

Model & Object ?

A collection of tools & scripts for modifying in game geometry, skeletal information, shaders & more.

If credits are missing, wrong or need amending, please contact us at support@prowrestlingmods.io or one of our staff in the ProWrestlingMods Discord.

WWE 2K22 & 2K23 MDL Model Scripts |

Blender	Download Here
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Crowd Positional Data I/O |

Two Python scripts that can import and export *arena* audience DAT files.

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Arena Lights I/O |

Contains a custom 3ds Max modifier, that is used with the primary max script. This allows arena modders to import lights from 2K arenas into 3ds Max, and then export with their modified versions.

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YOBJ 3ds Max Importer |

With this script, modders are able to import **YOBJ**, JBOY models from WWE 2K games into 3ds Max. This version also imports with correct bone weight data.

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Skeleton Tools |

This script is for advanced users who modify skeleton and bone information for characters. With this script, a modder is able to reposition bone(s) to match a custom armature of their own; there is also functionality to export the scene selected skeleton to a format compatible for **YOBJ**/JBOY injection.

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CE Editor |

Enables modders to edit masking (hidden areas) information found in uncompressed 00CE**BIN** files. This tool can also import custom mask data that was exported from the mask export script.

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Masking Display Import |

Used in conjunction with **CE Editor**, this script will display the masking information provided from **CE Editor**.

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reShape |

A free alternative to X-Rey. This tool is now deprecated due to development ceasing. ReShape is a very barebones model editor for 2K games, allowing for import/export of models, shader customization and the unrendering of unwanted objects.

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X-Rey \$ commercial |

YOBJ

Purchase Here

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