

## Sample Data of 3D Characters ~ Maya2014 Format ~

### ■ About Sample Data

This data is 3D character contents of SMILE GAME BUILDER (SGB) which is reproduced as sample data for Maya2014 scene files.

There are two kinds of data, a man character (A\_Hero01A) and a woman character (A\_Heroine01A).

### ■ Contents of the Folder

If you'd like to set the folder as the project, then select "SGB\_Character" folder.

#### "scenes" folder

Character\_man.ma -- A\_Hero01A (ASCII)

Character\_man.mb -- A\_Hero01A (Binary)

Character\_woman.ma -- A\_Heroine01A (ASCII)

Character\_woman.mb -- A\_Heroine01A (Binary)

#### "sourceimages" folder

c\_001a\_sample.png -- A\_Hero01A (Texture File)

c\_001a\_ambient\_sample.png -- A\_Hero01A (Ambient Texture File)

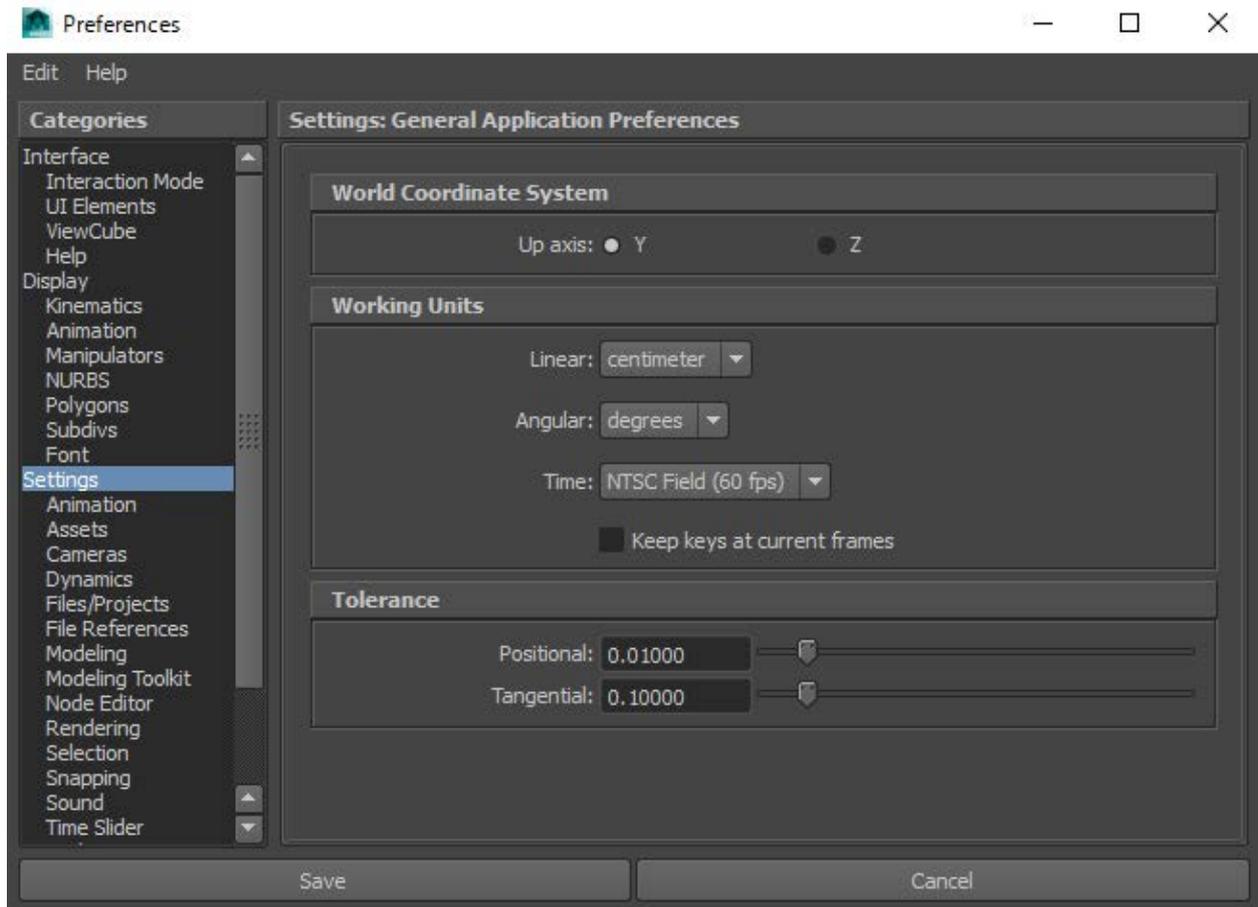
c\_011a\_sample.png -- A\_Heroine01A (Texture File)

c\_011a\_ambient\_sample.png -- A\_Heroine01A (Ambient Texture File)

## ■ How to Open the Scene

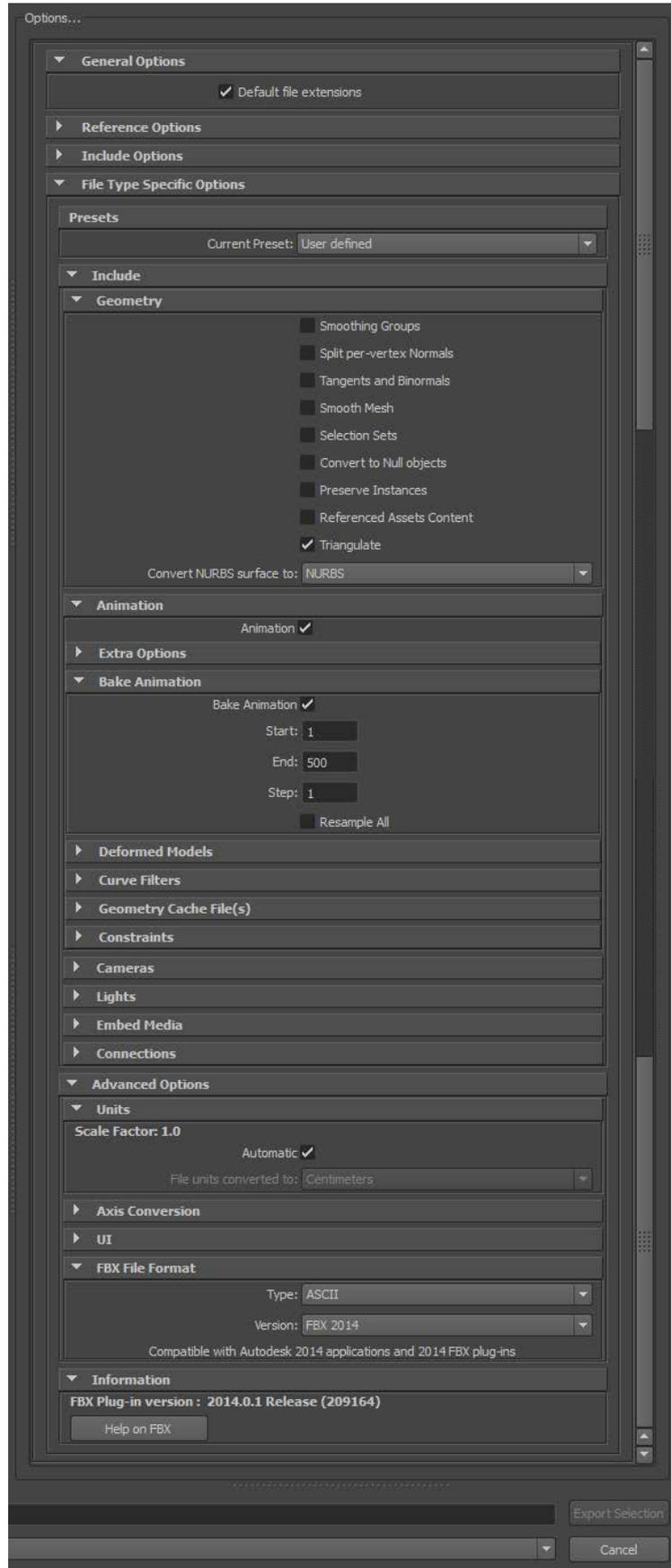
Select a file that you'd like to open from the "scenes" folder. (File > Open Scene)

If you open a file by drag & drop method and the setting of "Time" under "Working Units" is 24 fps, the animation frames might shift a little. Please correct the frame time to 60fps, then it'll work properly.



## ■ About FBX Exporting

The image below is the suitable FBX format export settings for SGB.



## Sample Data of 3D Characters ~ Maya2016 Format ~

### ■ About Sample Data

This data is 3D character contents of SMILE GAME BUILDER (SGB) which is reproduced as sample data for Maya2016 scene files.

There are two kinds of data, a man character (A\_Hero01A) and a woman character (A\_Heroine01A).

### ■ Contents of the Folder

If you'd like to set the folder as the project, then select "SGB\_Character" folder.

#### "scenes" folder

Character\_man.ma -- A\_Hero01A (ASCII)

Character\_man.mb -- A\_Hero01A (Binary)

Character\_woman.ma -- A\_Heroine01A (ASCII)

Character\_woman.mb -- A\_Heroine01A (Binary)

#### "sourceimages" folder

c\_001a\_sample.png -- A\_Hero01A (Texture File)

c\_001a\_ambient\_sample.png -- A\_Hero01A (Ambient Texture File)

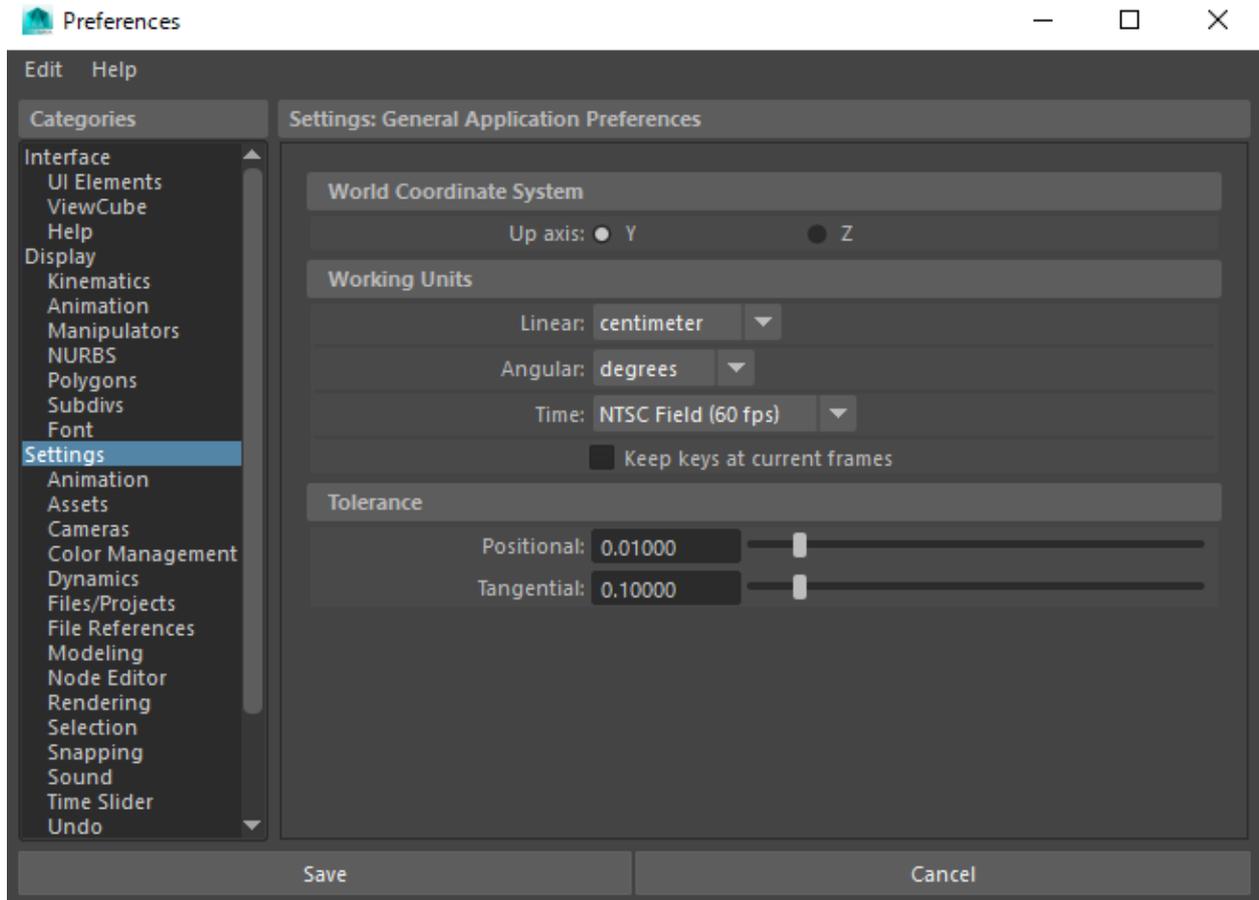
c\_011a\_sample.png -- A\_Heroine01A (Texture File)

c\_011a\_ambient\_sample.png -- A\_Heroine01A (Ambient Texture File)

## ■ How to Open the Scene

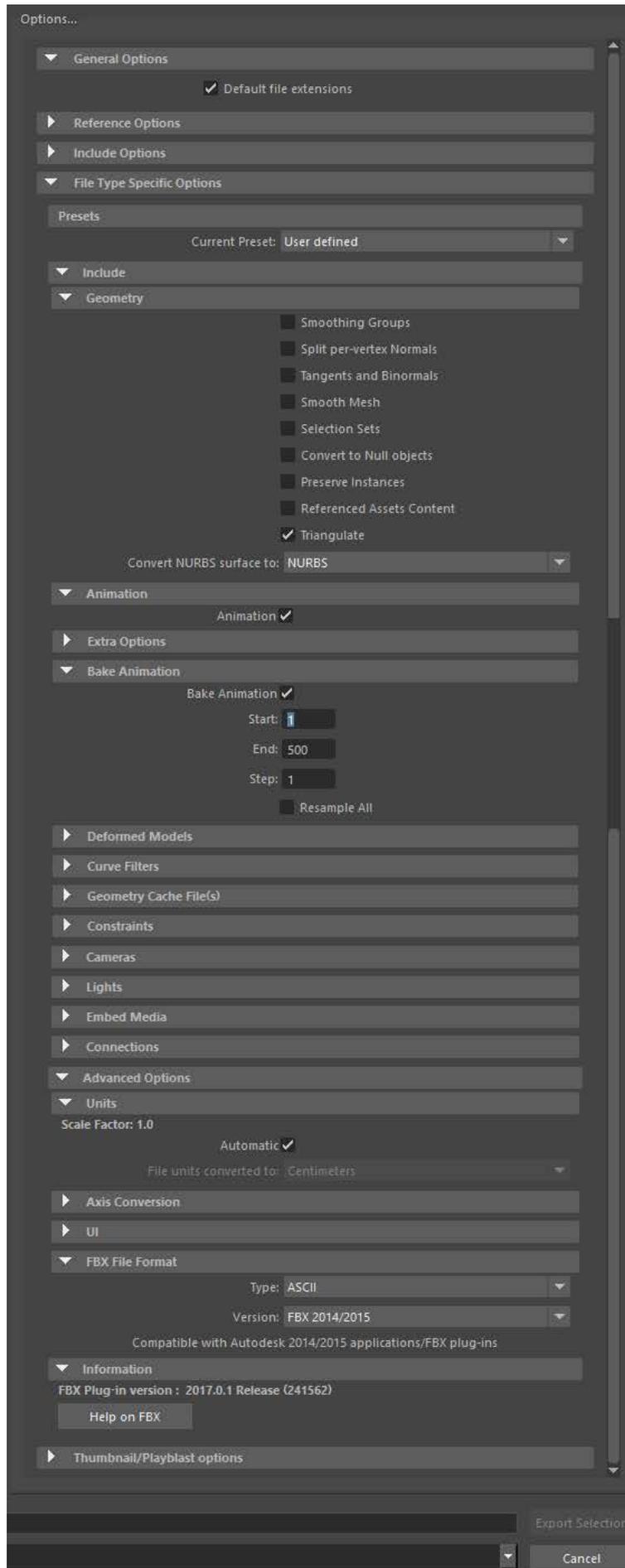
Select a file that you'd like to open from the "scenes" folder. (File > Open Scene)

If you open a file by drag & drop method and the setting of "Time" under "Work Units" is 24 fps, the animation frames might shift a little. Please correct the frame time to 60fps, then it'll work properly.



## ■ About FBX Exporting

The image below is the suitable FBX format export settings for SGB.



## Sample Data of 3D Characters ~ FBX Format ~

### ■ About Sample Data

This data is 3D character contents of SMILE GAME BUILDER (SGB) which is reproduced as sample data for FBX data (2014 version).

There are two kinds of data, a man character (A\_Hero01A) and a woman character (A\_Heroine01A). Also, you can find ASCII format and Binary Format.

### ■ Contents of the Folder

#### FBX2014-ASCII

##### “c\_001a\_sample” folder

c\_001a\_sample.fbx -- A\_Hero01A: FBX File (ASCII)  
c\_001a\_sample.png -- A\_Hero01A: Texture File  
c\_001a\_ambient\_sample.png -- A\_Hero01A: Ambient Texture File  
c\_001a\_sample.def -- A\_Hero01A: Motion Setting File (60 fps)

##### “c\_011a\_sample” folder

c\_011a\_sample.fbx -- A\_Heroine 01A: FBX File (ASCII)  
c\_011a\_sample.png -- A\_Heroine 01A: Texture File  
c\_011a\_ambient\_sample.png -- A\_Heroine01A: Ambient Texture File  
c\_011a\_sample.def -- A\_Heroine01A: Motion Setting File (60 fps)

#### FBX2014-Binary

##### “c\_001a\_sample” folder

c\_001a\_sample.fbx -- A\_Hero01A: FBX File (Binary)  
c\_001a\_sample.png -- A\_Hero01A: Texture File  
c\_001a\_ambient\_sample.png -- A\_Hero01A: Ambient Texture File  
c\_001a\_sample.def -- A\_Hero01A: Motion Setting File (60 fps)

##### “c\_011a\_sample” folder

c\_011a\_sample.fbx -- A\_Heroine 01A: FBX File (Binary)  
c\_011a\_sample.png -- A\_Heroine 01A: Texture File  
c\_011a\_ambient\_sample.png -- A\_Heroine01A: Ambient Texture File  
c\_011a\_sample.def -- A\_Heroine01A: Motion Setting File (60 fps)

### ■ How to Open the File

Please use 3D software which can read these FBX data (2014 version).

We've confirmed that these files can be read by following software:

- Maya2014
- Maya2016
- Blender2.77a

## Sample Data of 3D Characters ~ Blender2.77a ~

### ■ About Sample Data

This data is 3D character contents of SMILE GAME BUILDER (SGB) which is reproduced as sample data for Blender2.77a scene file.

There are two kinds of data, a man character (A\_Hero01A) and a woman character (A\_Heroine01A).

### ■ Contents of the Folder

c\_001a\_sample.blend -- A\_Hero01A (Scene File)

c\_001a\_sample.png -- A\_Hero01A (Texture File)

c\_001a\_ambient\_sample.png -- A\_Hero01A (Ambient Texture File)

c\_011a\_sample.blend -- A\_Heroine01A (Scene File)

c\_011a\_sample.png -- A\_Heroine 01A (Texture File)

c\_011a\_ambient\_sample.png -- A\_Heroine 01A (Ambient Texture File)

### ■ How to Open the Scene

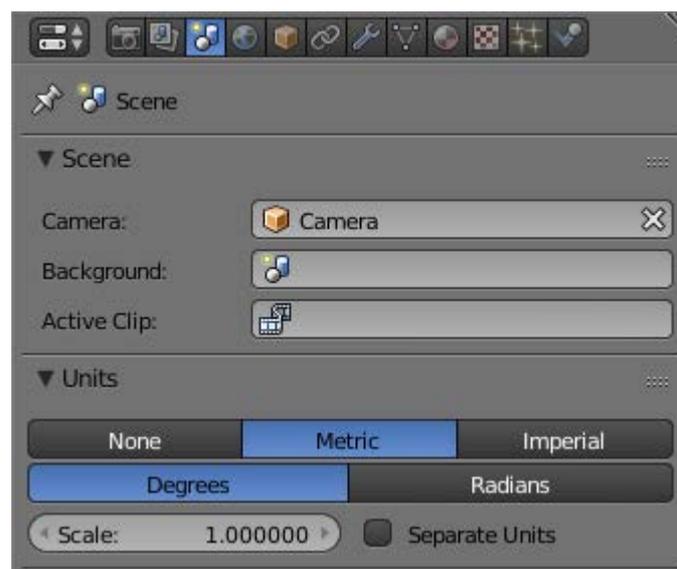
Select either file “c\_001a\_sample.blend” or “c\_011a\_sample.blend” from “File” > “Open”.

If the file path of the texture file is off, please assign it again for the texture file above.

### ■ About Scene Units

Please make sure that the scene units are the same as the image below.

If the settings are different from it, the size of the model won't be displayed properly after exporting.



## ■ About FBX Exporting

The image below is the suitable FBX format export settings for SGB.

