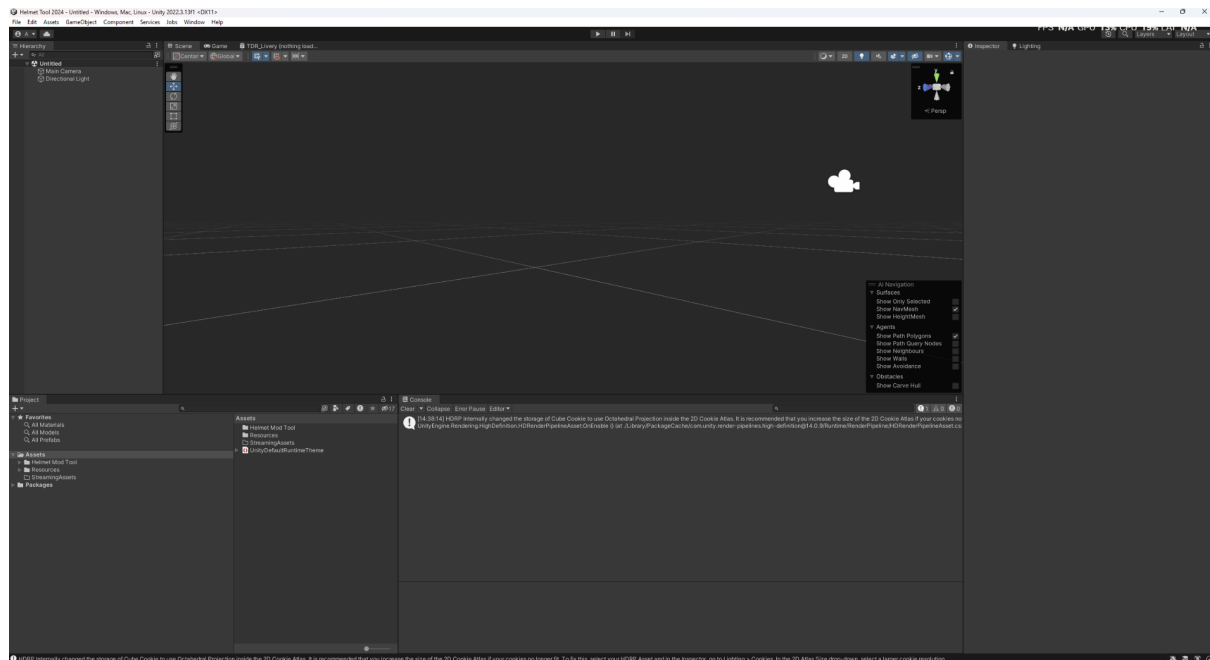


Download unity Hub and get the Unity3D version requested in the [helmet download tool page](#)

As requested, download the Helmet Mod Tool.

Extract all the files in a folder and Add it to Unity Hub (it will open the tool with the correct Unity3D version)

Wait until all the program will open your new project an you will find this window



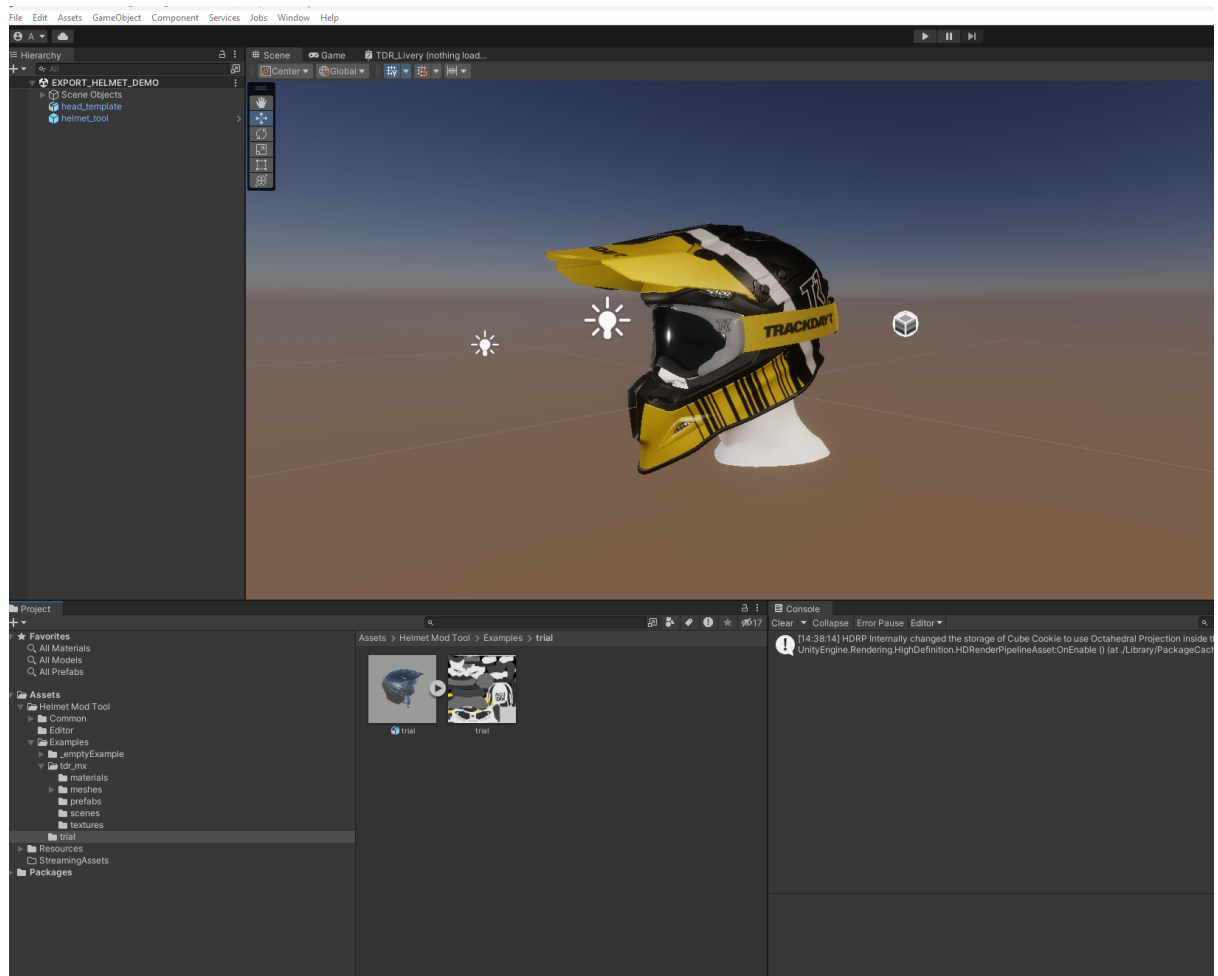
In Project window, go to Assets/Helmet Mod Tool/Example/tdr_mx/scenes double click on EXPORT_HELMET_DEMO

Now you have to decide how to manage as best you want your project, you can simply overwrite everytime this scene or create one new scene for every new helmet you want to create, the voice is yours.

YOUR HELMET 3D MODEL NEED TO BE A SINGLE MESH WITH 2 MATERIALS (or more)

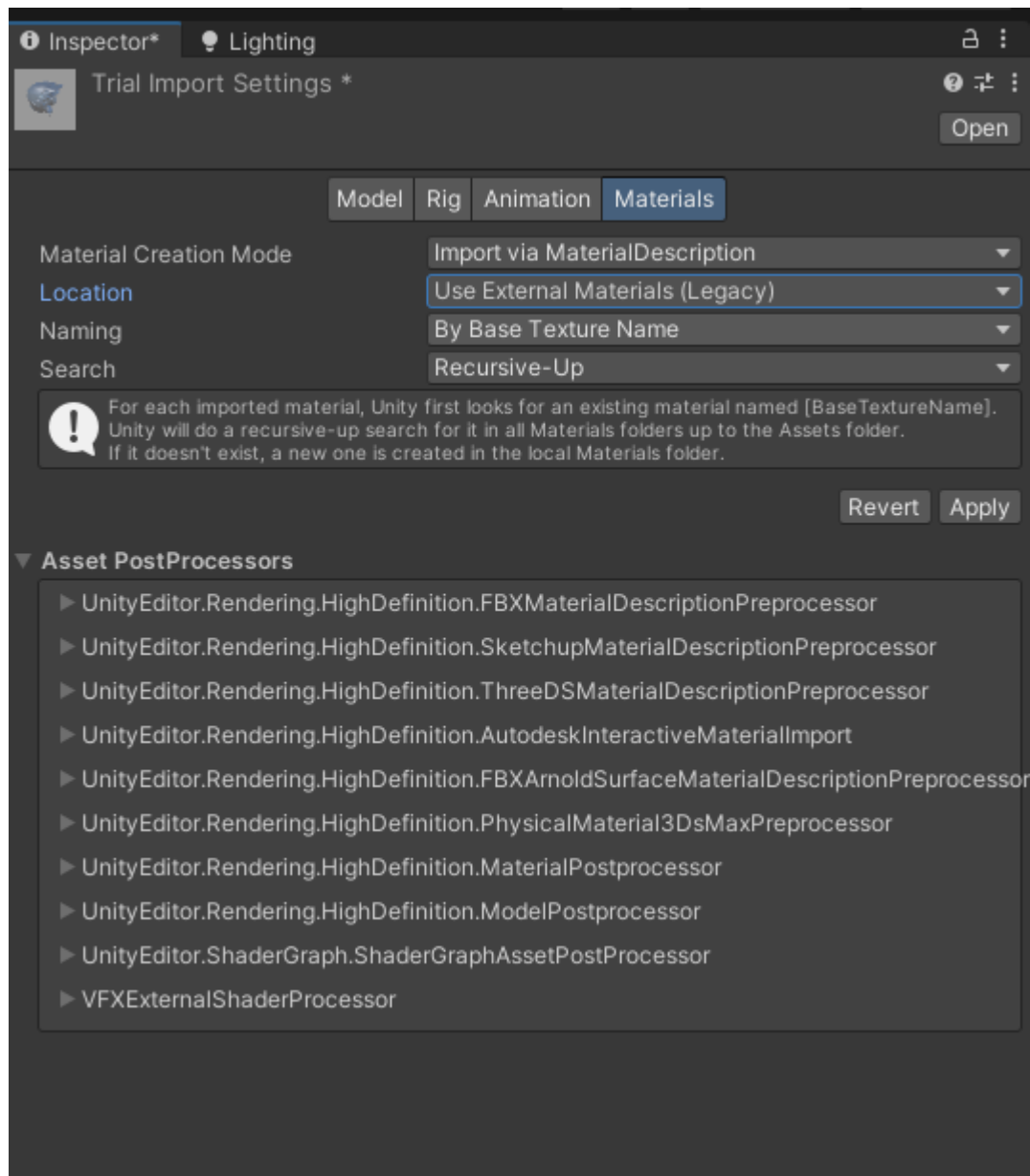
if you have any doubts check the helmet example you find in the tool.

Drag and drop your 3D model and textures in the project as show below

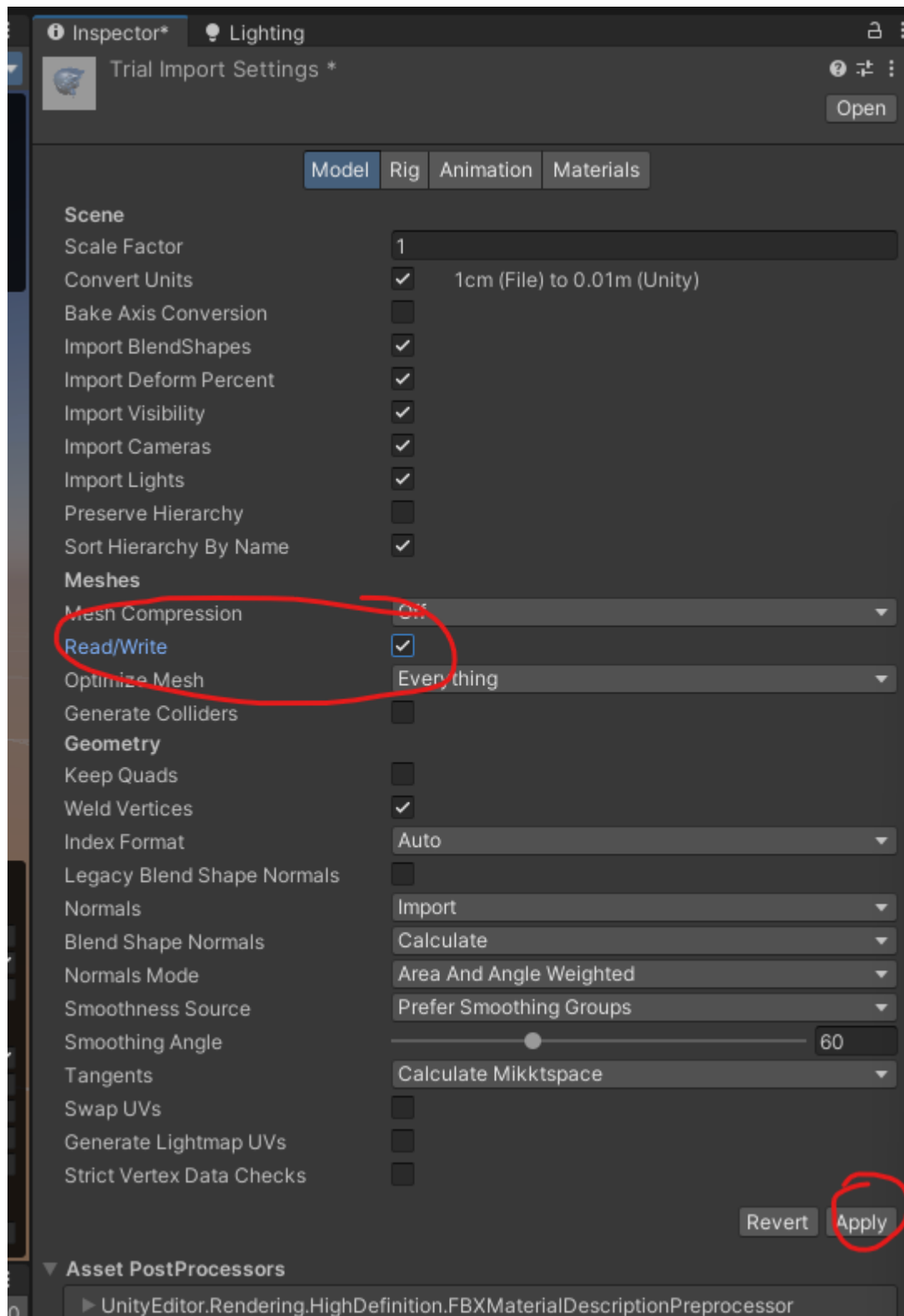


Left click on your mesh and look at the inspector on the top right.

In the Materials tab you need to select “Use External Materials” under Location

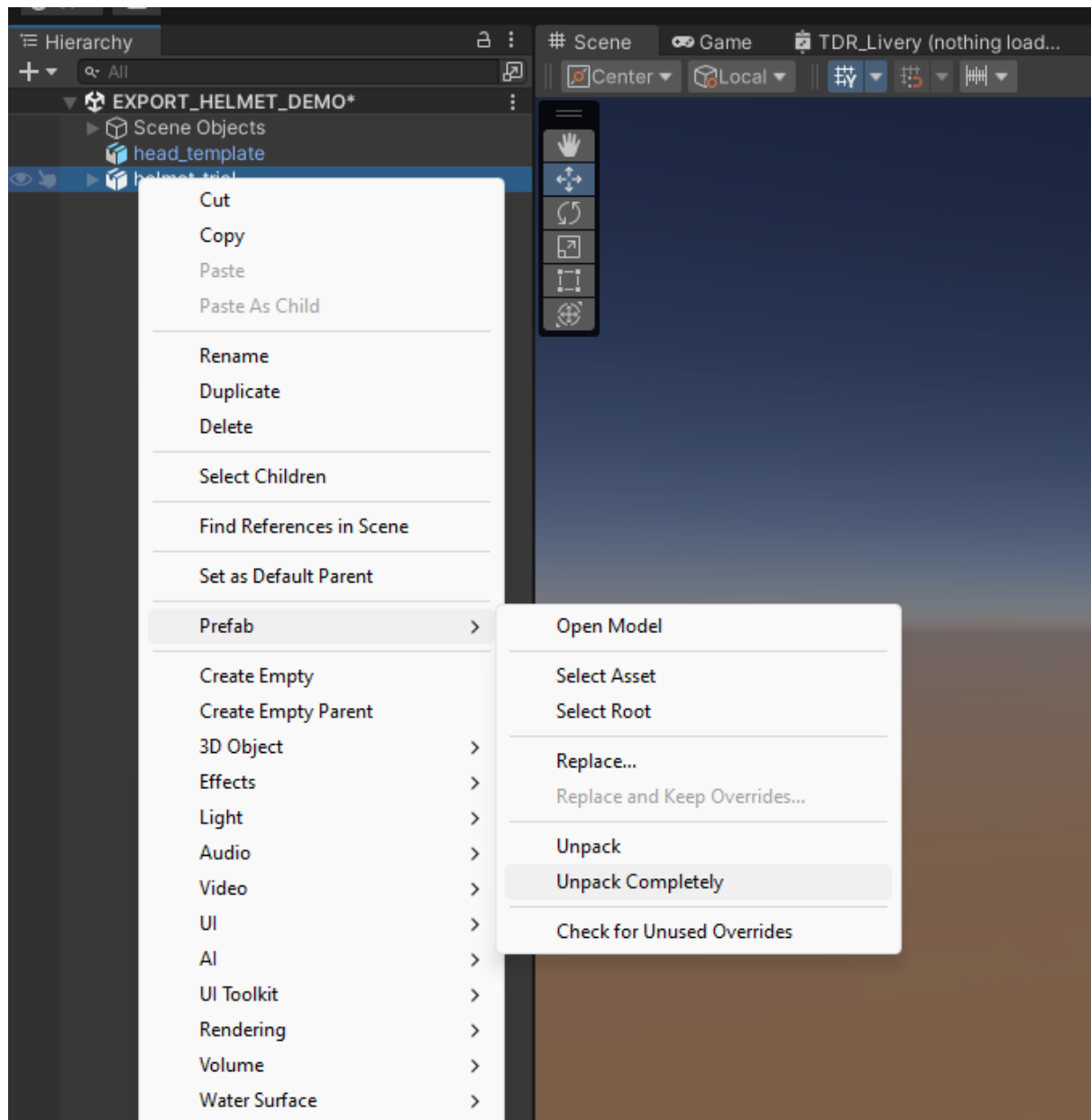


Under Model tab you only need to check Read/Write and click **Apply**



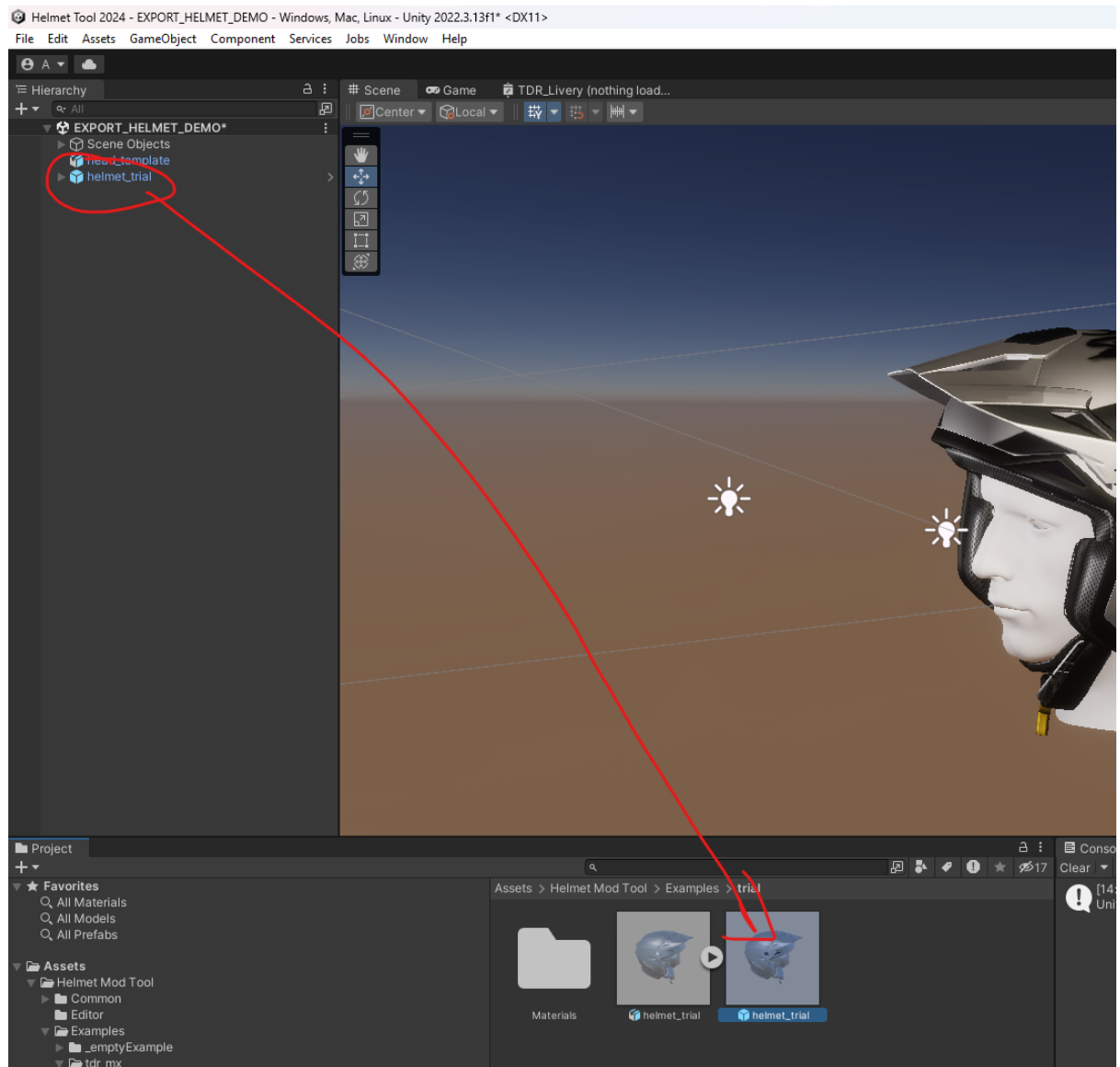
Now drag the model to the Hierarchy and you can delete the example one.

in this moment you can right click on the helmet go to **Prefab** and click con **Unpack Completely**

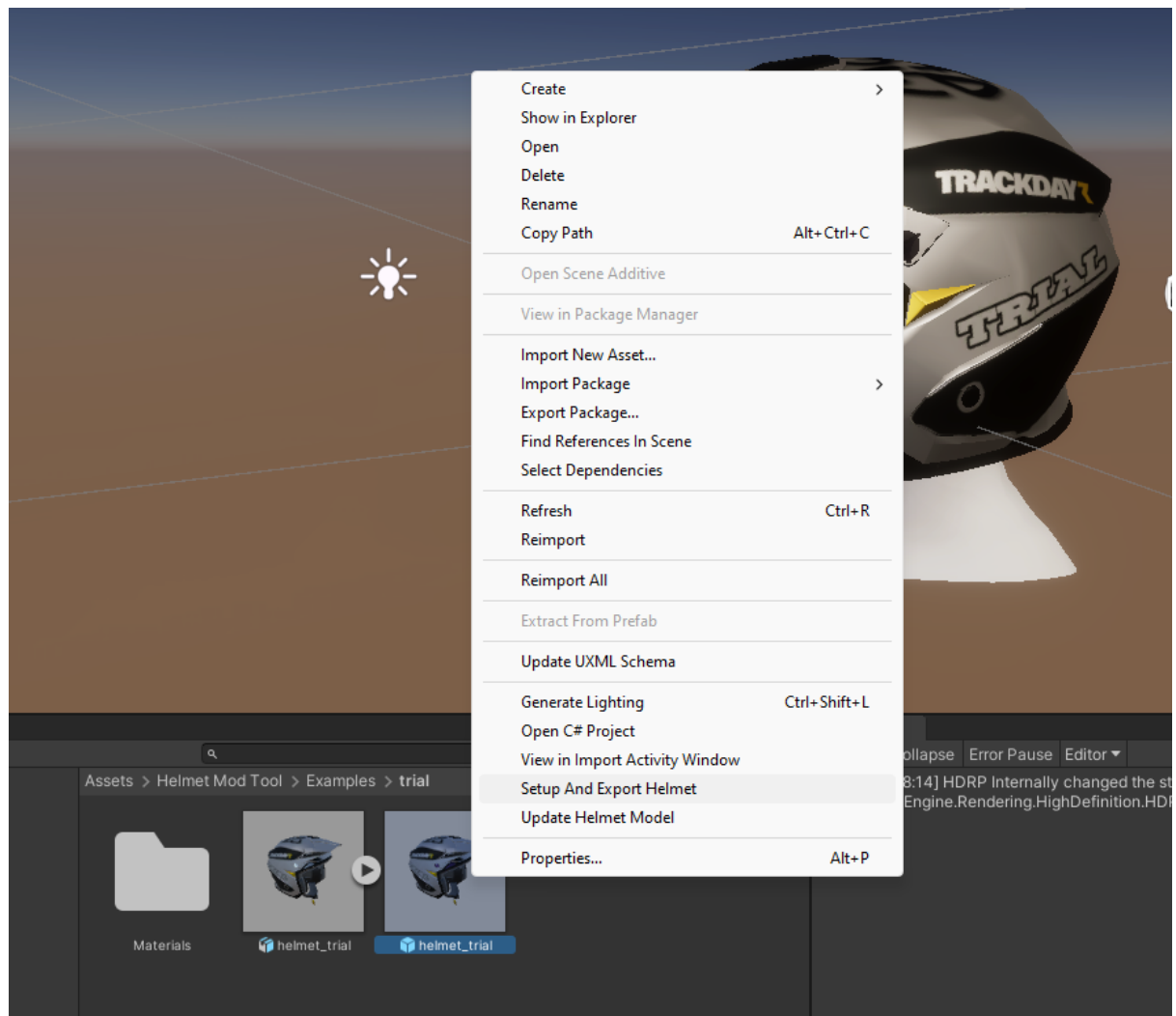


By using the head template you can position your helmet as best as you can and adjust all the materials you want to.

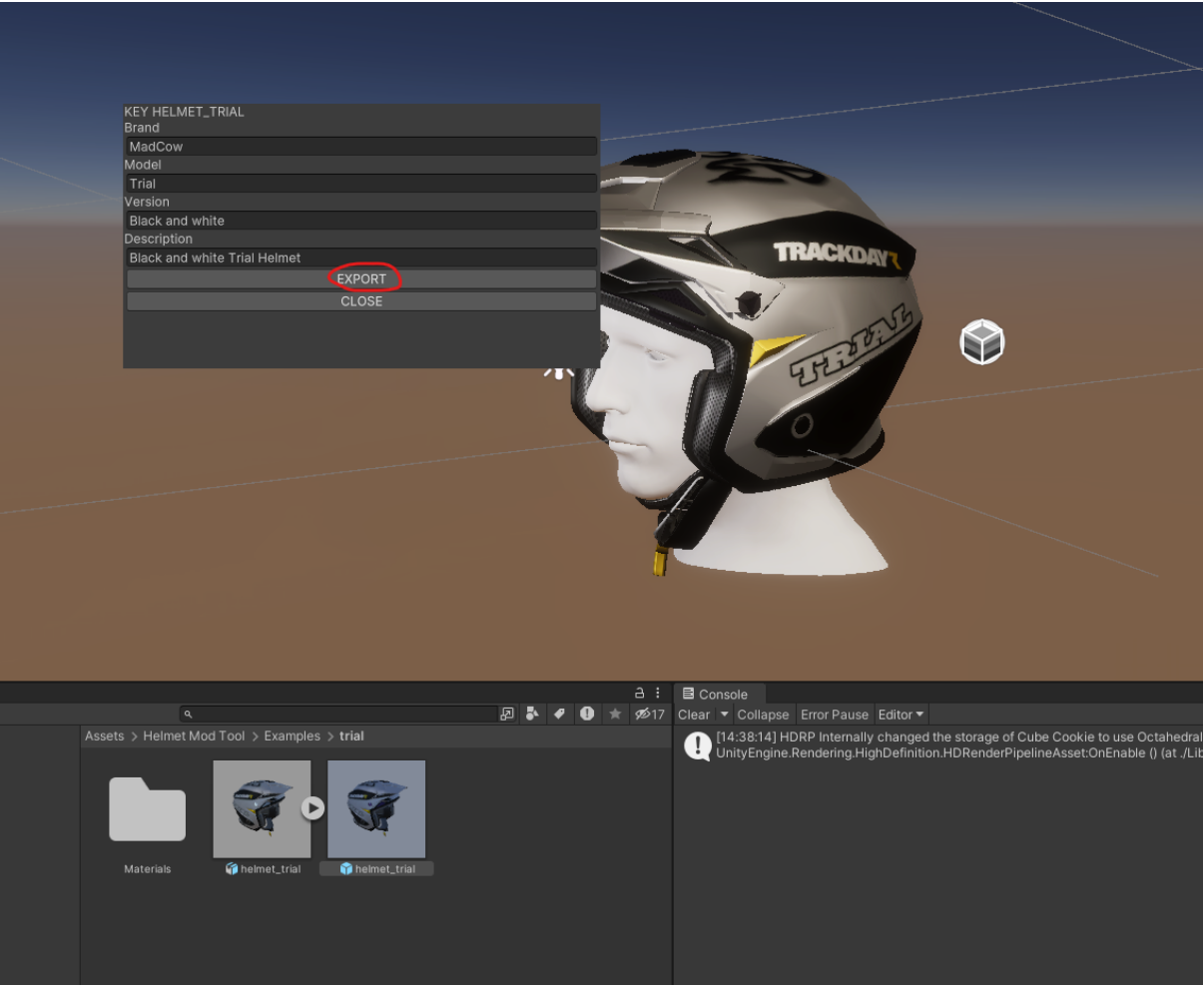
When ready drag your helmet to the project will automatically create the Prefab

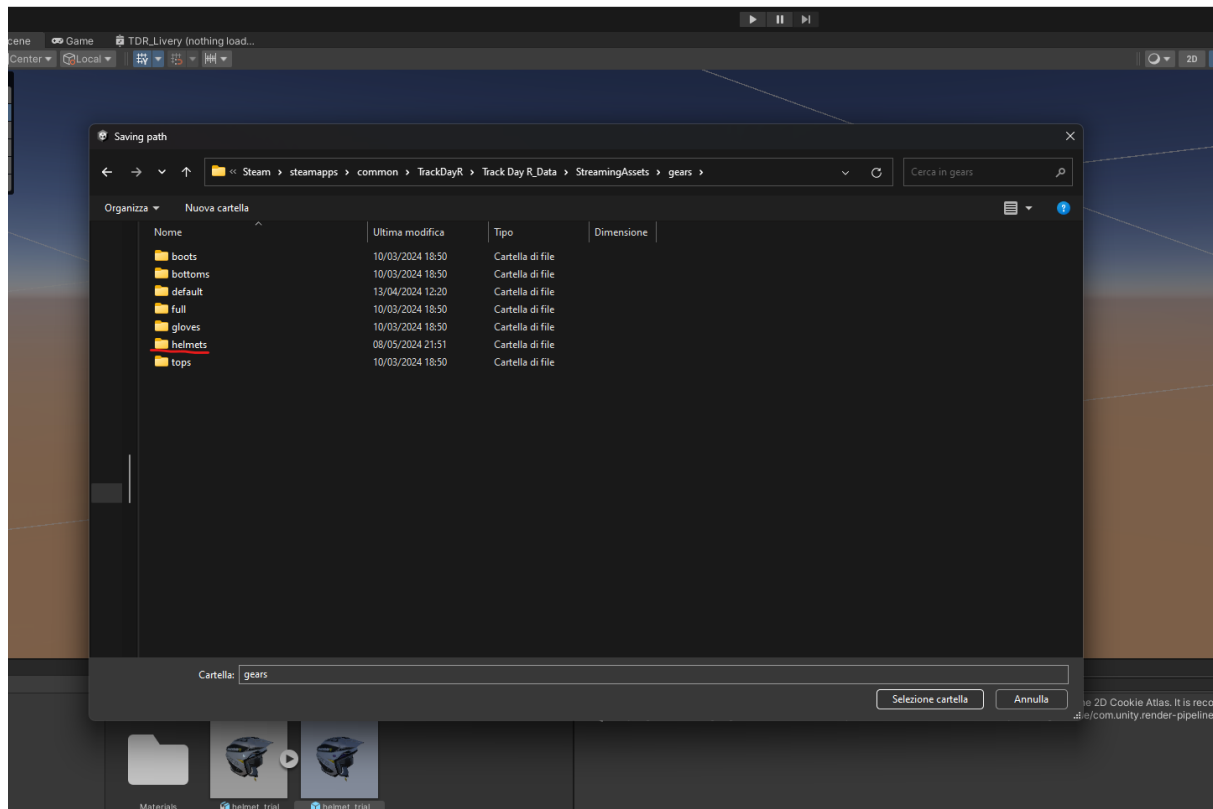


Now **CTRL+S** to save you **Scene**, right click on your just created Prefab and click on **“Setup and Export Helmet”**



Type all the info requested and click on **EXPORT**





Now you need to **create a new folder** in the Steam library
 steamapps/common/TrackDayR/Track Day R_Data/StreamingAssets/gears/helmets path

THE JOB IS DONE, UNITY WILL COMPILE AUTOMATICALLY YOUR HELMET and the
 game will cript automatically your 3D file so nobody can stole your 3D file.

Have fun and thank you for being part of this great modding community!

MadCow Team