

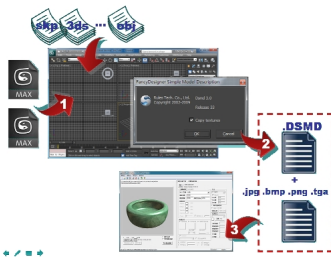
how to convert 3D model files to a rpkm format file

Written by ruler

Monday, 11 August 2008 12:22 - Last Updated Monday, 21 July 2014 15:50

If you want to convert a 3D model file by 3ds Max for the first time, you got to install the dsmd-plugin.

- [install DSMD plugin for 3ds Max.](#)
- [3ds Max plugin introduction](#)



after installed dsmd plugin for 3ds Max, 3 steps needed to convert a 3D-model file to a .rpkm format file :

1. open/import 3D model file format by 3ds Max (e.g. .max, .3ds, .skp, .obj...etc)
2. export 3D-model file to .DSMD format file.

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3. To package textures & geometry-data all together by RulesDBPackager.

[read more...](#)

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