

Importing Custom Models

Required Tools:

Doom Eternal Model Importer by SamPT - [Download](#)

Converts .OBJ format models into the .LWO format used by DOOM Eternal.

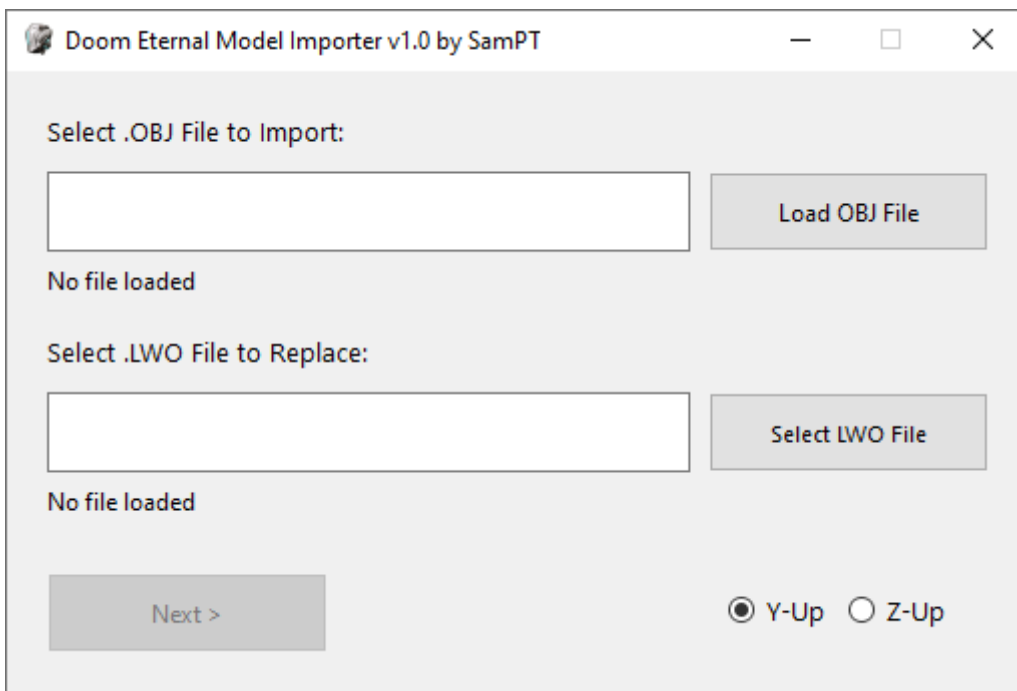
Blender - [Download](#)

Open-source 3D modeling software.

Blender is highly recommended, but other 3D-modeling software may also work.

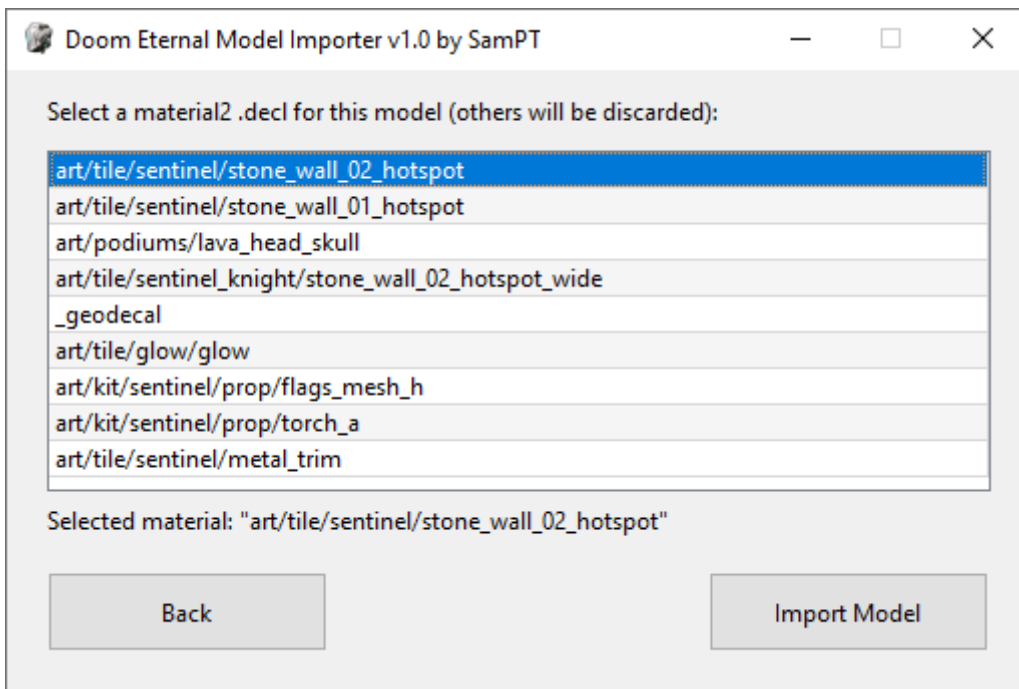
How to Import Custom Models:

First, download the "Doom Eternal Model Importer" tool and run it. You will see a screen like this:



Follow these steps:

1. Click "Load OBJ File" and select the .obj file you want to import.
2. Click "Select LWO File" and select the .lwo file you want to replace - this opens a 2nd window which is similar to SAMUEL, so you can browse the game .resources.
3. Click the "next" button and you'll see a screen like this:



4. Select the material2 .decl you want to use for this model (sometimes there will only be one option). Make a note of the file you picked, because this controls which textures will be loaded for the model.
5. Click "Import Model" - this will convert your .obj file to the .lwo format. Your new .lwo model will be saved to a folder called `imports`, this will be in the same directory as the model importer tool:

Name	Date modified	Type	Size
imports	2/17/2022 5:39 PM	File folder	
Doom Eternal Model Importer.exe	2/17/2022 5:37 PM	Application	14,318 KB

6. Open the `imports` folder and look for a folder named after the model you replaced (along with some numbers). In this example, the file we replaced was called `vial.lwo`, so the imported model was saved in a folder called `vial_id#15109803643372197552`.
7. Open that folder (e.g. `vial_id#15109803643372197552`) and you'll see two more folders inside. One will be called `streamdb` and the other will be the name of a ".resources" archive, such as `gamerresources`.

<< DATA (D:) > DOOM Eternal Model Importer > imports > vial_id#15109803643372197552 >			
Name	Date modified	Type	Size
gamerresources	2/17/2022 5:39 PM	File folder	
streamdb	2/17/2022 5:39 PM	File folder	

8. Copy and paste both of these folders directly into your Doom Eternal `mods` folder. (If distributing the mod, you should put them in a .zip file first). This folder contains everything you need to see the

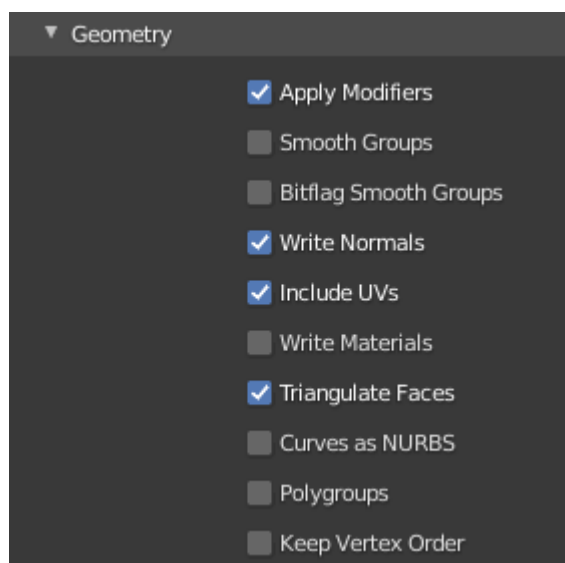
model replaced in the game.

9. Run EternalModInjector.bat and you should see the new model in the game.

Important: Custom models will not work with outdated versions of EternalModInjector. To avoid problems, you should add the **EternalMod.json** file to your completed mod, and set the minimum required version to **19**. This will display a warning if someone tries to use your mod with outdated tools.

General Tips / Advice:

- Remember, the model is just the "shape" of the item. In most cases you will also need to replace textures. This isn't handled by the model importer tool. You would do this the same way you'd normally create a texture mod. See the [Texture Modding guide](#) for more information.
- If your imported model is facing sideways in the game, try changing the **Y-up / Z-up** setting on the first screen of Doom Eternal Model Importer.
- If the model you import is too large or small, you need to edit the model with a 3d modeling tool such as Blender. Use this tool to scale your model to the proper size before importing it into the game. (To get an idea of the correct size, you can export a "vanilla" model from the game with SAMUEL, and open that model in Blender, alongside your new one. This will give you a good size comparison).
- When exporting to .obj format from Blender, you should make sure these settings are checked (at minimum):



Note: The current version of the model importer only supports **static models** (.lwo format). **Animated models (.md6mesh format) are not supported yet**, so it is not possible to replace things like weapons or enemy models directly. However, you *can* attach static .lwo models to .md6mesh models to achieve a similar effect. See here: **[Attaching Static Models to Animated Models](#)**

See Also:

- **[Attaching Static Models to Animated Models](#)**
- **[How to use the "EternalMod.json" file](#)**
- **[Texture Modding guide](#)**

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