

Importing WoW 3d models in UT3

In this tutorial I will teach you the steps needed to import 3d models from World of Warcraft into Unreal Tournament 3. At the end of this tutorial you will be able to import 3d models like benches, tables, trees, buildings but also entire areas like caves and mines as static meshes including their materials.

Please make note of the [rules](#) set by Blizzard regarding the use of their copyrighted assets. This tutorial contains the following topics:

- Used Applications
- File Types
- Converting from M2 to MS3D
- Converting from MS3D to 3DS
- Converting from 3DS to ASE
- Importing ASE files in UT3
- Example

Used Applications

While the applications I used for this tutorial will provide the necessary features to perform the actions needed, you are free to use any other application to you liking.

- [World of Warcraft Model Viewer 0.6.0.3](#)
- [Milkshape 3D 1.8.4](#)
- [3ds Max 2009](#)

File Types

M2

M2 files are used to store 3d models in games by Blizzard. The format describes the use of vertices, materials and even animations. For more information about the M2 file format please check [this wikipedia link](#) .

MS3D

MS3D files are model files used by an application called MilkShape 3D. One of the features of MilkShape 3D is that it can export files to many different file formats which will be useful in this tutorial. For more information about the MS3D file format please check [this wikipedia link](#) .

3DS

The 3ds file format is one of the many formats used by Autodesk to store 3d model data. For more information about the 3ds file format please check [this link](#) .

ASE

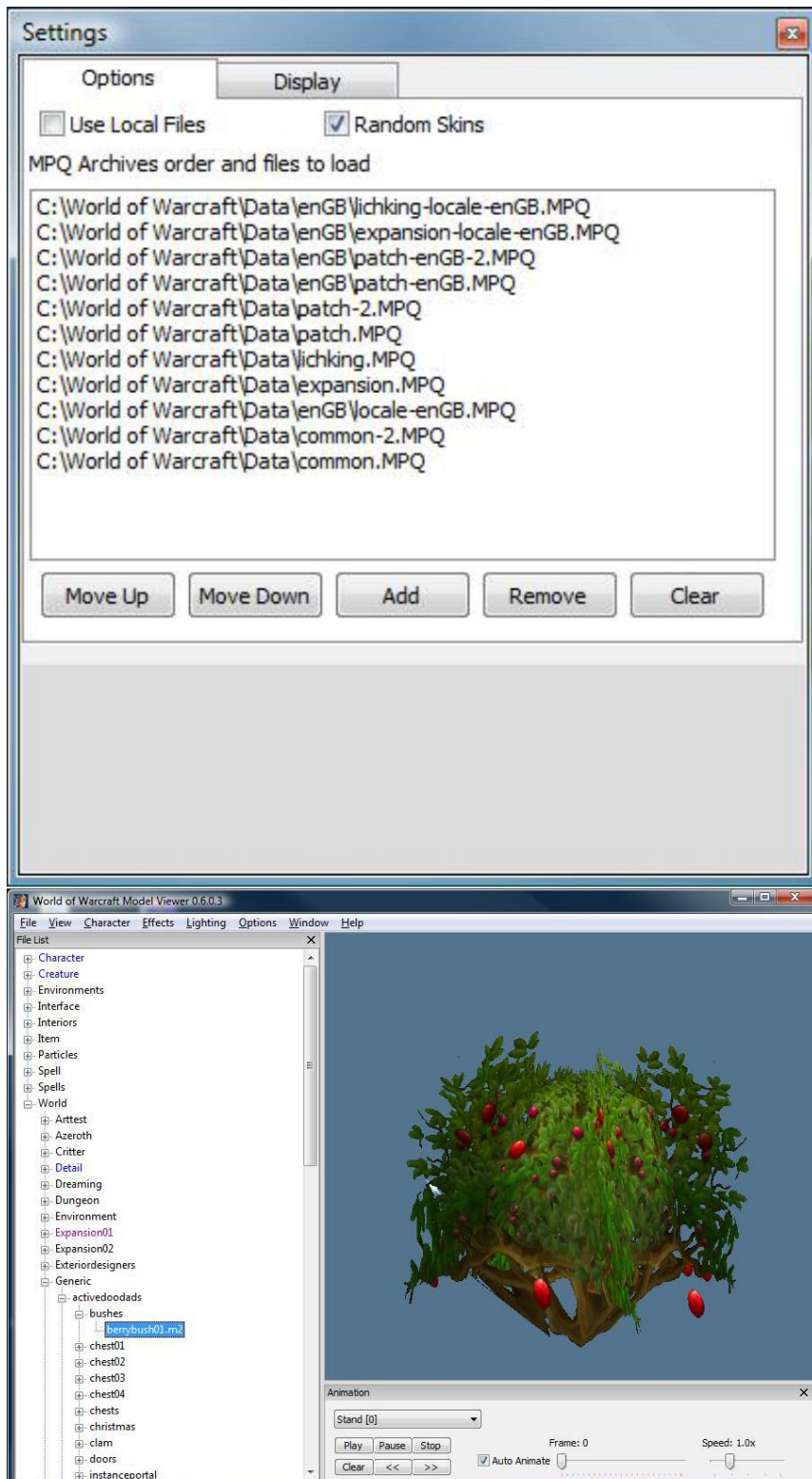
The 3ds Max ASCII Scene Export (ASE) file format is made by Autodesk. Various games like Doom 3 and Unreal Tournament 3 use this file format to import 3d models. For more information about the ase file format please check [this link](#) .

Converting from M2 to MS3D

Step 1: Start World of Warcraft Model Viewer

Step 2: Check the settings

Click "Options" -> "Settings..." and the settings dialog will appear. Make sure that the listbox contains the locations of all the MPQ files from World of Warcraft. Close the Settings dialog when you are ready.

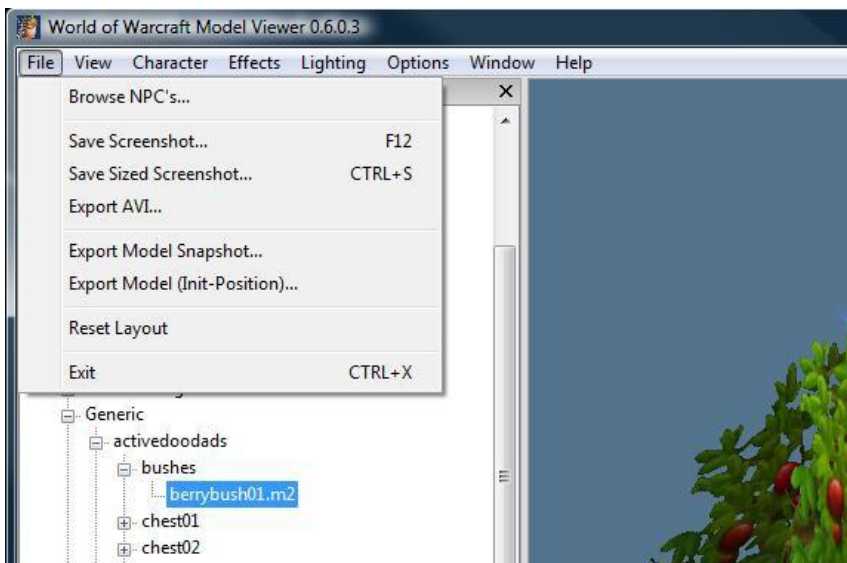


Step 3: Select a Model

In the File List (left part of the screen) a hierarchical representation of the World of Warcraft is being displayed. Browse to "World" -> "Generic" -> "activedoodads" -> "berrybush01.m2" and it will appear in the preview window (right part of the screen).

Step 4: Export the Selected Model

If you have found a nice 3d model you wish to use in UT3 go to the "File" menu and choose "Export Model (Init-Position)...". A file browser will appear. Select a name and directory to your liking to export the ms3d file.

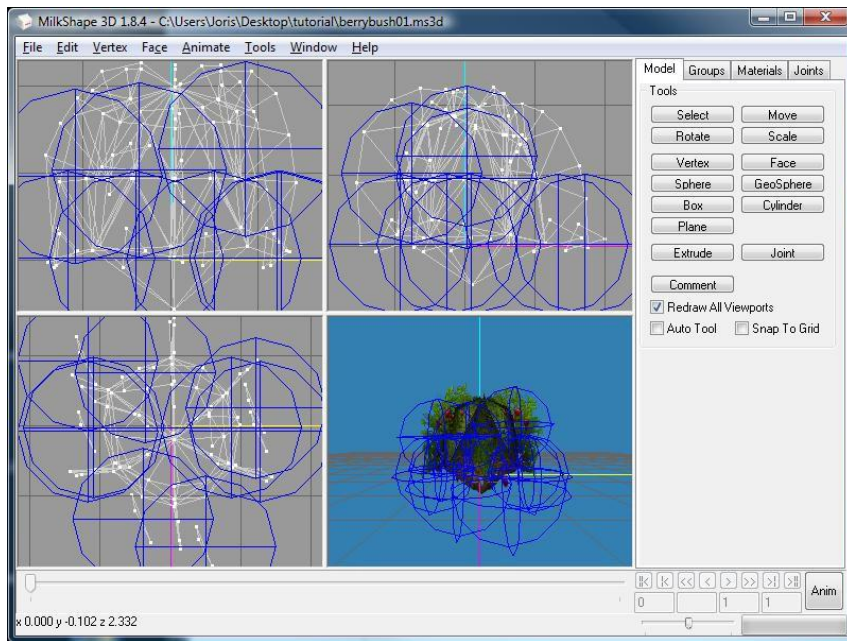


Converting from MS3D to 3DS

Step 1: Open MilkShape 3D

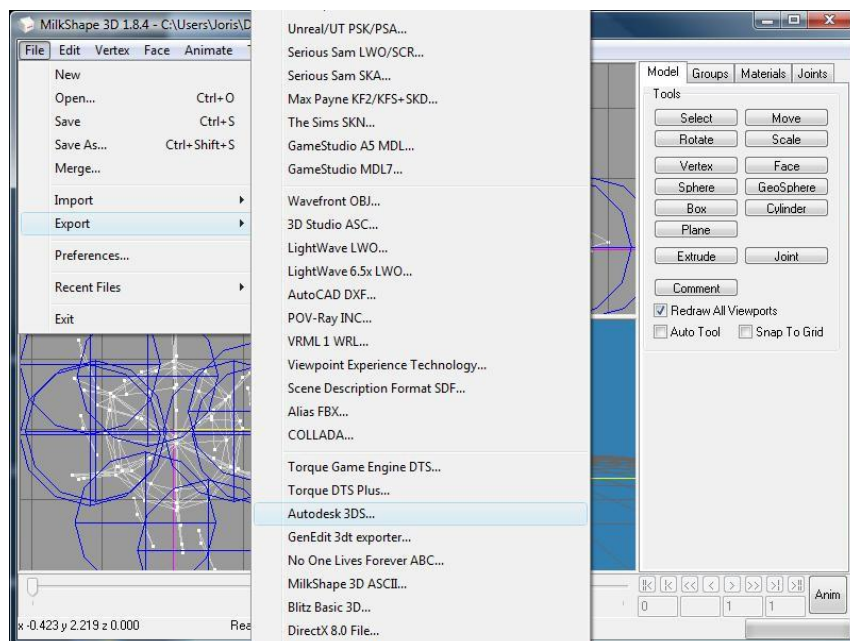
Step 2: Open a ms3d file

Go to "File" -> "Open" and select the exported ms3d file. It will now appear in the different Milkshape 3D views.



Step 3: Export to 3ds

Click "File" -> "Export" and select "Autodesk 3DS...". A file browser will appear asking to enter a filename and a directory. Click the "Save" button when you entered a filename and a location.

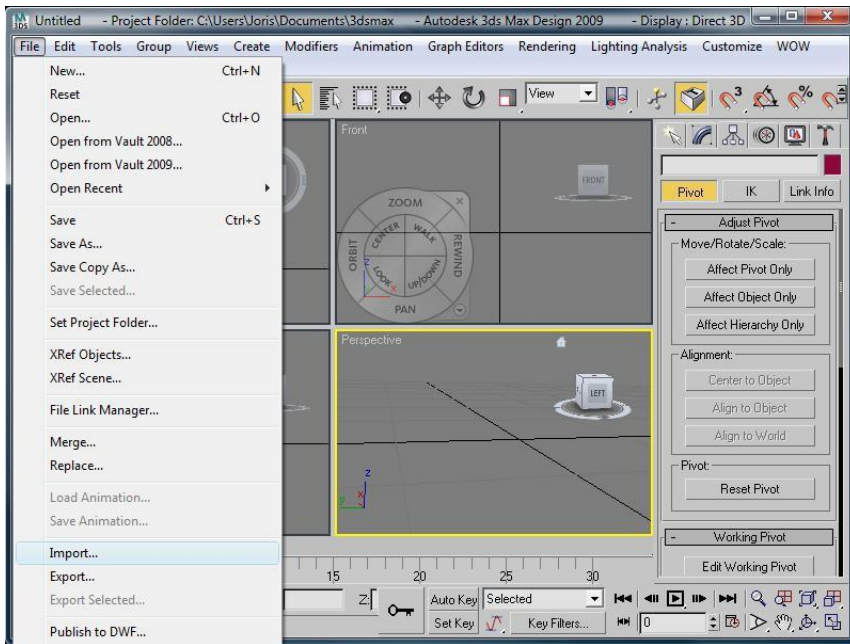


Converting from 3DS to ASE

Step 1: Start 3ds Max

Step 2: Import the 3ds File

Go to the menu "File" and select "Import...". A file browser will appear. Select the 3ds file you want to import.



While importing the 3ds file a dialog box will appear asking if you would like to merge the selected object with the current scene or start with an empty scene. Because I did a clean start of 3ds Max I choose "Merge".