

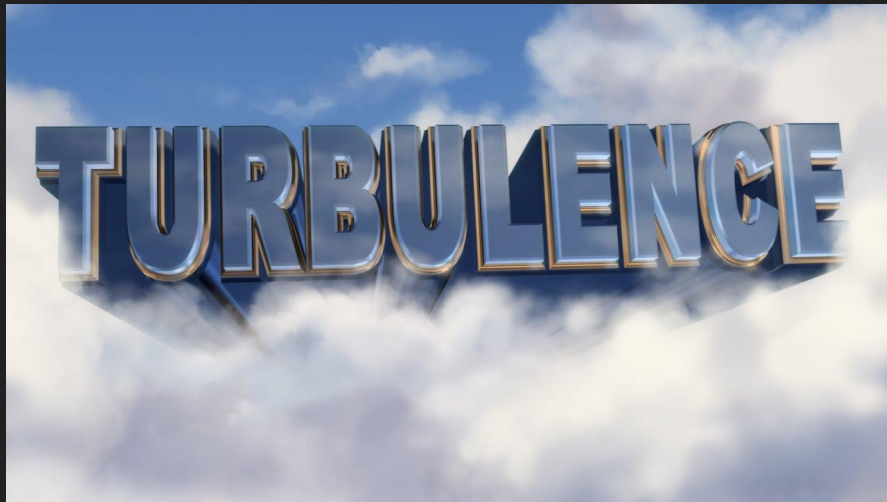
Welcome to



source filmmaker

By: Niko Jokhadze
June 2019









source filmmaker

The Steps to Making a Poster

Step 1: Pick a Map

You want to give your character a map to be on. It doesn't matter if it is an actual location or just a black box, you have to start with a map.

Step 2: Set up your Interface

You want to make your SFM experience as easy as possible. Make sure you have a secondary viewpoint. Make sure you are in the Motion editor. Make sure everything is organized the way you want.

Step 3: Import Characters and Objects

Source Filmmaker has a lot of different models that are available right from download, from characters to weapons to food items to more. If you don't see anything you like, the Steam Workshop has a lot of different community-made models that you can download and use.

Step 4: Putting the Cosmetics on the Character

You can make any combination of cosmetics you want here, just make sure that every bone point is connected, so there isn't any weird clipping.



Step 7: Render

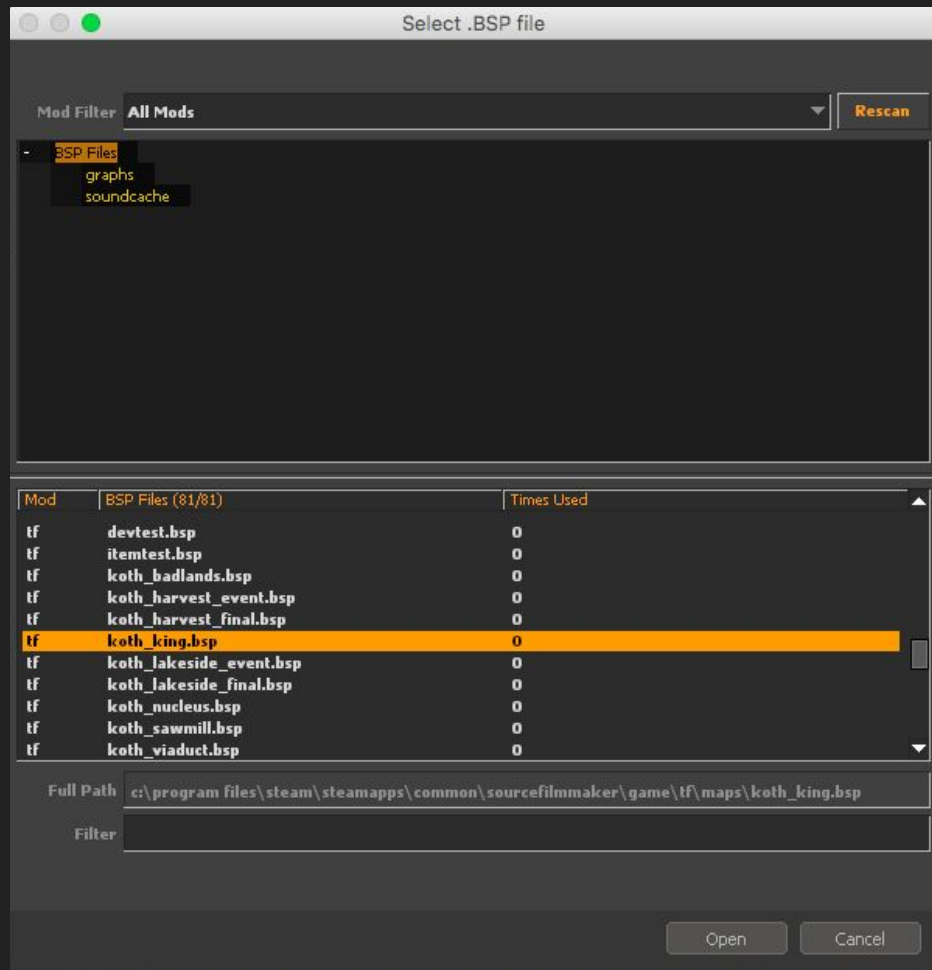
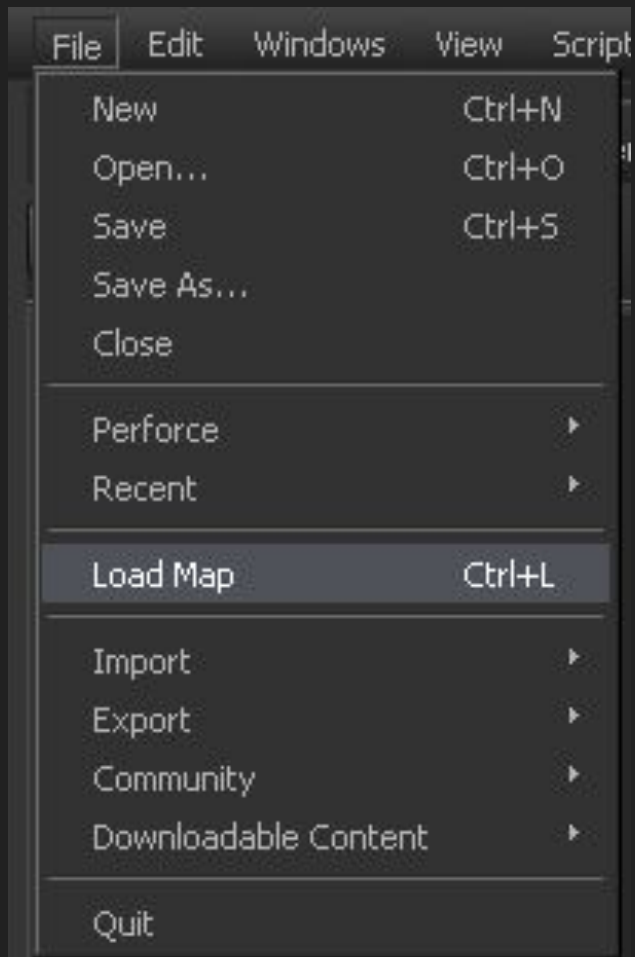
If you want to make your poster look good in the end, make sure your main camera is angled correctly, zooming, rotating, and focusing as you want, make sure your export as a poster. After that, you will officially have a completed SFM poster.

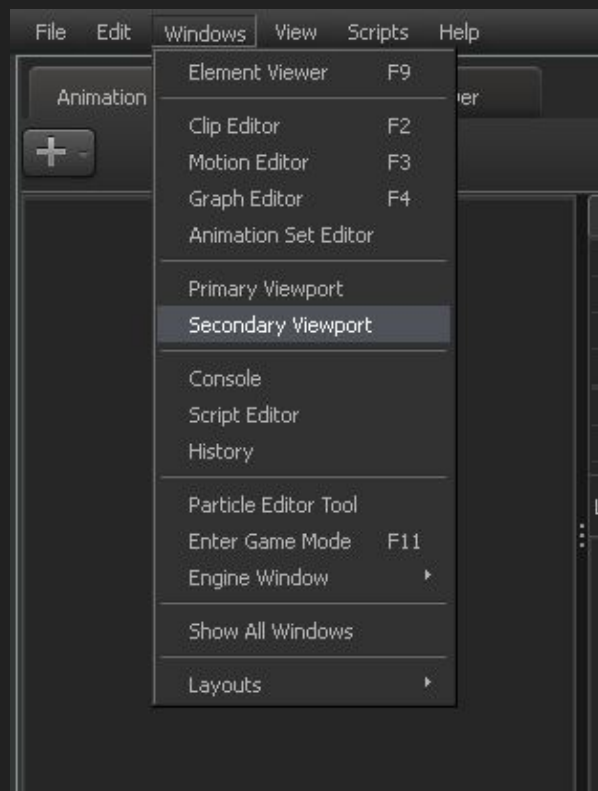
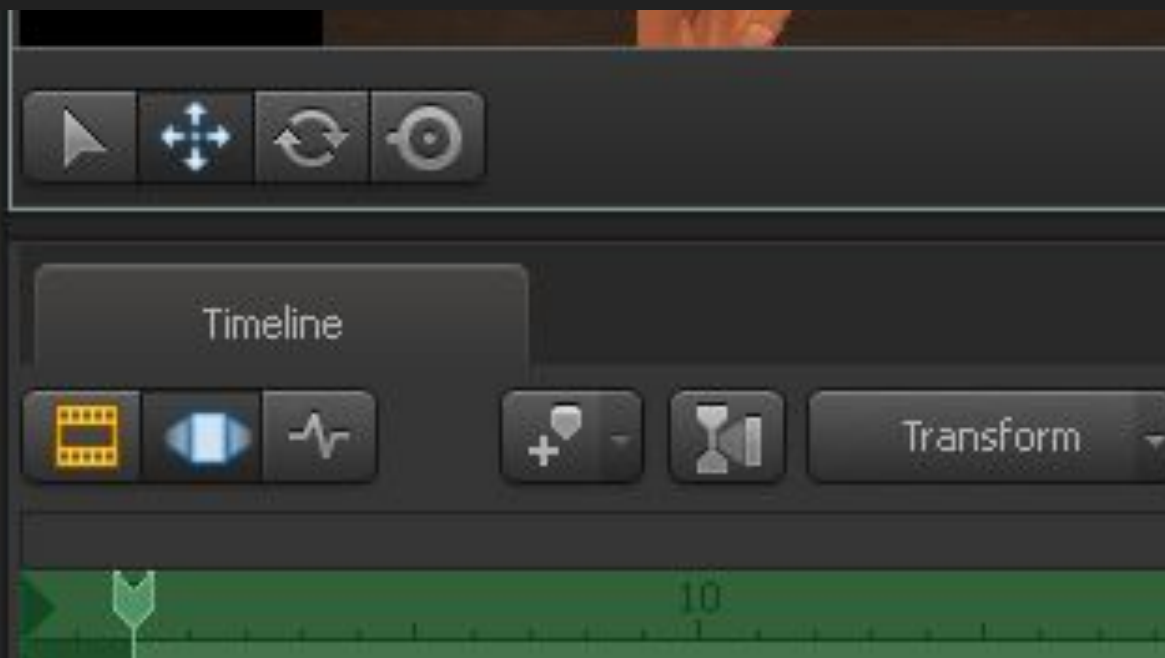
Step 6: Lighting

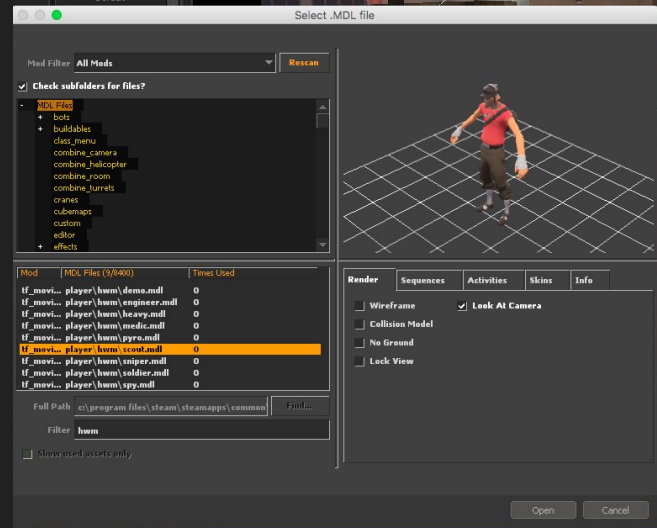
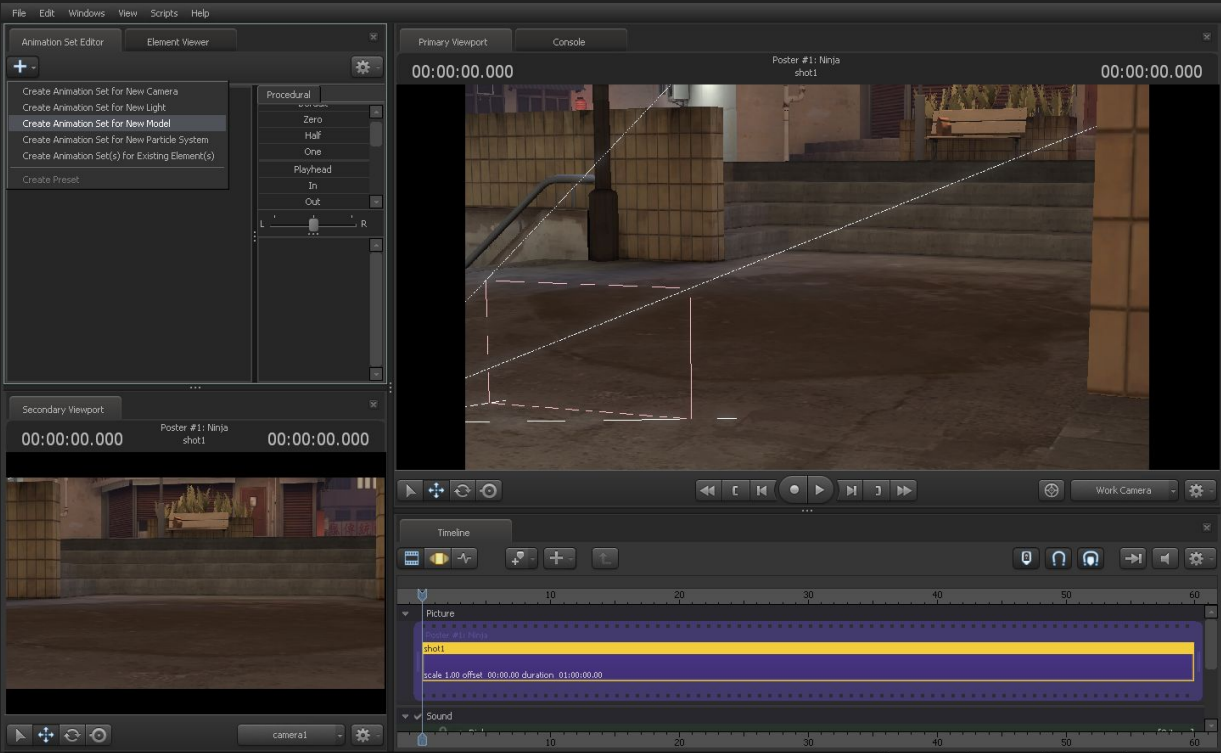
Light your character the way you want. If you want a dramatic spotlight, a bright aura, some flames, or even complete darkness, you got that.

Step 5: Moving the Body Parts

You are allowed to move every part of the body, from the limbs to the fingers to the face. Even the eyes are adjustable. Utilize the different movement tools to get a look you like.







Select .MDL file

Mod Filter: All Mods Rescan

Check subfolders for files?

- MDL Files
 - + bots
 - + buildables
 - + class_menu
 - + combine_camera
 - + combine_helicopter
 - + combine_room
 - + combine_turrets
 - + cranes
 - + cubemaps
 - + custom
 - + editor
 - + effects

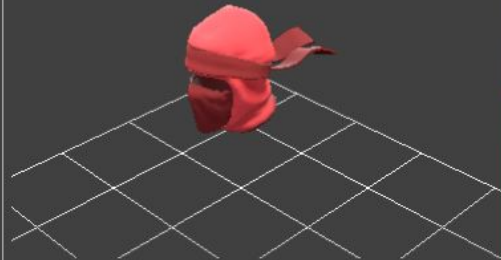
Mod	MDL Files (3/840)	Times Used
tf	player\items\spy\shogun_...	0
tf	workshop\player\items\sc...	0
tf	workshop\player\items\sc...	0

Full Path: c:\program files\steam\steamapps\common Find...

Filter: **ninja**

Show used assets only

Open Cancel



Animation Set Editor

Element Name

- bp_spine_3
- hp_neck
- hp_head
- legs
- arms
- torso
- head
- hand2014_scout_neck_head
- hand
- rootTransform
- hp_spine_1
- hp_spine_2
- hp_spine_3
- hp_neck
- hp_head

Procedural: Default

Export: Zero, Half, One, Full, Rest

Secondary Viewport: 00:00:00.000

Primary Viewport: 00:00:00.000

Console: Potter #1: Ninja Scout



Animation Set Editor

Element Name

- blend
- Reverse AnimationSet
- Color AnimationSet()
- Delete AnimationSet()
- hidden
- Show in Element Viewer
- Show Game Model in Explorer
- Export
- Import
- Utilites
- Extract Animations
- NO
- Set Size
- Set Body Groups
- Add Train Pathness Item
- Add Overrid Release
- Disable Physics

Procedural: Default

Export: Zero, Half, One, Out

Import: m3d, loadnet, mms, gipants

Utilites: localMin/targetFactor, eye, convergence, weightmap, spin

Set Body Groups: scout

Add Train Pathness Item: hat

Add Overrid Release: headpiece

Disable Physics: shoes, socks

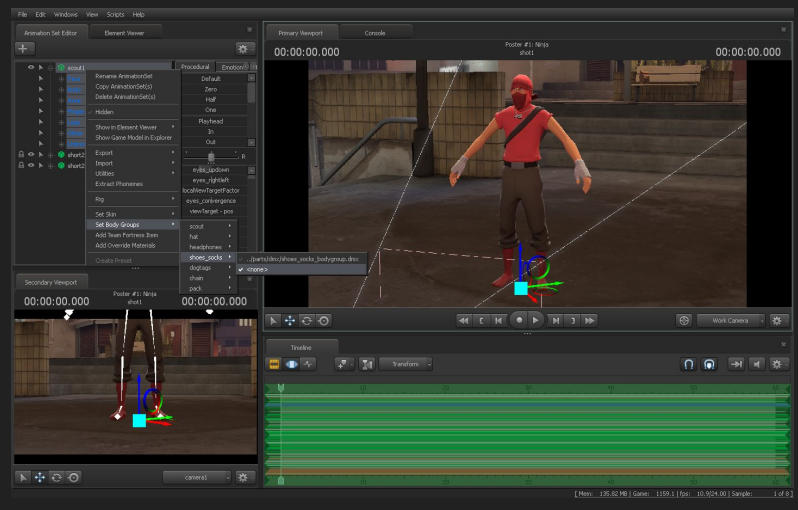
duplap: duplap

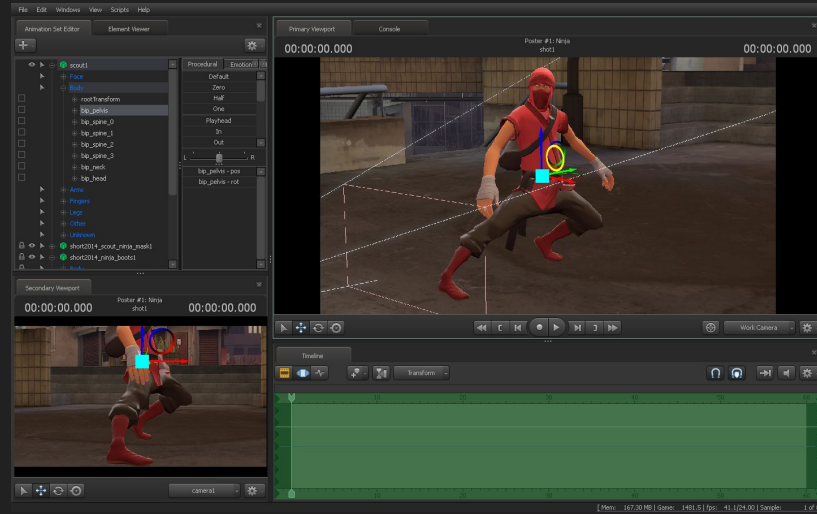
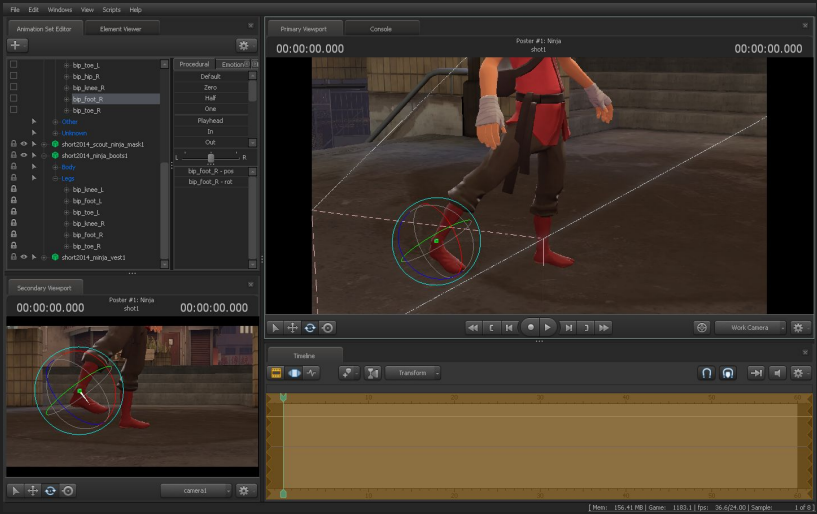
Train path: path

Secondary Viewport: 00:00:00.000

Primary Viewport: 00:00:00.000

Console: Potter #1: Ninja Scout





Set Work Camera Lock
Clear Work Camera Lock
Add Scale Control To Transforms
DAG Utilities Menu
Export Animation
Export Taunt Animation
Import Animation
Import Sequence
Extract Phonemes

Create Preset

create_lights
create_lights_constrained
create_rotator
reposition_parent
transfer_motion_to_children

Create Animation Set for New Camera

Create Animation Set for New Light

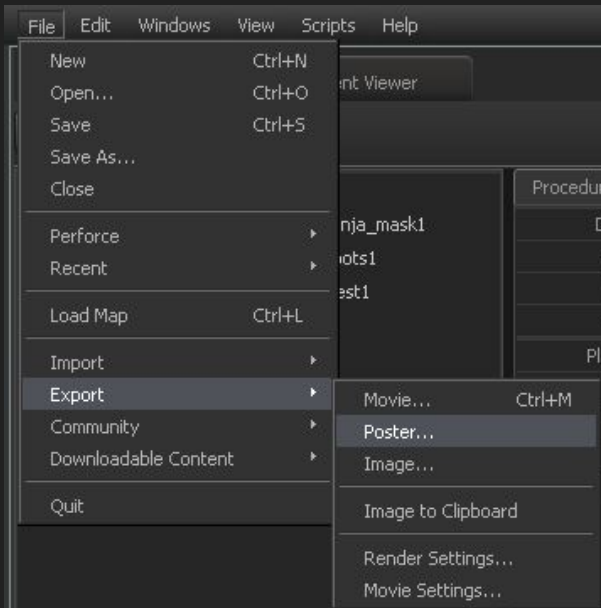
Create Animation Set for New Model

Create Animation Set for New Particle System

Create Animation Set(s) for Existing Element(s)

Create Preset

































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