

How to import 3d models from Mass Effect (2)

Get the tools:

Download **umodel** and **Actor X Importer** from www.gildor.org

Prepare sourcefiles:

This step is optional, but I recommend doing it to ensure that you won't mess up your Mass Effect (2) installation.

Go into your Mass Effect (2) installation directory and locate the "CookedPC" folder.

This folder contains all models and textures.

Now copy this folder to a save place, where you will do the conversion.

I copied it to "**d:\Projects\Mass Effect 2\CookedPC**" and I will use this path in my tutorial

Setup umodel:

Unpack the downloaded zip file into "**d:\Projects\Mass Effect 2\CookedPC**" - make sure that no subfolder is created while unzipping!

Unpack upk/pcc files:

Inside the "CookedPC" folder of Mass Effect 2, you have lots and lots of pcc files.

These files store the models. The Textures.tfc stores the textures.

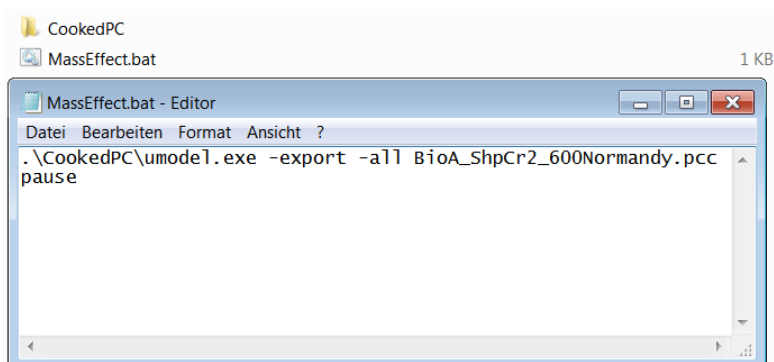
For Mass Effect 1, you have upk files, which store models and textures.

Unpacking upk and pcc files with umodel works exactly the same.

In MassEffect 1, every model has its own upk file – in MassEffect 2, you have many models inside one pcc file and the name of the files sadly does not help much. So you will have to go through many pcc files until you find the model you are interested in.

Let's assume that you want to unpack more than just one pcc/upk file. Then I suggest to create a bat file to ease up the extraction process.

(But you can ofc also just open the command prompt and type the commands – every time).



After you saved this bat file, double click it in your explorer.

This will then open a command prompt window and display the status of the extraction.

Once finished, you will have one new subfolder named "BioA_ShpCr2_600Normandy".

If you want to batch export many files at once, just add them to the bat file.

Setup ActorX Importer:

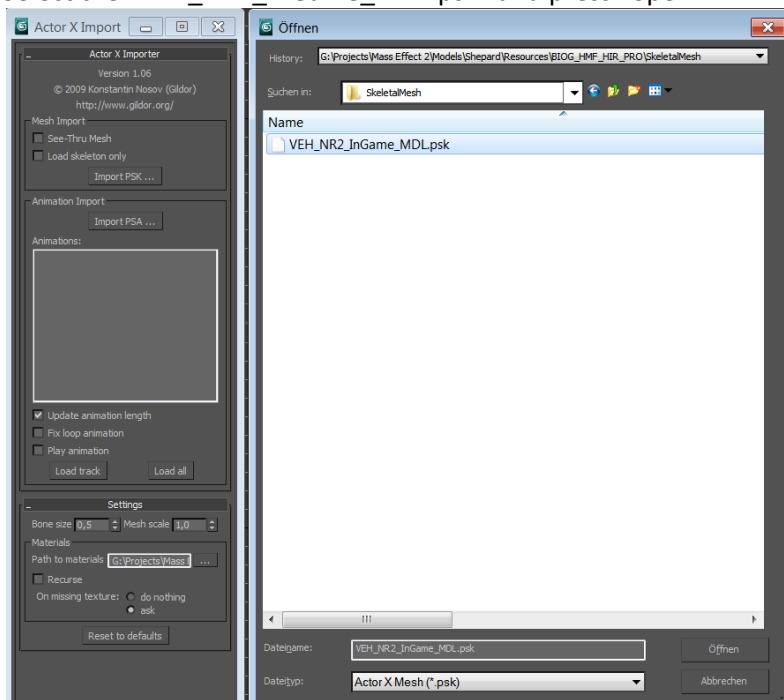
Unpack the **Actor X Importer** zip file, and move the ms file into your 3DS Max scripts folder.

3DS Max advice

General advice, go to “Customize -> preferences -> files” and enable the “convert local file paths to relative”. That way 3DS max will always look into the folder from where you loaded your scene from to find i.e. textures. So your textures will also be found if you move that folder to another location one day. Without this setting enabled, Max will always look at the specific path “d:\Projects\Mass Effect 2\BioA_ShpCr2_600Normandy\Texture2D” for the textures.

Import model in 3DS max

1. Go to “Max Script -> Run Script” and select the “ActorXImporter.ms”.
2. Set the “on missing texture” option to “ask”
3. Press the “import PSK” button and navigate to “D:\Projects\Mass Effect2\BioA_ShpCr2_600Normandy\SkeletalMesh”
4. Select the “VEH_NR2_InGame_MDL.psk” and press “open”



5. While importing, the script will ask you to point to the *.tga texture files. These are located in “G:\Projects\Mass Effect 2\BioA_ShpCr2_600Normandy\Texture2D”
Be aware that the texture name you are asked for might not be 100% the same as the filename inside the Texture2D folder!
6. Once the import is finished, you have a fully working model inside 3DS Max. You only need to finetune the textures (i.e. apply spec and normalmaps)

