

## It's blender-time!

Well, for some strange reason I had the feeling to switch to [blender](#) in order to create 3d-Models. Well, ok! Blender is for sure very very good but maybe even too powerful what makes the initial steps quite hard. Nevertheless I started (again) with going deeper into blender although I was ill (what makes the project even harder).

As I am still working on my RPG-Engine and a first techdemo I just wanted to build a 3D-Model, put a texture on it, give it an amature and animate it. And the most important step export it in a way JMonkeyEngine is able to read it. That seems to be the hardest part of all. Currently there are two formats that seem to be best for importing animated textured models into jme2. [MD5](#) (Quake3-Models) or OgreMeshes ([Ogre3D-Engine](#)).

For me it seems that the ogre-importer of the [radakan-project](#) seems a good way to export for jme.

[Here](#) you can find the exporter-script for blender.

For the importer there is a ogreloader-project inside the radakans svn:

`https://radakan.svn.sourceforge.net/svnroot/radakan`

or you can download an [archive](#). (don't know if it is the current version)

There you can find jme2-typical tests how to integrate an orge.mesh to jme2.

Well that's it for the moment. Once I am really sure what to do in blender in order to do everything the right way with texturing, rigging and skinning I will try to write down something like a basic tutorial cause since I started with jme it was always a big issue how to import models that fulfill all my needs.

Keep on rocking....

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