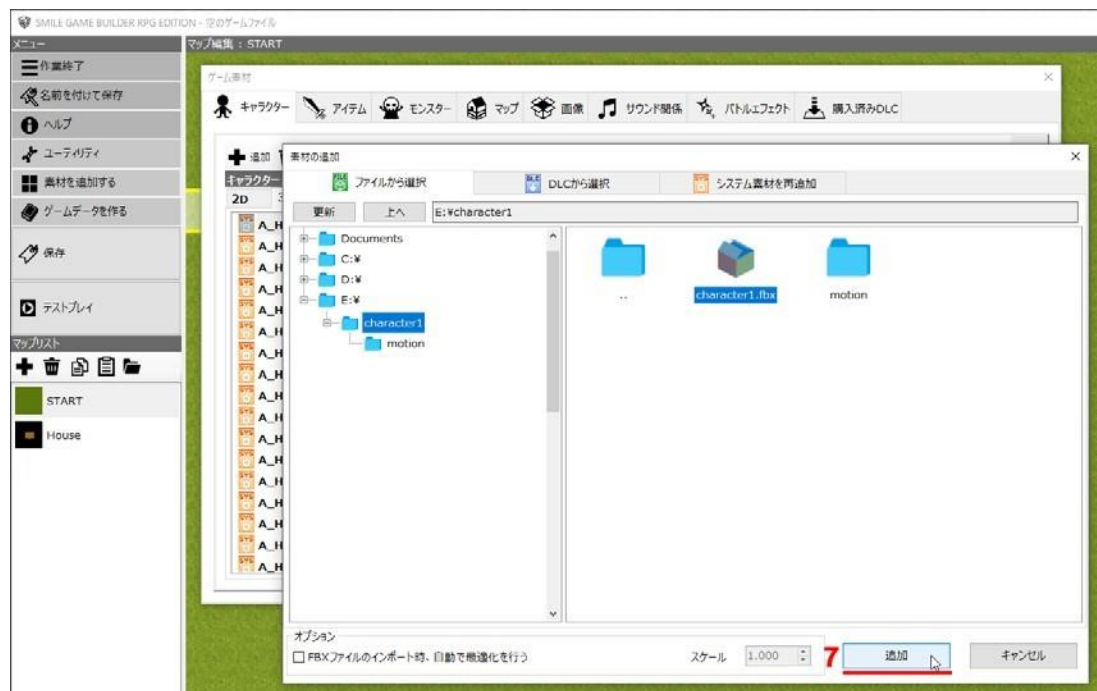


6. Select the file(s) you wish to import from the right window.

If you use other versions of FBX rather than FBX7.4 (FBX2014), you could put a check mark on the optimize option to import it into SGB. (However, it might not display it properly depending on the versions.)

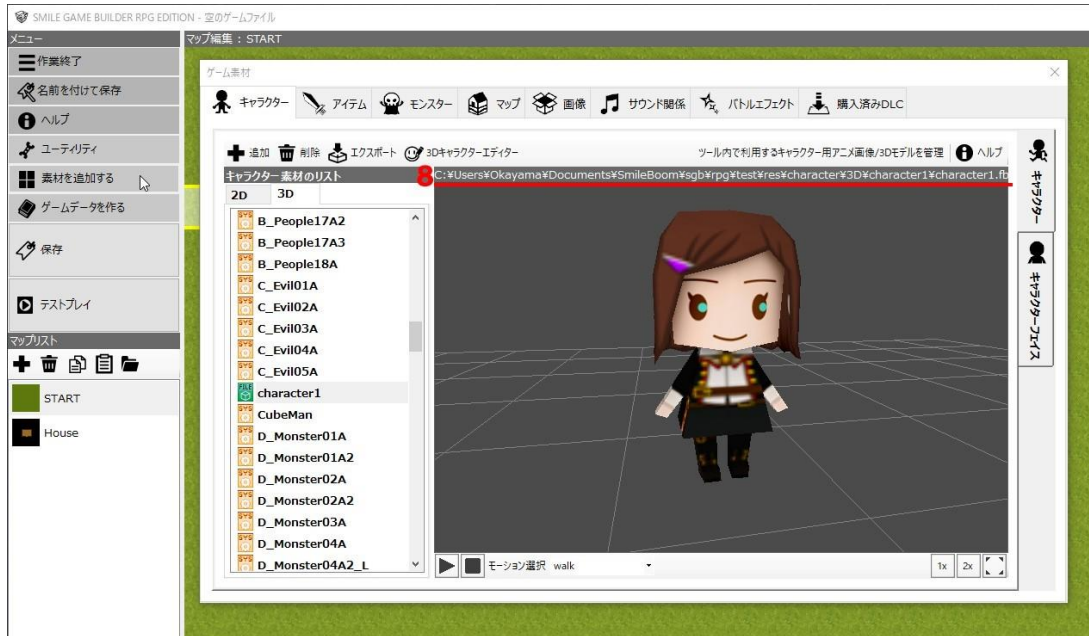


7. Select the model you wish to import and click whether the optimize option on/off, then click “Add” button. (\*The optimize option in the image below is off.)





8. The imported character will be listed on the left of the window, “Character Asset List.” Its stored area will be displayed the above of the preview window. Moreover, the texture files will be put it into generated “texture” folder automatically.



User files are distinguished from the default files with green color icons.  
User imported materials will automatically be saved in the game file when you save your game data, but the original files will not be moved.