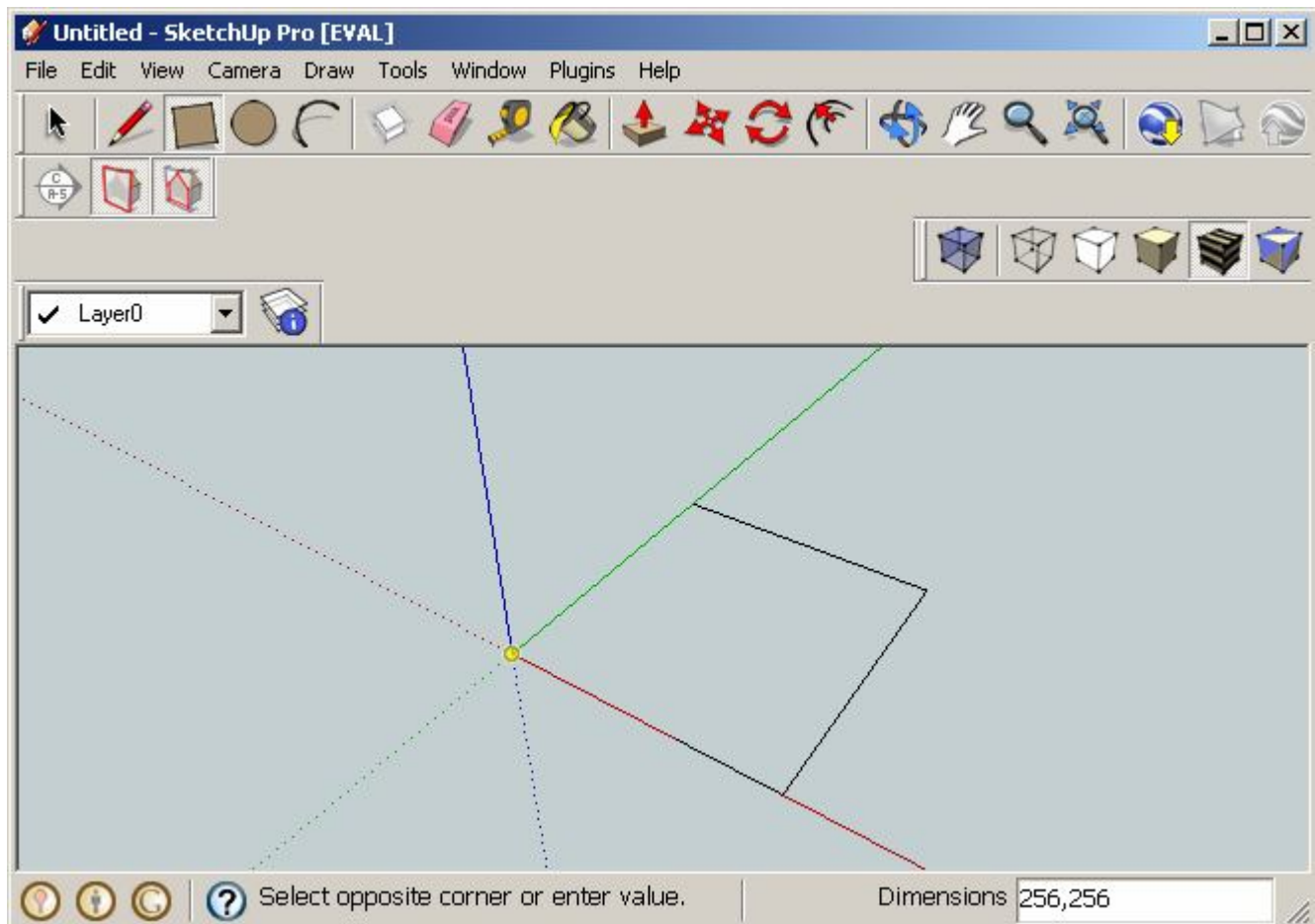


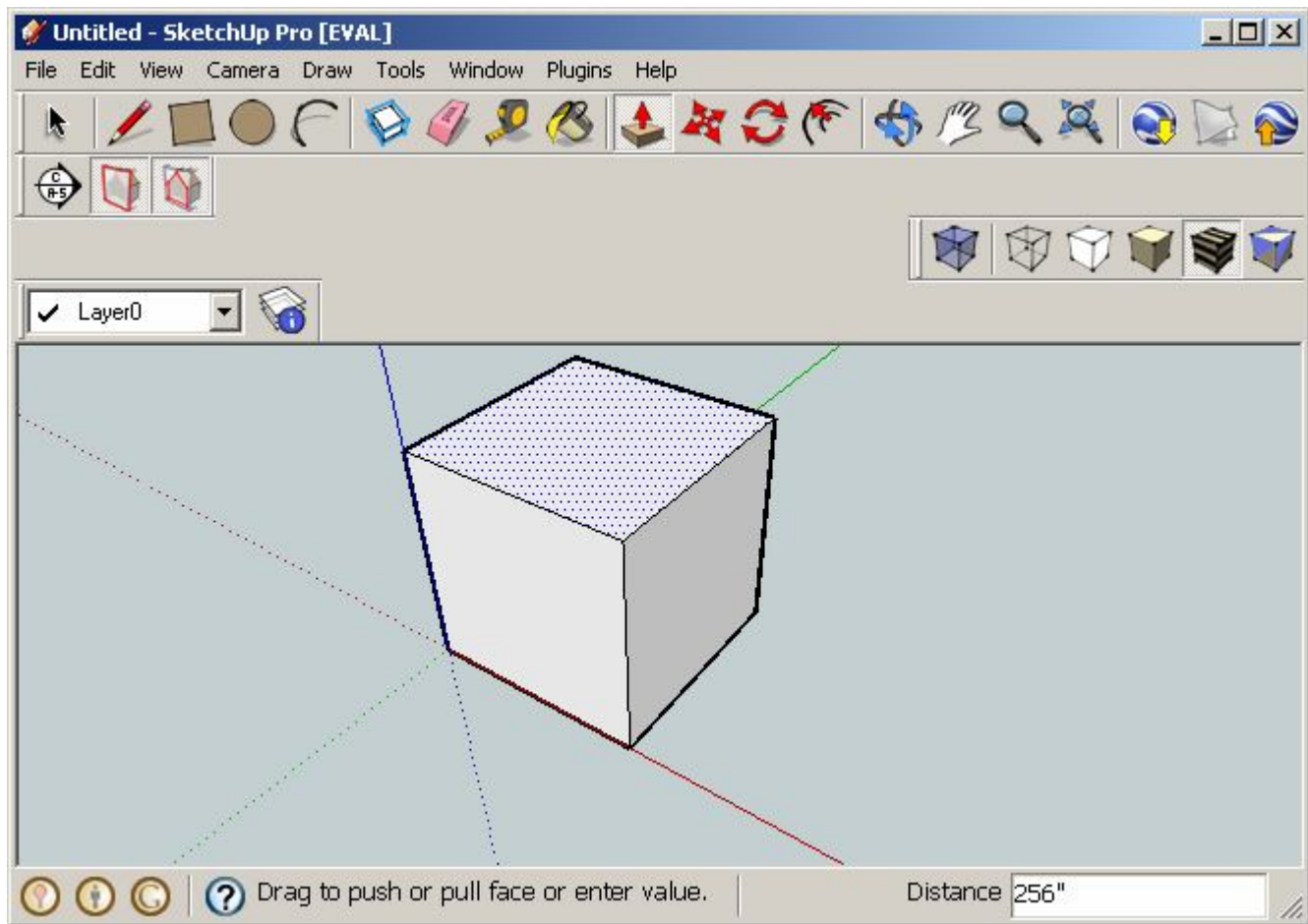
Hello, this tutorial will show you how to make non-textured models and export them with my ruby exporter for Google Sketchup. To know how to export textured models, please check my second tutorial included with the plugin.

#1



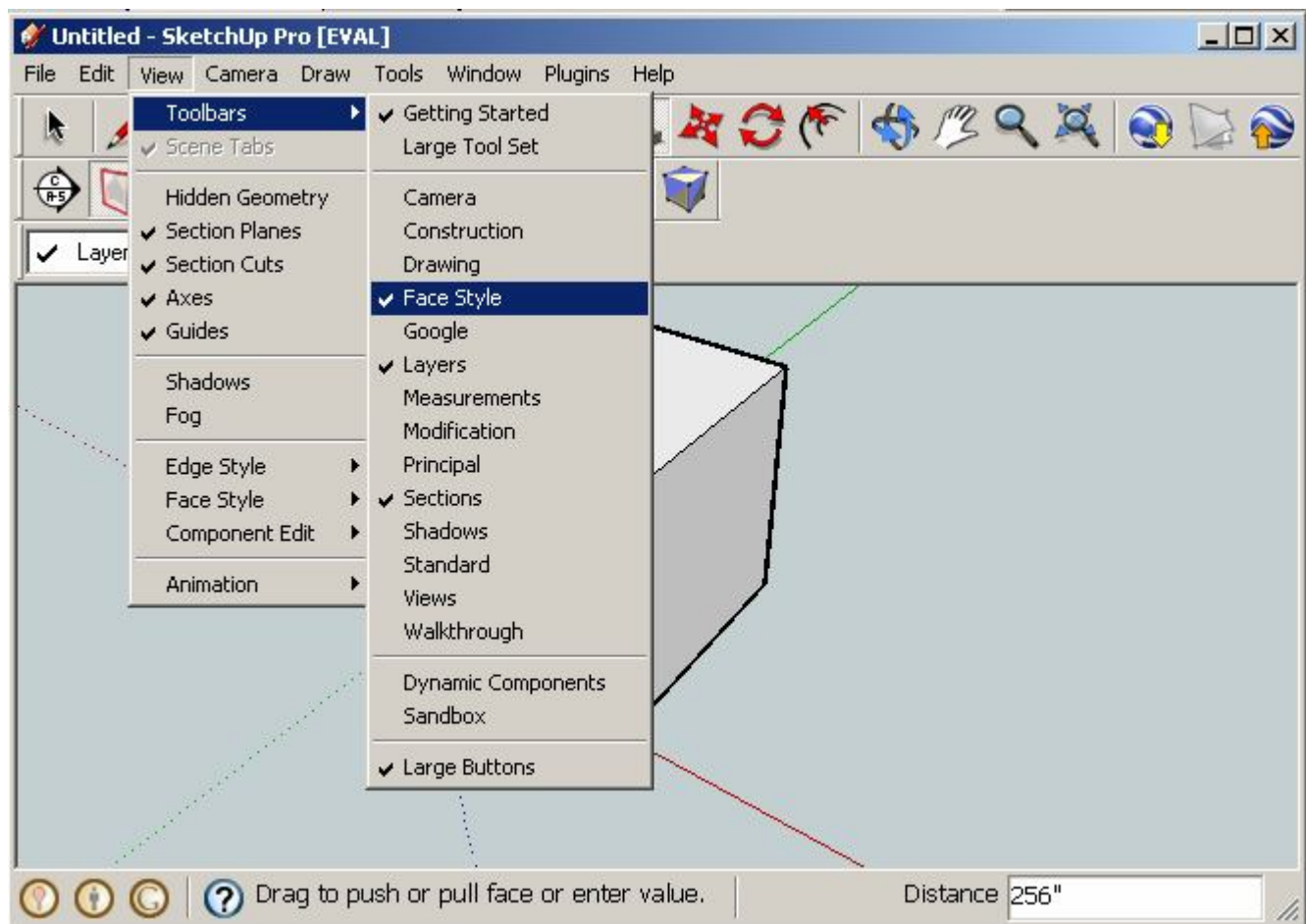
You will first draw a square.

#2



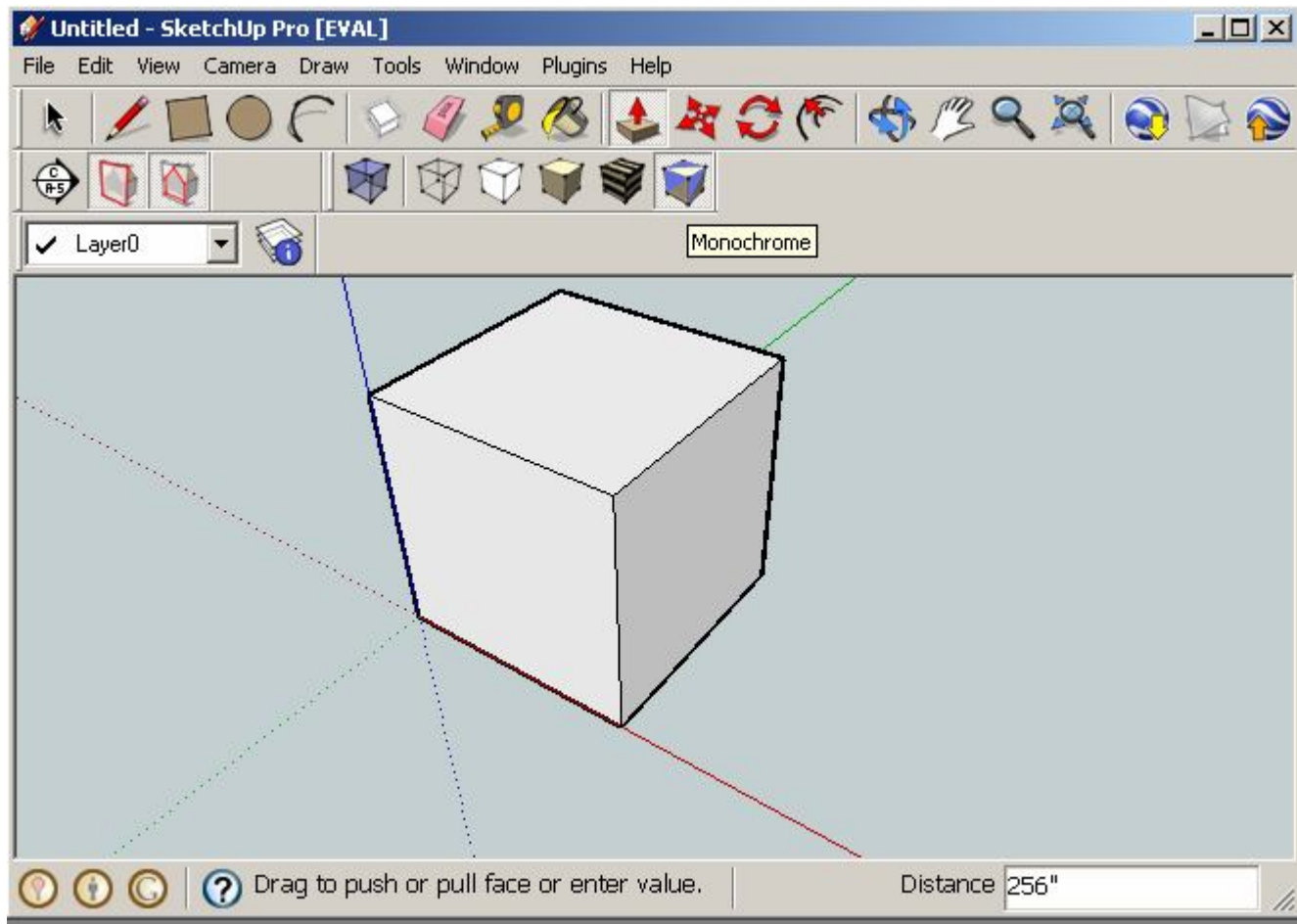
Now elevate that square to make a cube.

#3



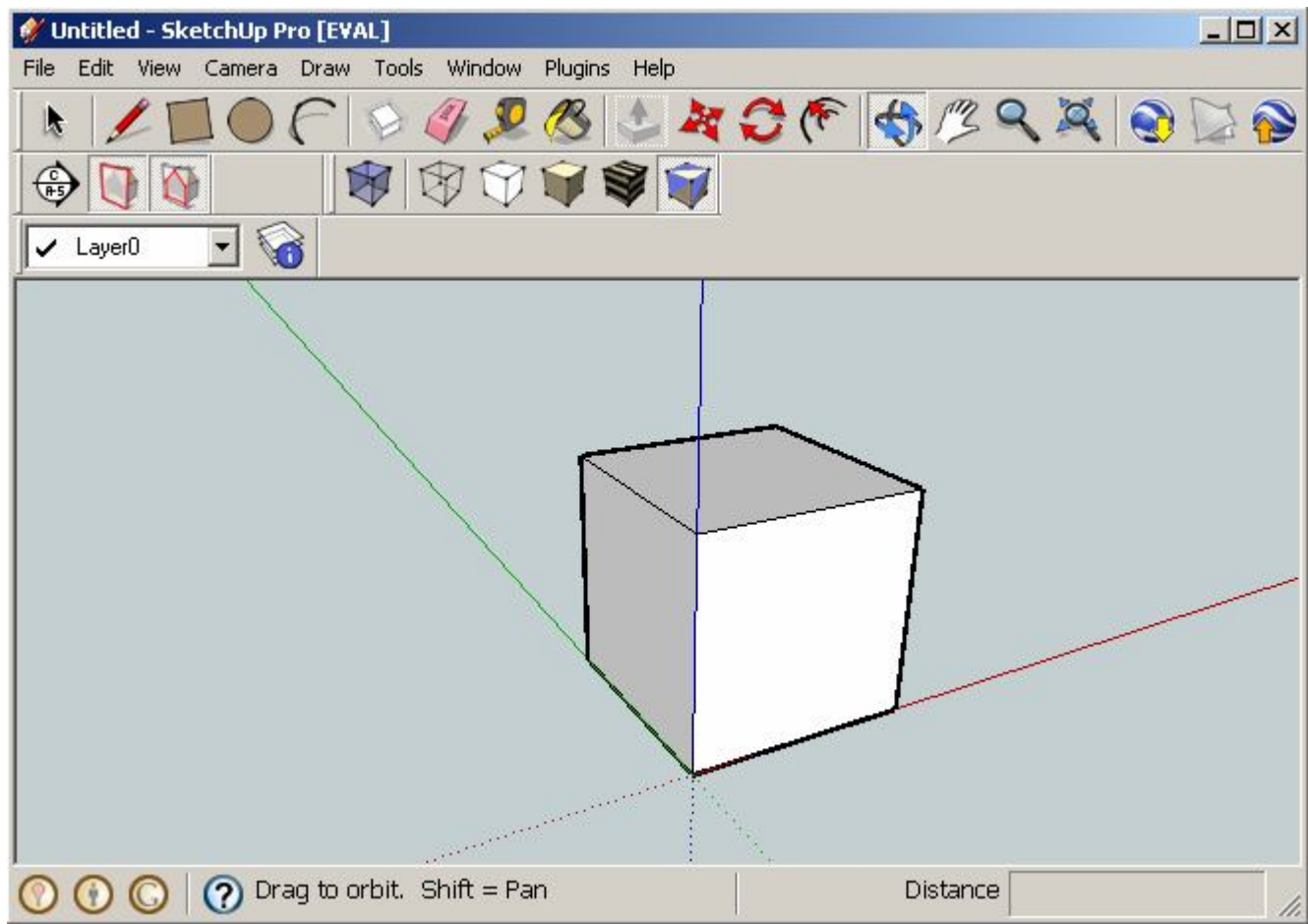
Now you will click at View >> Toolbars >> Face Style. Just make sure that the “Face Style” is checked like in the picture.

#4



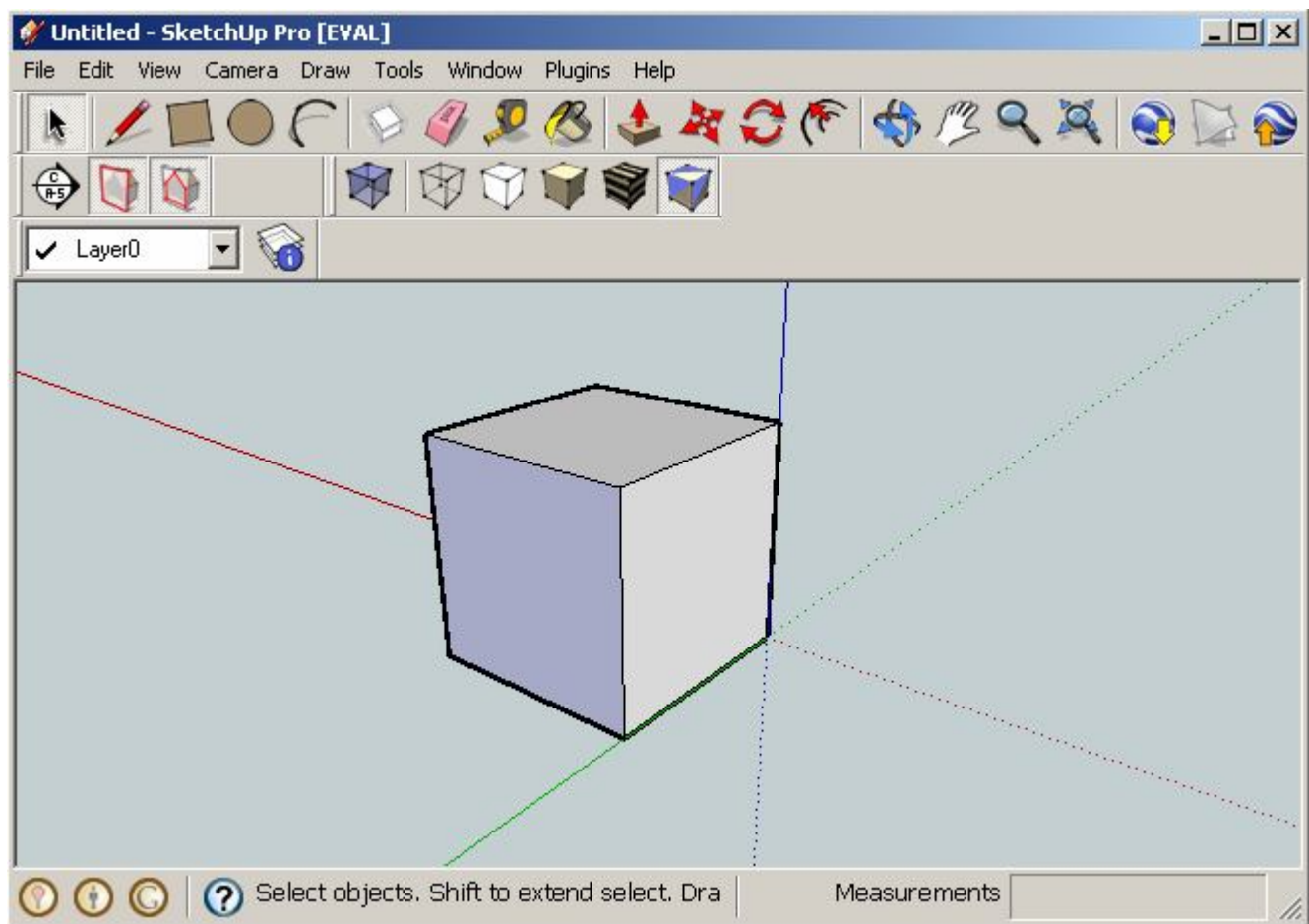
Now you must see the toolbar with the six different cubes. You will click on the one that is blue and white, this is the monochrome mode. In this mode you will see no textures, just the face orientation that can be in blue (back/reversed) or in white (front).

#5



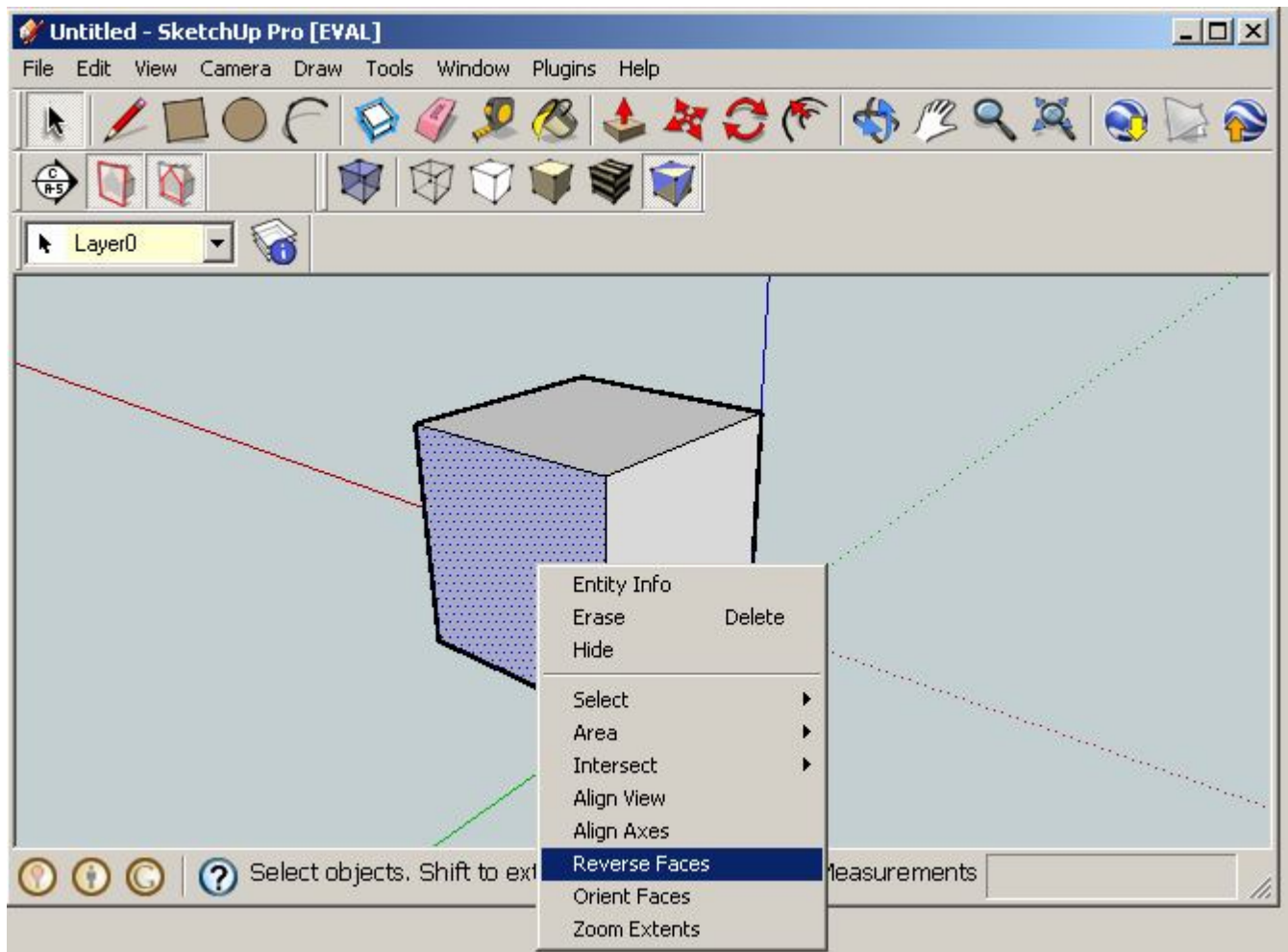
Now just rotate you cube and make sure that all the faces have the same orientation in monochrome mode. The problem with sketchup is that when you make a relative complex model, sketchup is not able in all cases to give you the right face orientation you expected. So you must check yourself that all the faces are correct.

#6



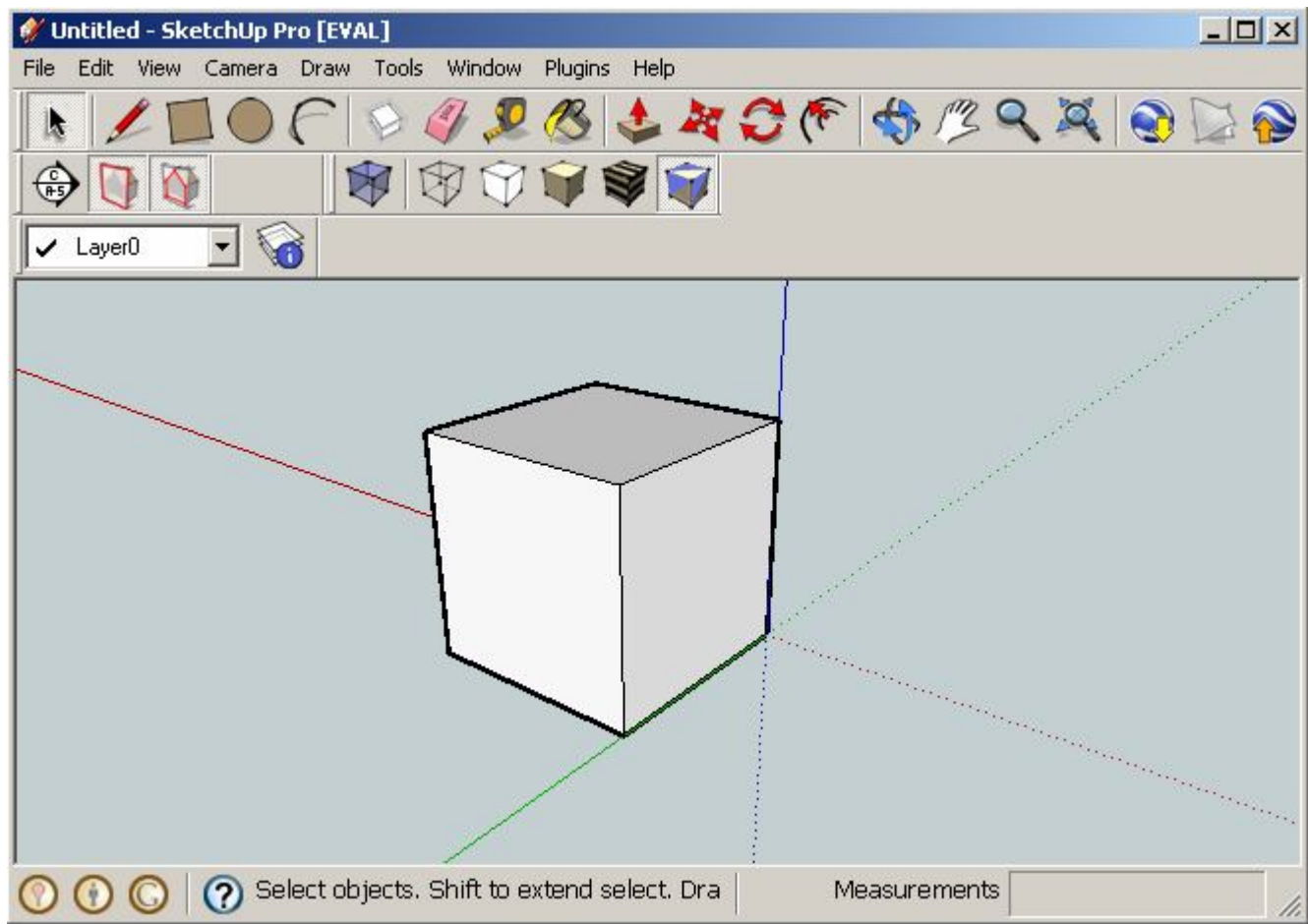
If you found one bad orientation, you must flip it.

#7



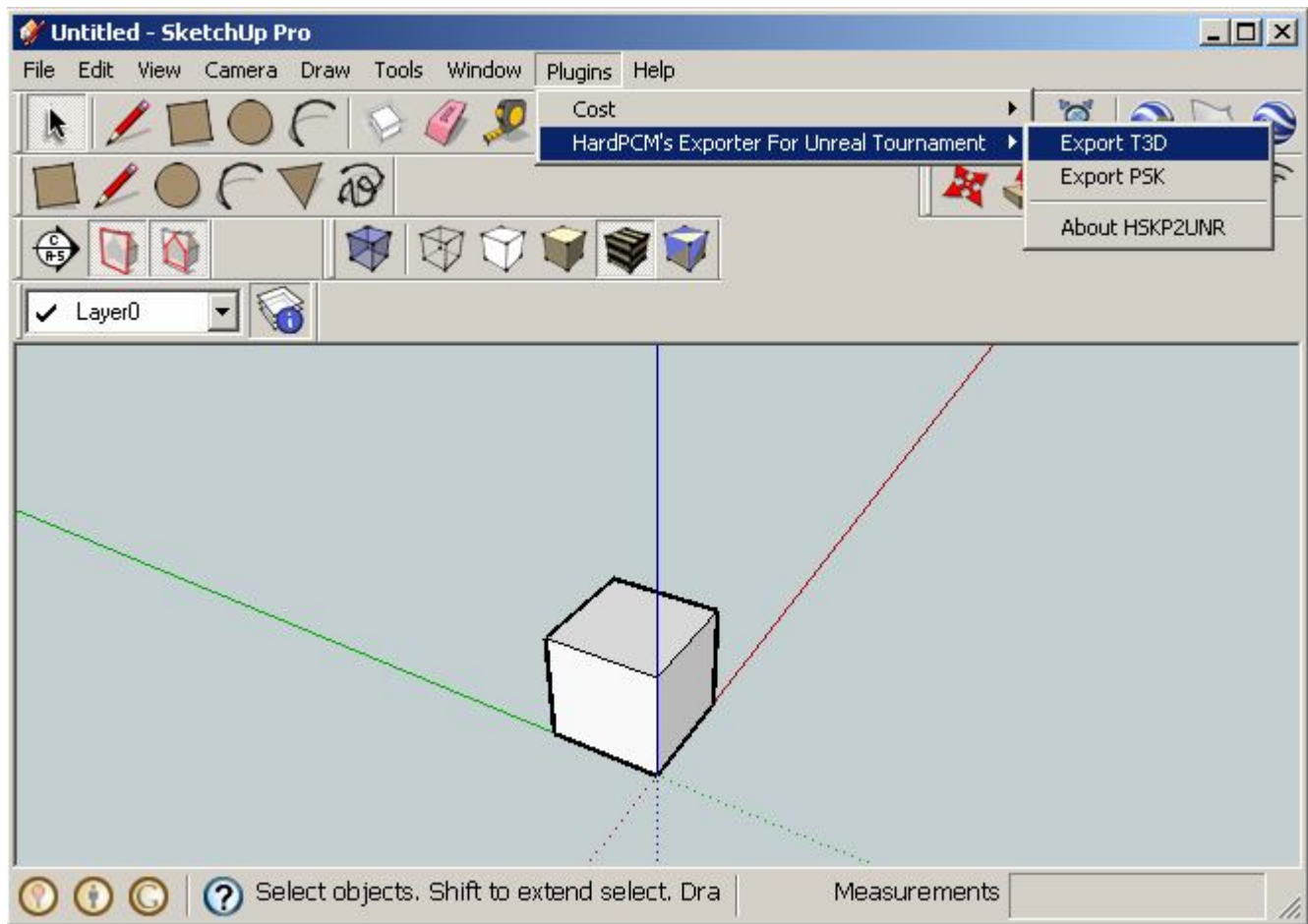
To flip it, just select the face and right-click on it and select “Reverse Faces”

#8



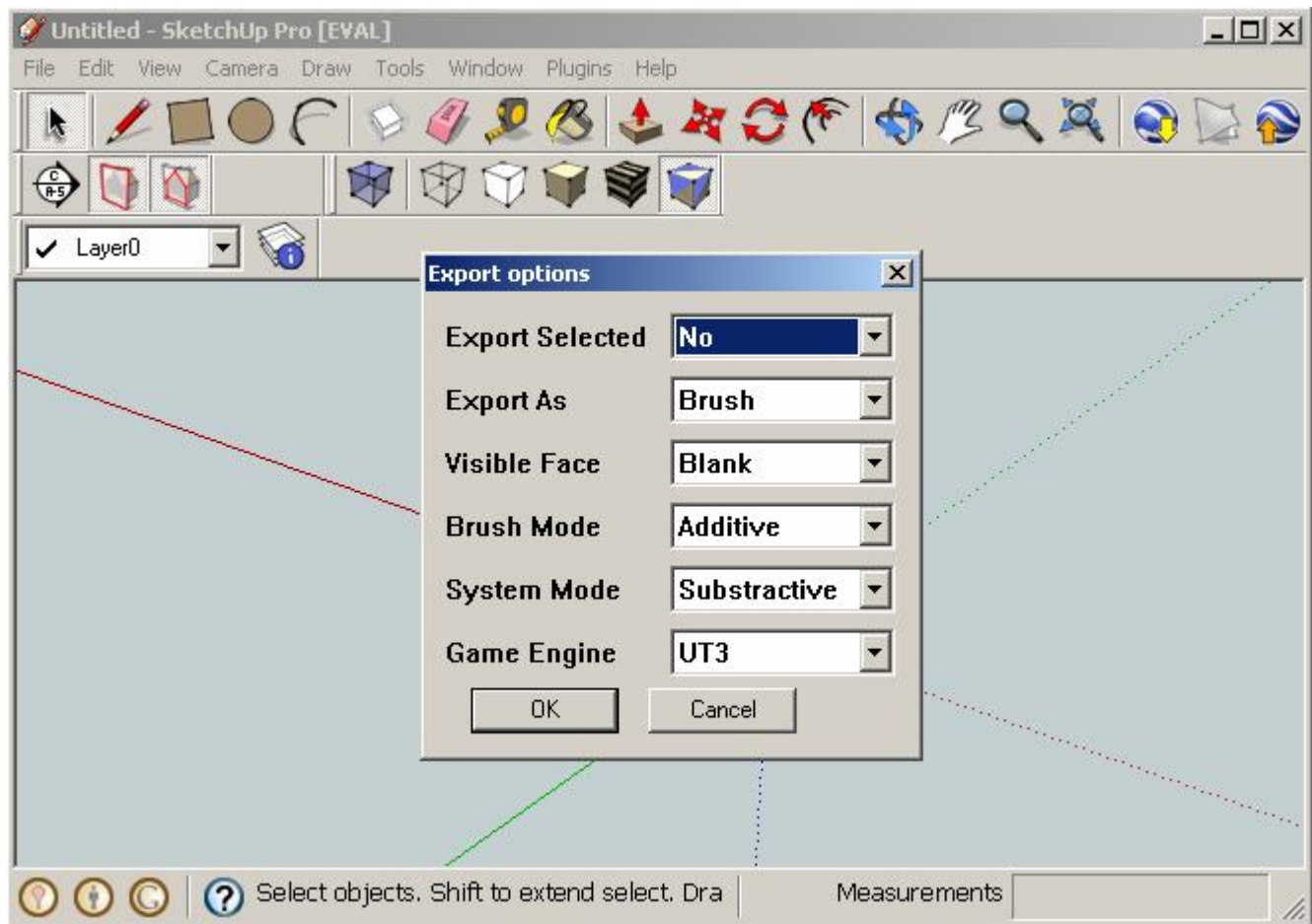
Now the model is fully compatible with the exporter.

#9



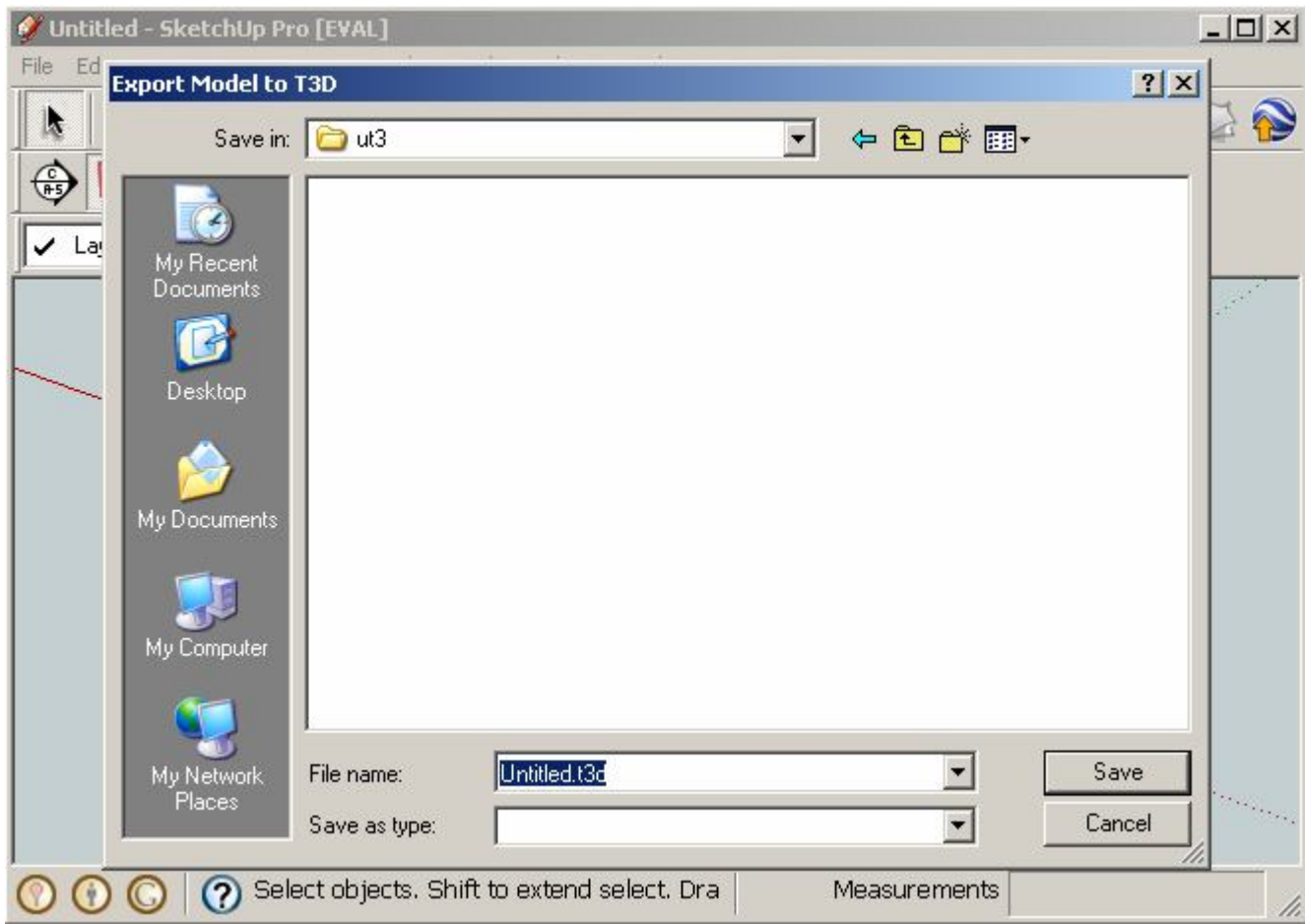
**Now, you will click at :
HardPCM'S Exporter for Unreal Tournament >> Export T3D.**

#10



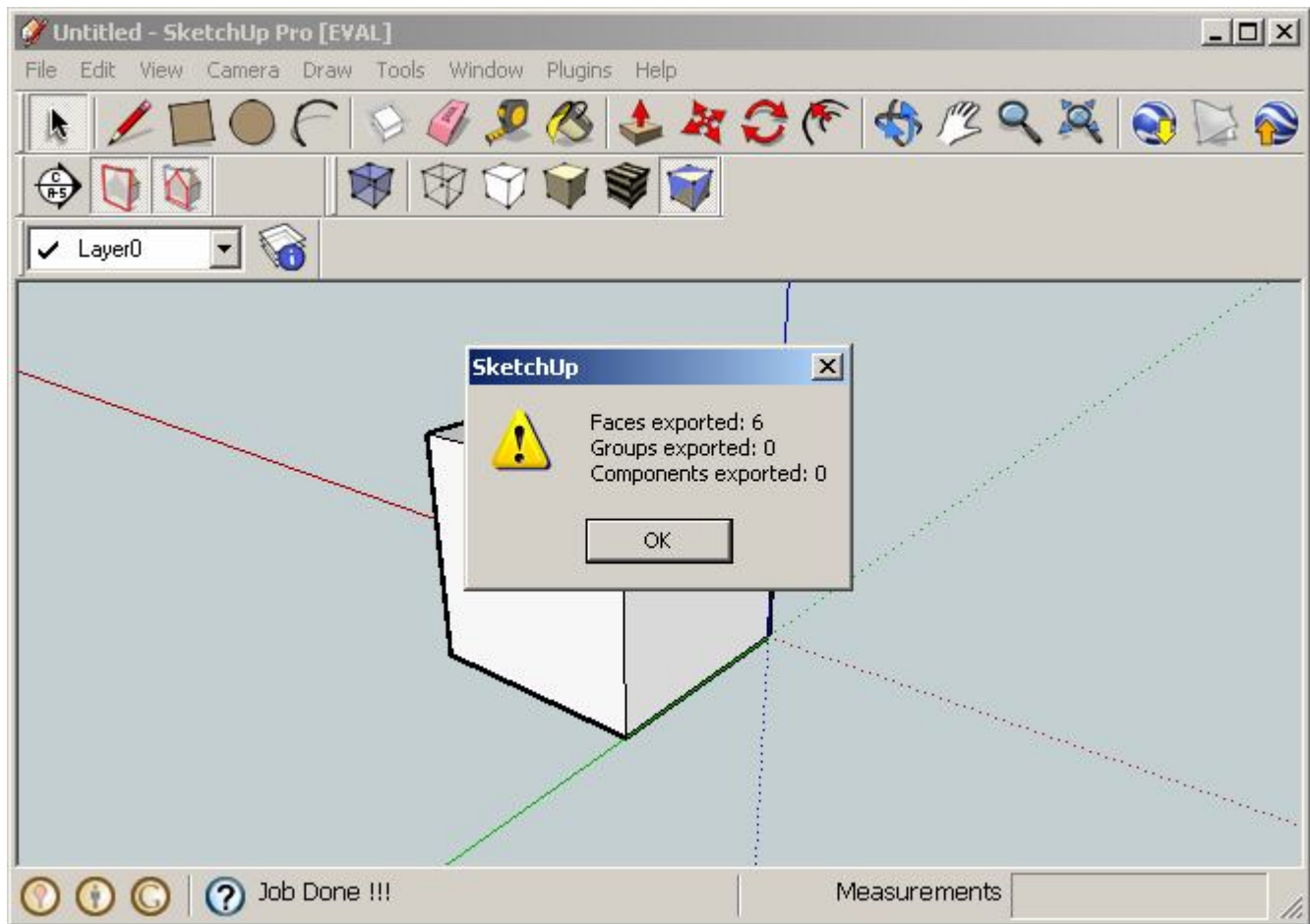
Be sure you got these configuration values.

#11



Now you must select where to save your resulting T3D file.

#12



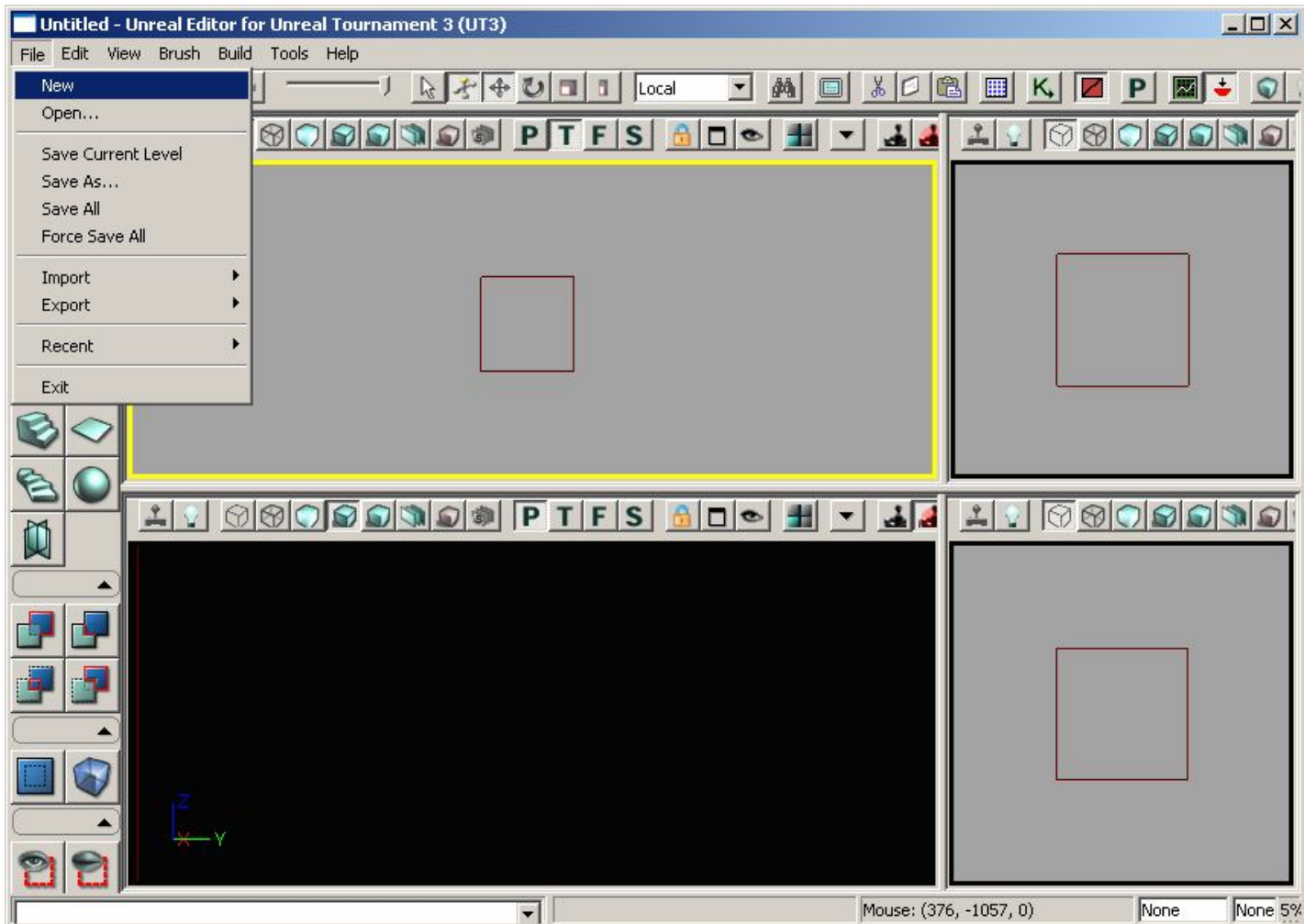
If everything is correct, you will get this message box.

#13



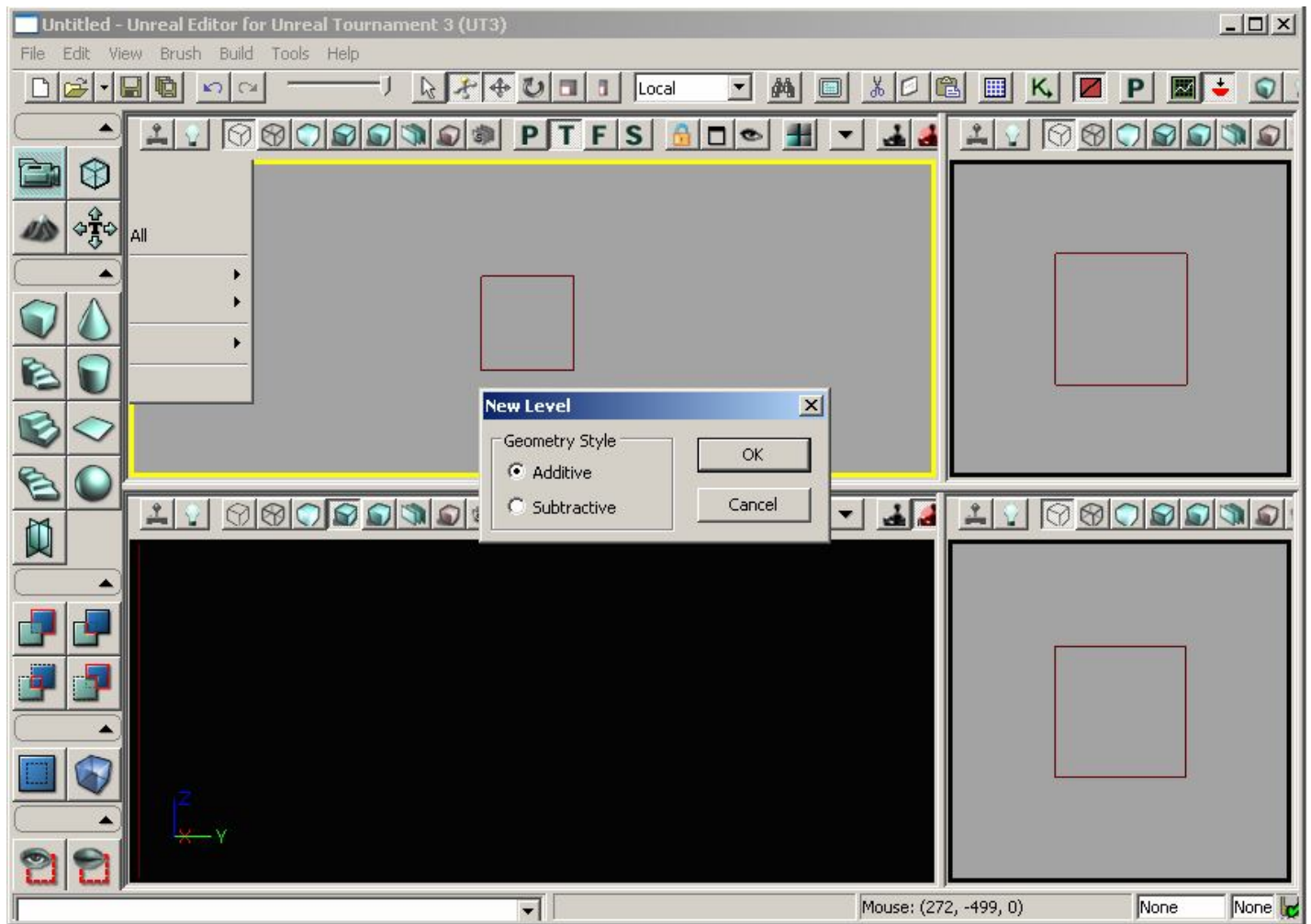
Open the Unreal Editor.

#14



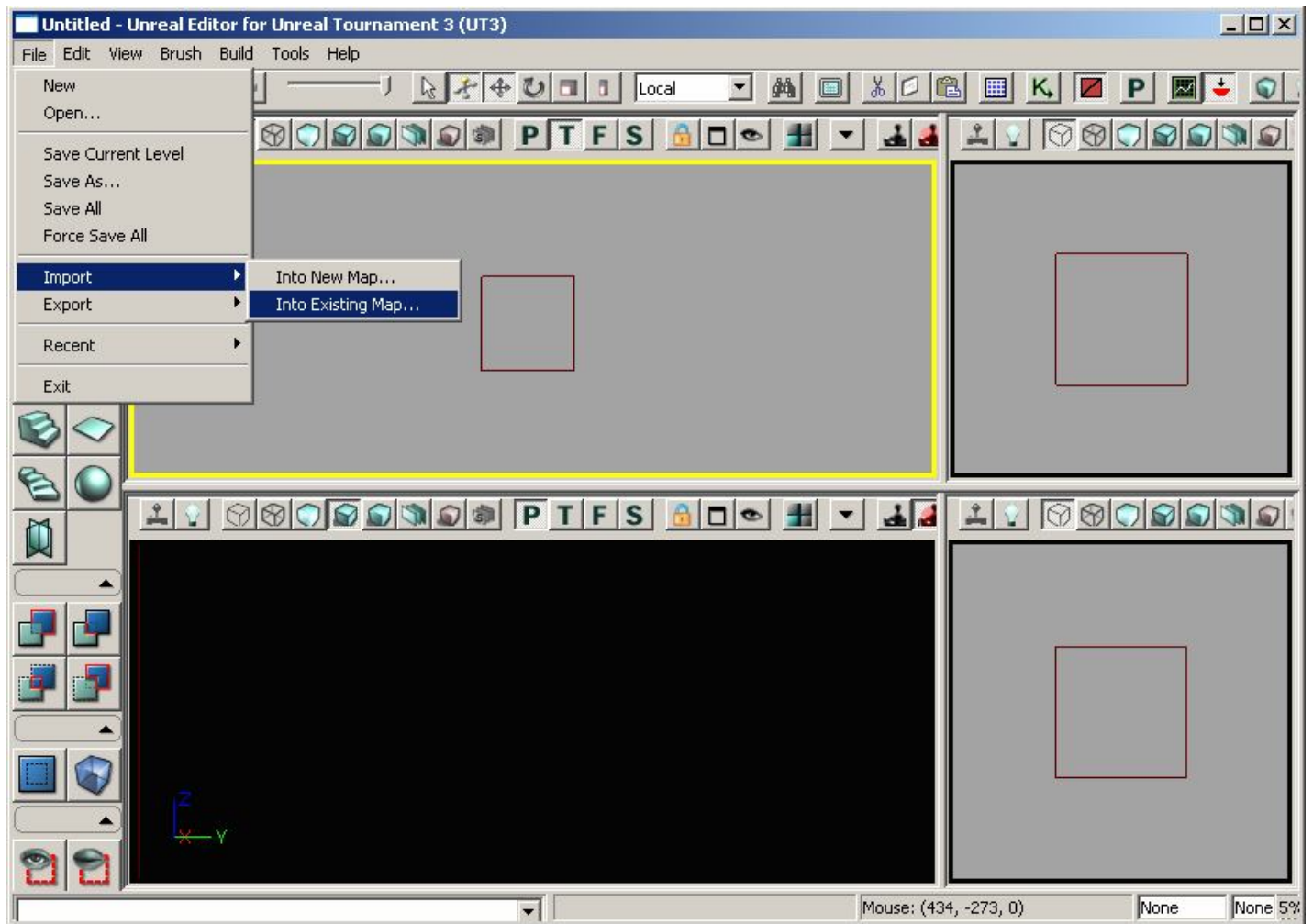
Now click on File >> New.

#15



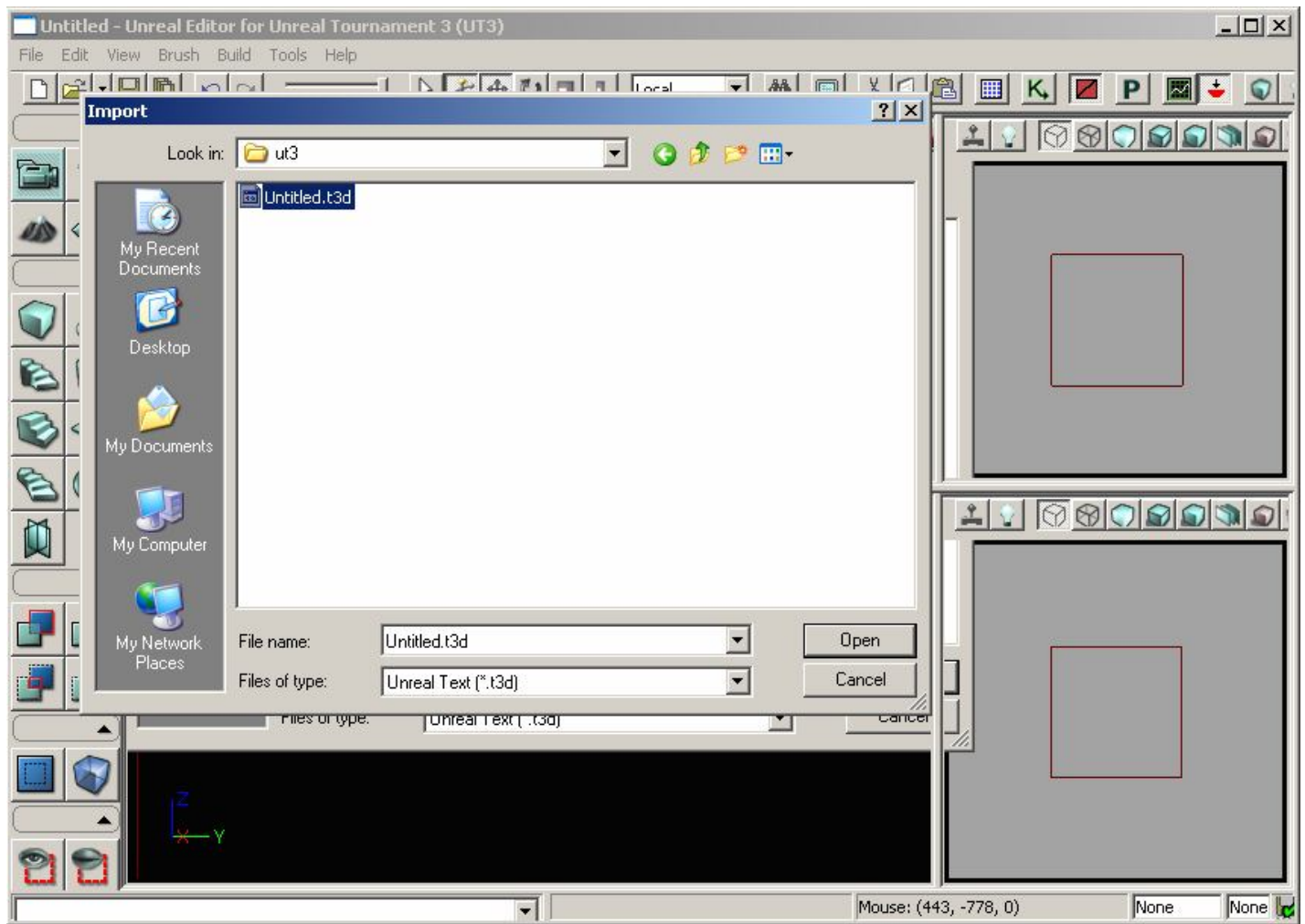
Be sure that you create an additive world.

#16



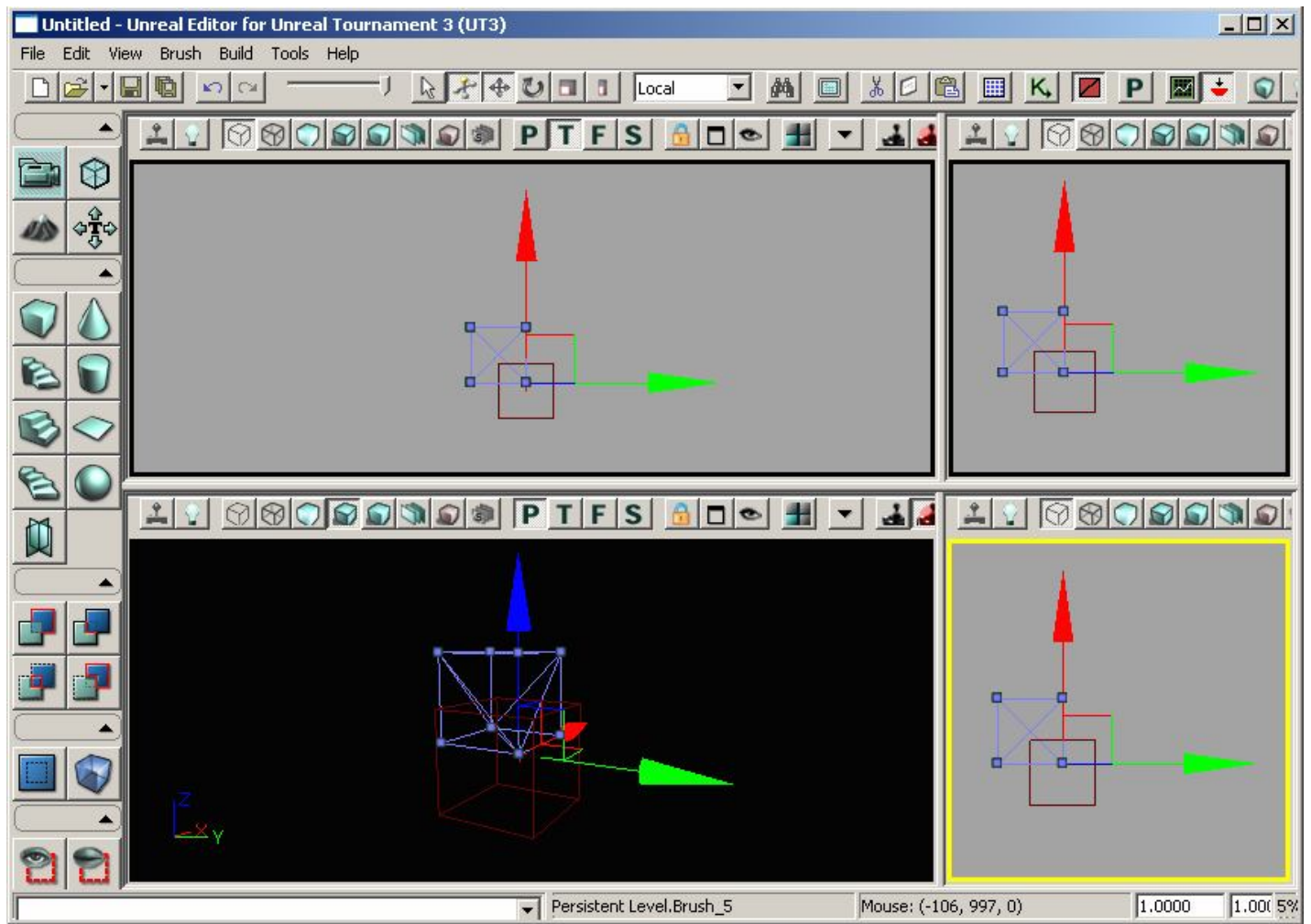
**Now click on File >> Import >> Into Existing Map.
ELSE, If you import into a new map IT WILL CRASH !!!!!!!!!!!!!**

#17



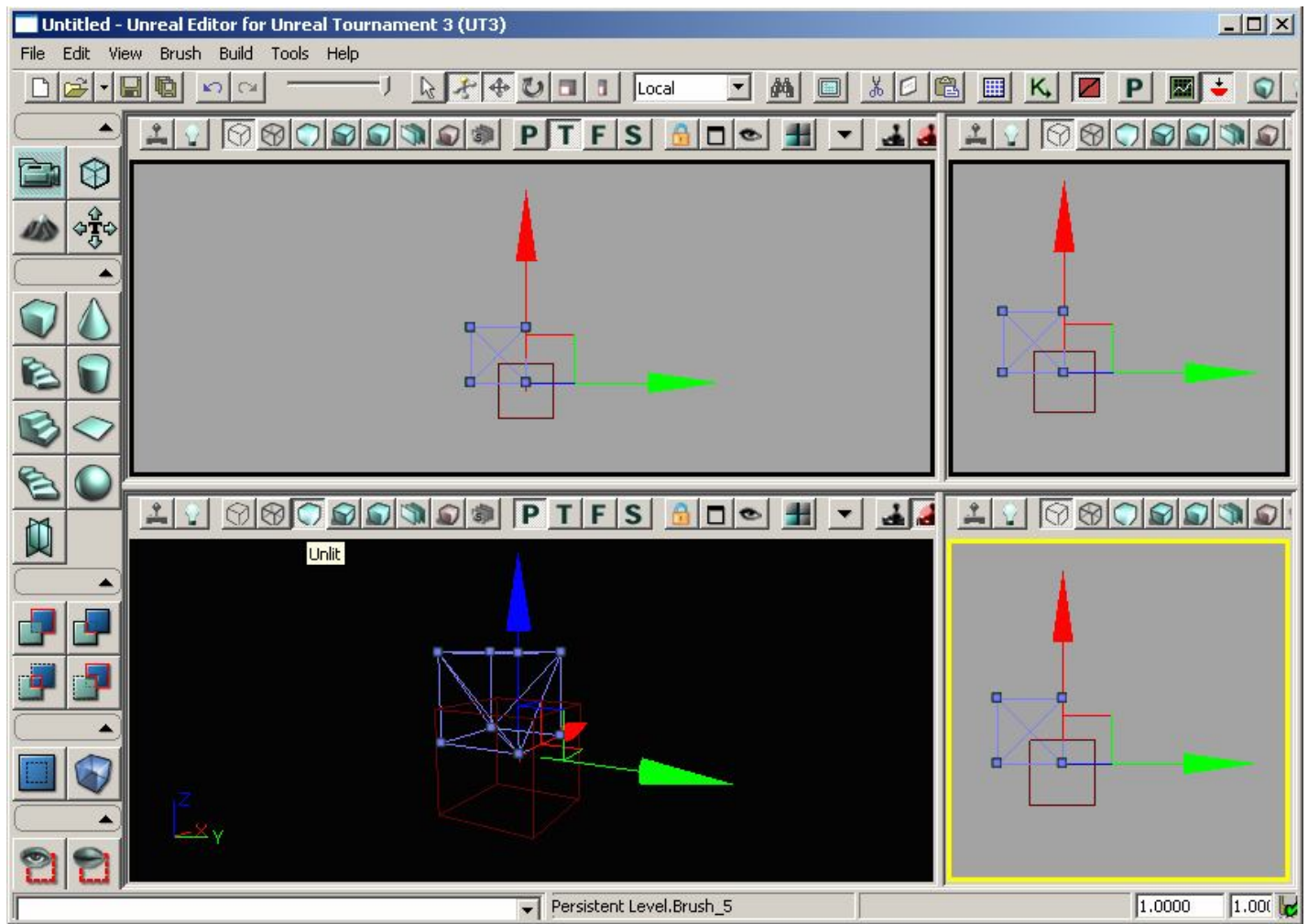
Now select the resulting file that the plugin have done.

#18

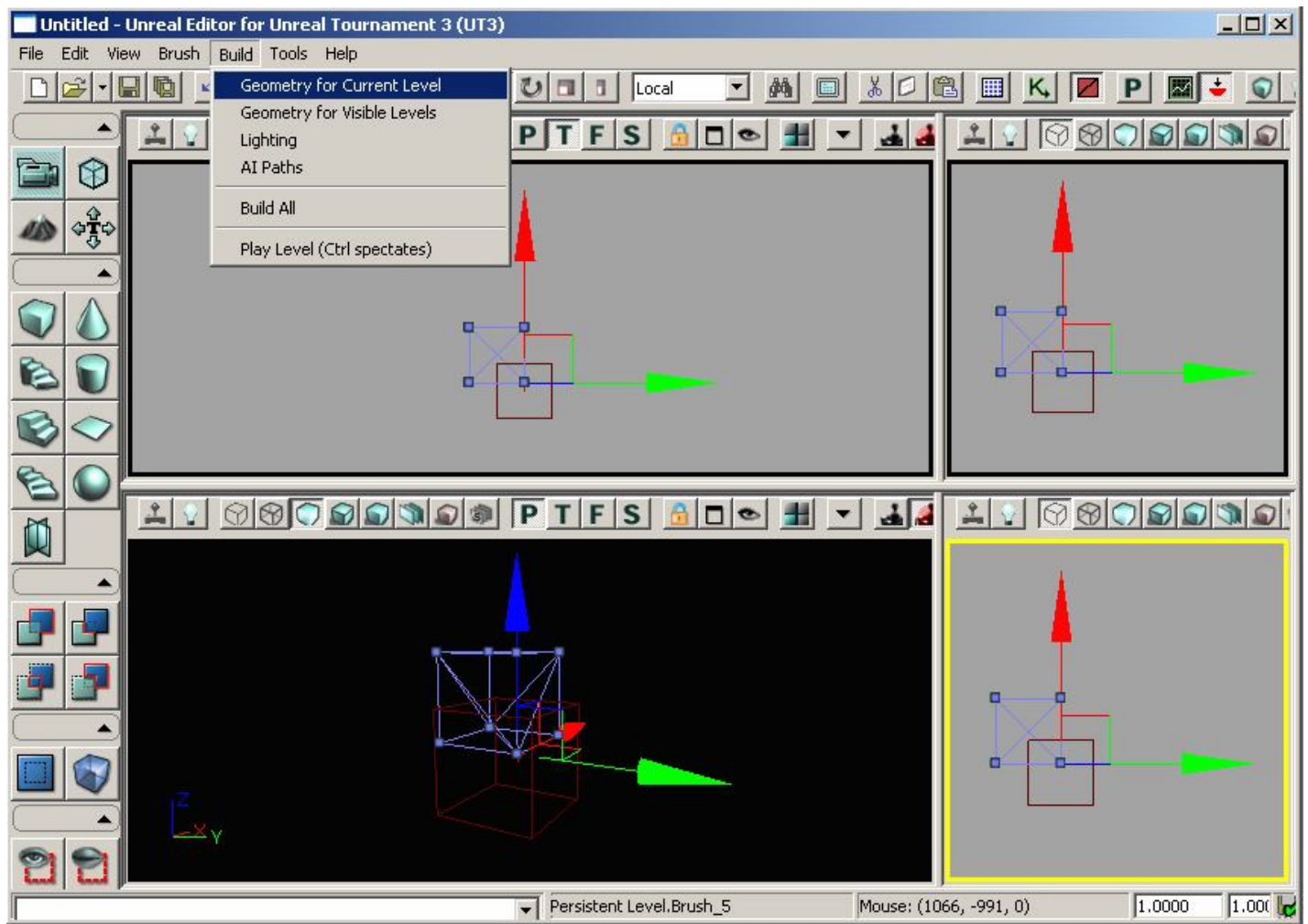


Now the model is there as an additive brush.

#19

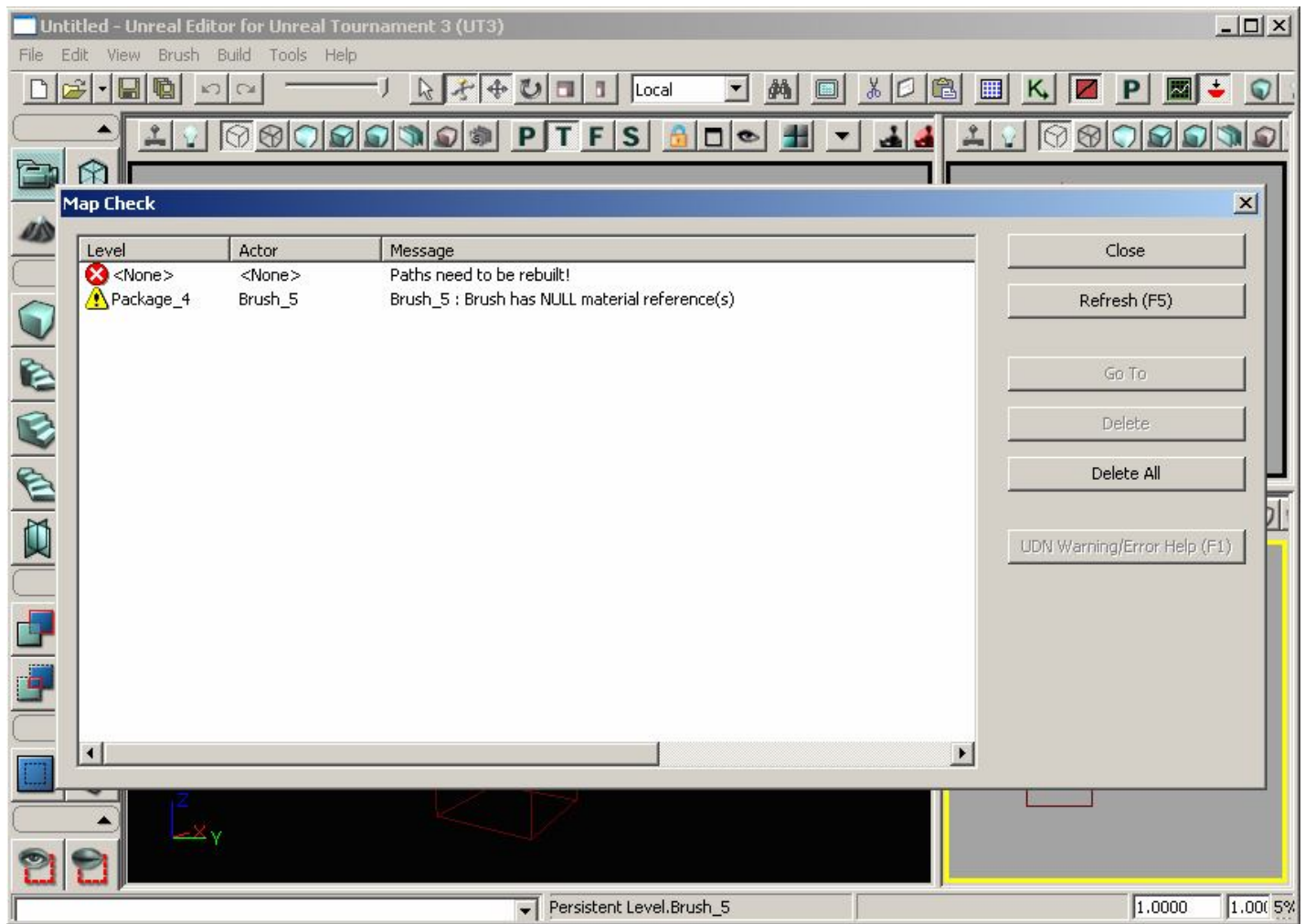


Now you will put the editor into unlit mode. On this button there is a clear white box.



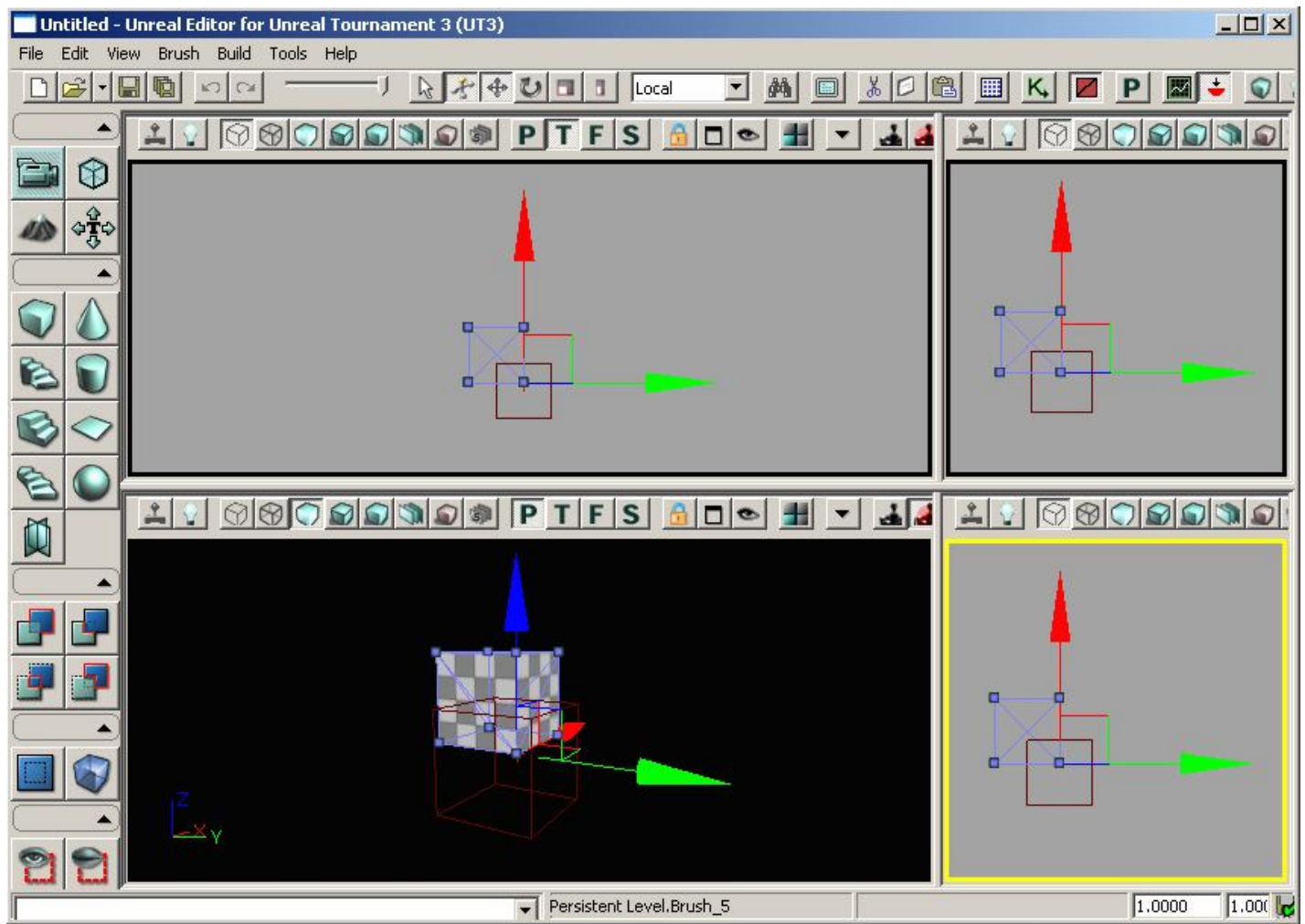
Now you must rebuild the geometry. Click on Build >> Geometry For Current Level.

#21



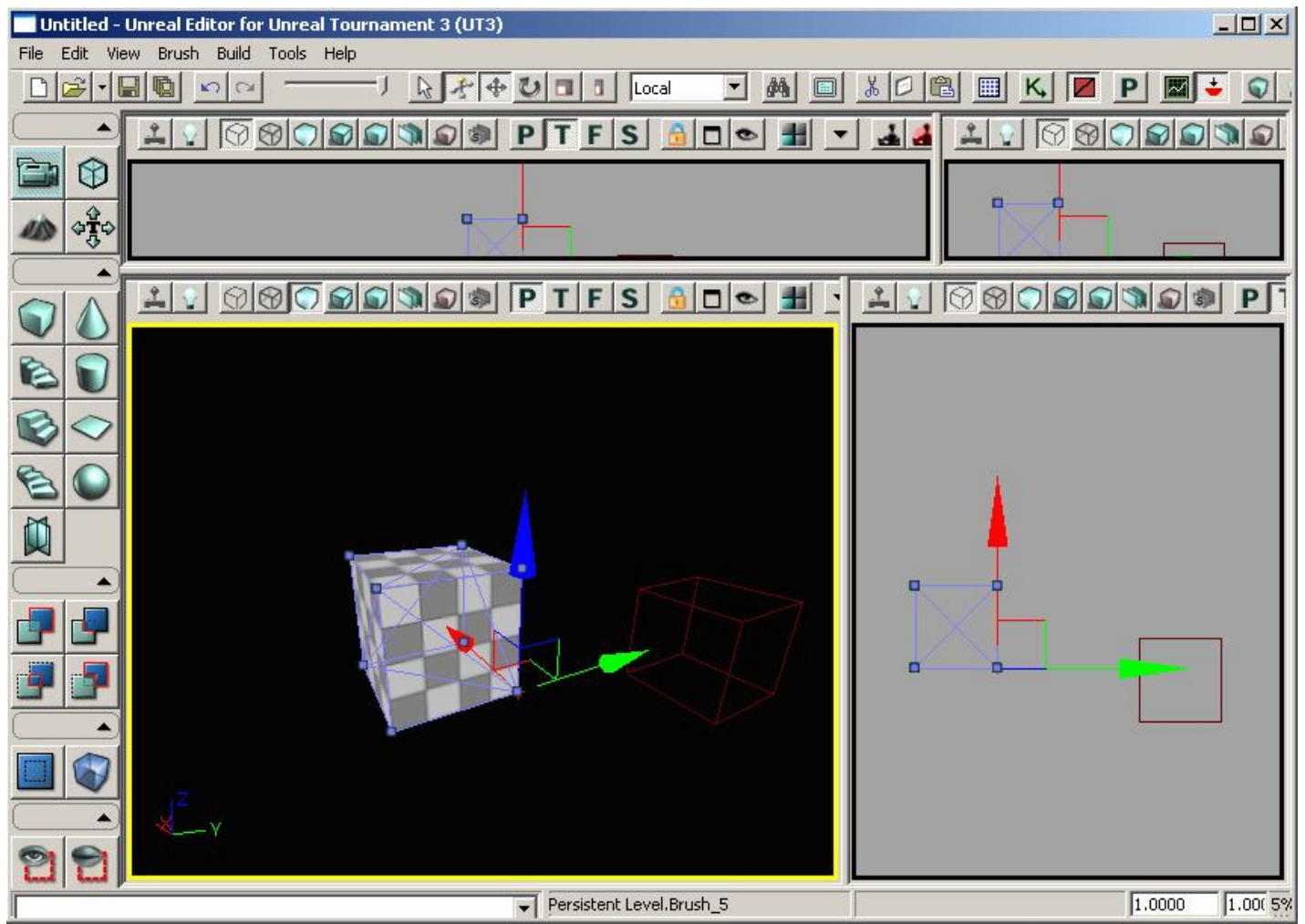
Now you will get the error logs. You will see that you must apply a material to your model.

#22

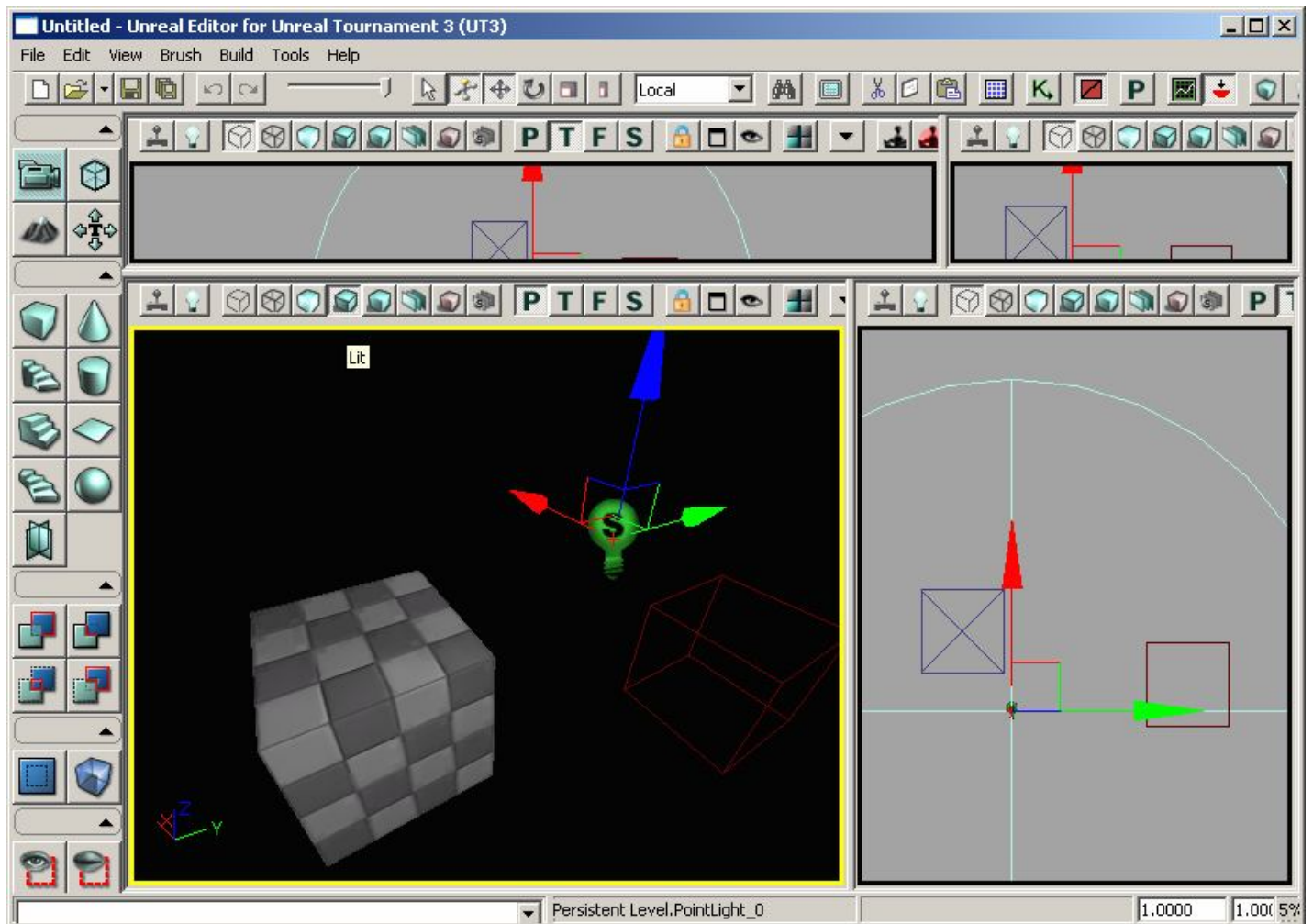


Now you can see you model unlit.

#23



Now you can apply an light.



Now there is a light. You must put the editor in to the lit mode. Click on the Button with the darker box on the right of the unlit button. Now this is done.