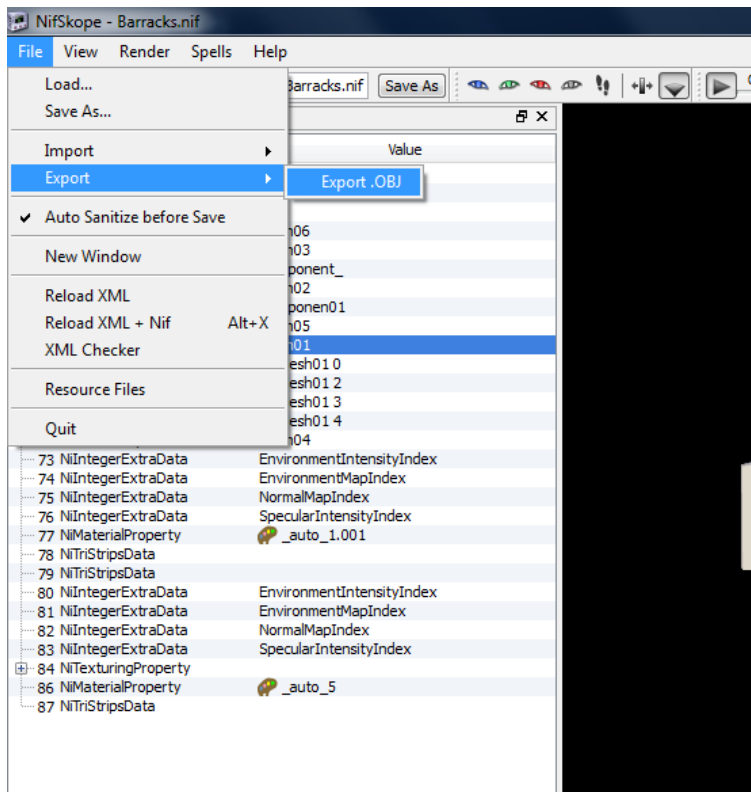


GETTING A CIV4 BUILDING INTO BLENDER

PURPOSE:

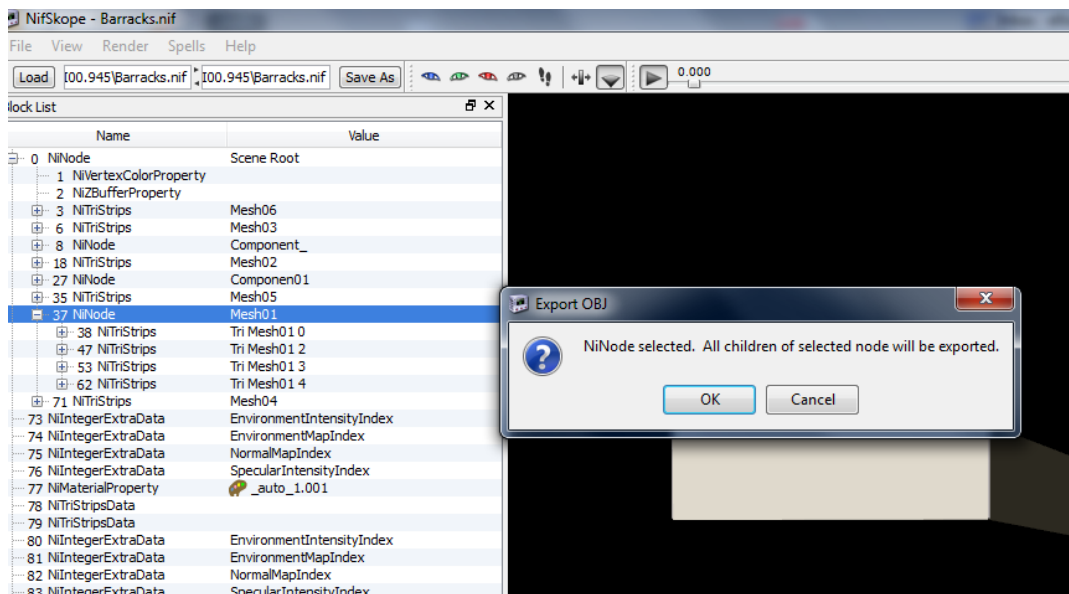
No need for nifscripts to import into blender. You can just get nifscope and export it as an obj file.

This can be done for **any civ4** model – leaders, units, buildings, tile improvements, etc. It only exports there meshes and the UV data (texture placement). It does not export the skeleton. So you would have to rig that once you get to blender.

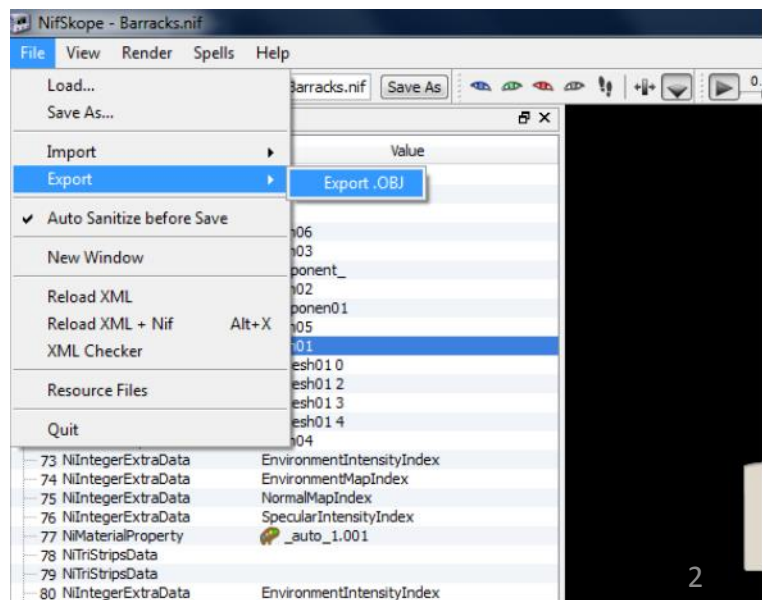


NiNode (highlighted is the main branch) if you select that and export you'll get the entire mesh connect as one object. You may not want to do this if they have different dds texture files.

NiTriStrips can be selected individually to just get parts of a model that are separate. This is best for leader parts and objects with unique dds texture files.

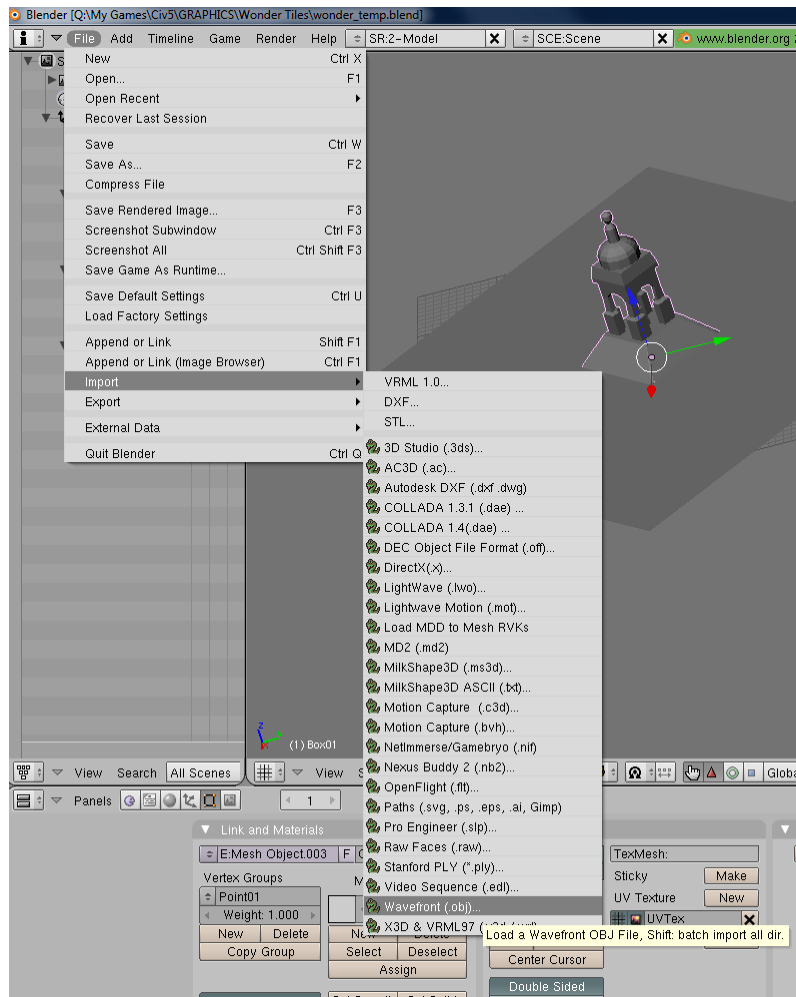


Select one of the two above then go to file->export->obj

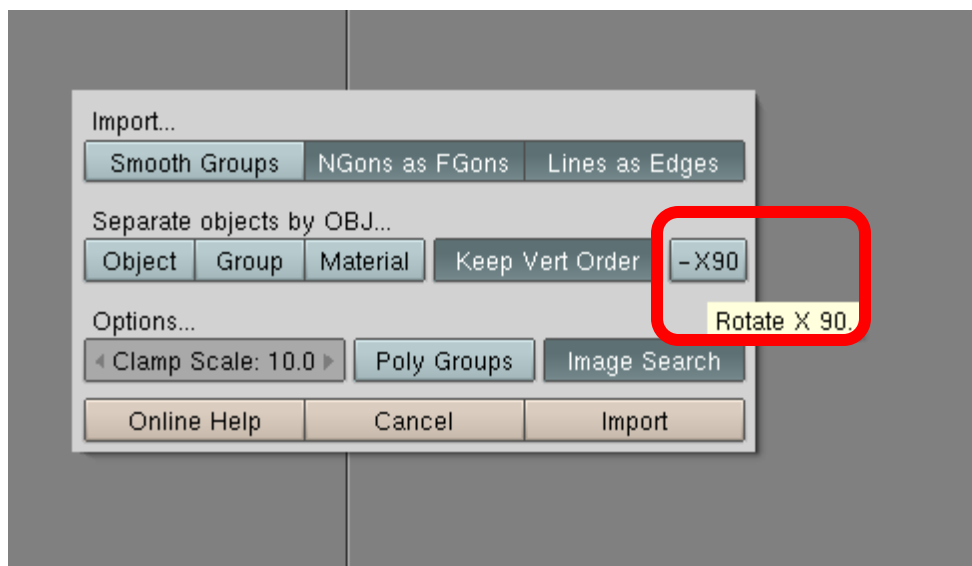


Once you have exported your obj file and saved it to a location, you can import it to blender.

In Blender select file->import->wavefront (.obj)

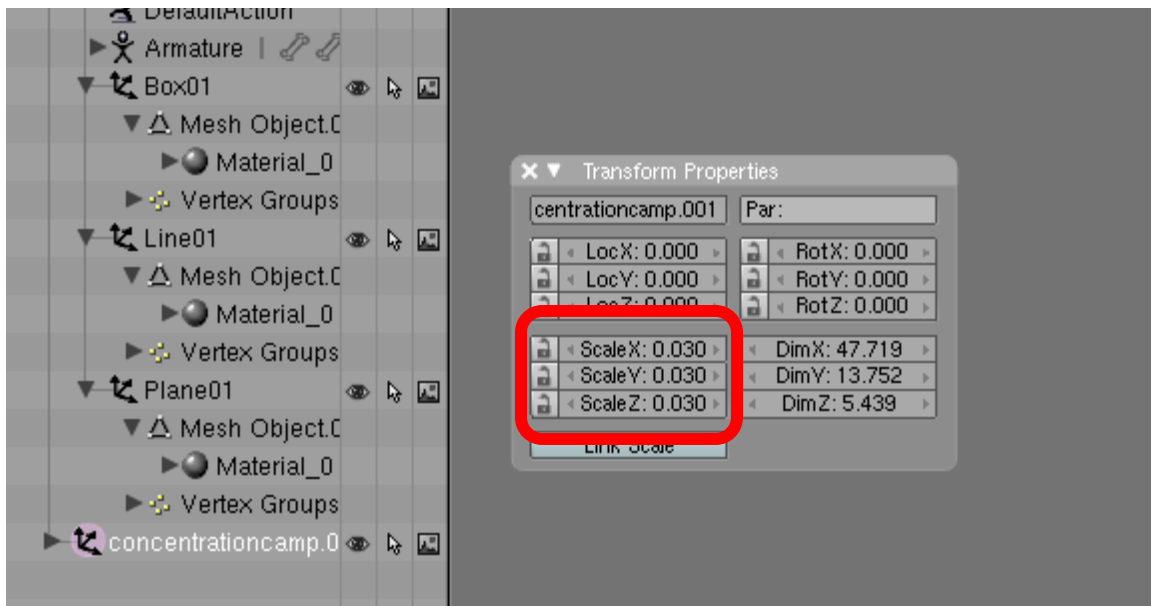
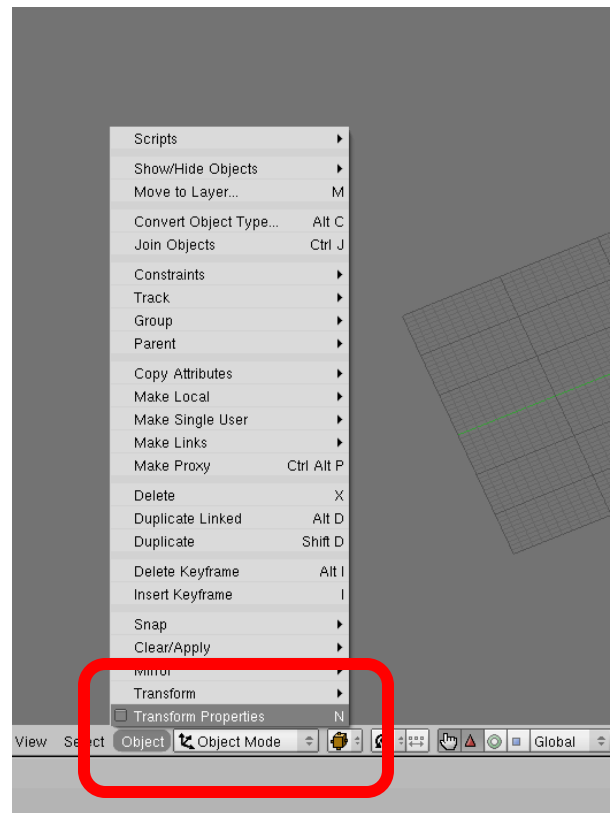


You will get an import options dialog. I haven't messed with any but make sure the X-90 is unhighlighted unless you enjoying rotating your objects.



The object will most likely be very tiny. So have the transform properties ready to make adjustments.

You can change the scale by clicking the arrows or on the number and type a value in. I have not found a way for them to all change at the same time so you'll have to do it one by one unless you manually scale it by clicking and dragging.



That's it! Now mess around with it in Blender!