

## Using Bones to Vertex

Before you can export a boned gameSpace object to the Quake2 or Quake3 file formats, you need to first convert the kinematic keyframes to vertex keyframes.

The **Bones to Vertex** tool can do this.



*Bones to Vertex*

**Note:** It is a good idea to save your animated boned object before doing the conversion, as you may wish to make changes to the animation later. Once the object is converted, the bones are removed.

To use the tool, select your animated boned object in gameSpace, and click the **Bones to Vertex** icon. gameSpace will then run through the frames of animation converting the kinematic keys to vertex keys.

Once complete, click Play to see your model animate as it did before but without any bones.

## Serious Sam SKA .am, .as, and .aa Export

Everything is supported except morphs and morph envelopes. Also, specify the file extension in the filename, so that the exporter knows which sub-format it must export. .AM are ASCII mesh, .AS ASCII skeletons, and .AA ASCII animations.

Also, see **SKA Studio**, available at <http://www.seriouszone.com/> in the downloads section.

## Unreal 2003 PSA/PSK Import/Export

You must specify the file extension in the filename so that the exporter knows whether it must export PSA or PSK. PSA files are animation files, and PSK files contain the meshes, skeletons and vertex/bone weights.

The Unreal developer site is located at <http://udn.epicgames.com>.

## MilkShape 3D

The MilkShape format (and MilkShape 3D application) can be further used for exporting additional formats. The MilkShape application is an optional download for gameSpace. (Download instructions are provided at the time of purchase.)

For documentation on the MilkShape 3D application, please see <http://www.milkshape3d.com>.