

EXPORT FROM **3DS MAX**
.FBX

Step 1 APPLY MATERIALS

Add 3DS MAX material to differentiate different parts.*

Meshroom VR uses the different materials applied by 3DS MAX to your model to identify the different parts. On each part, you will be able to drag'n'drop a Meshroom VR material.

Be sure that each part of your 3D project is associate to a material.

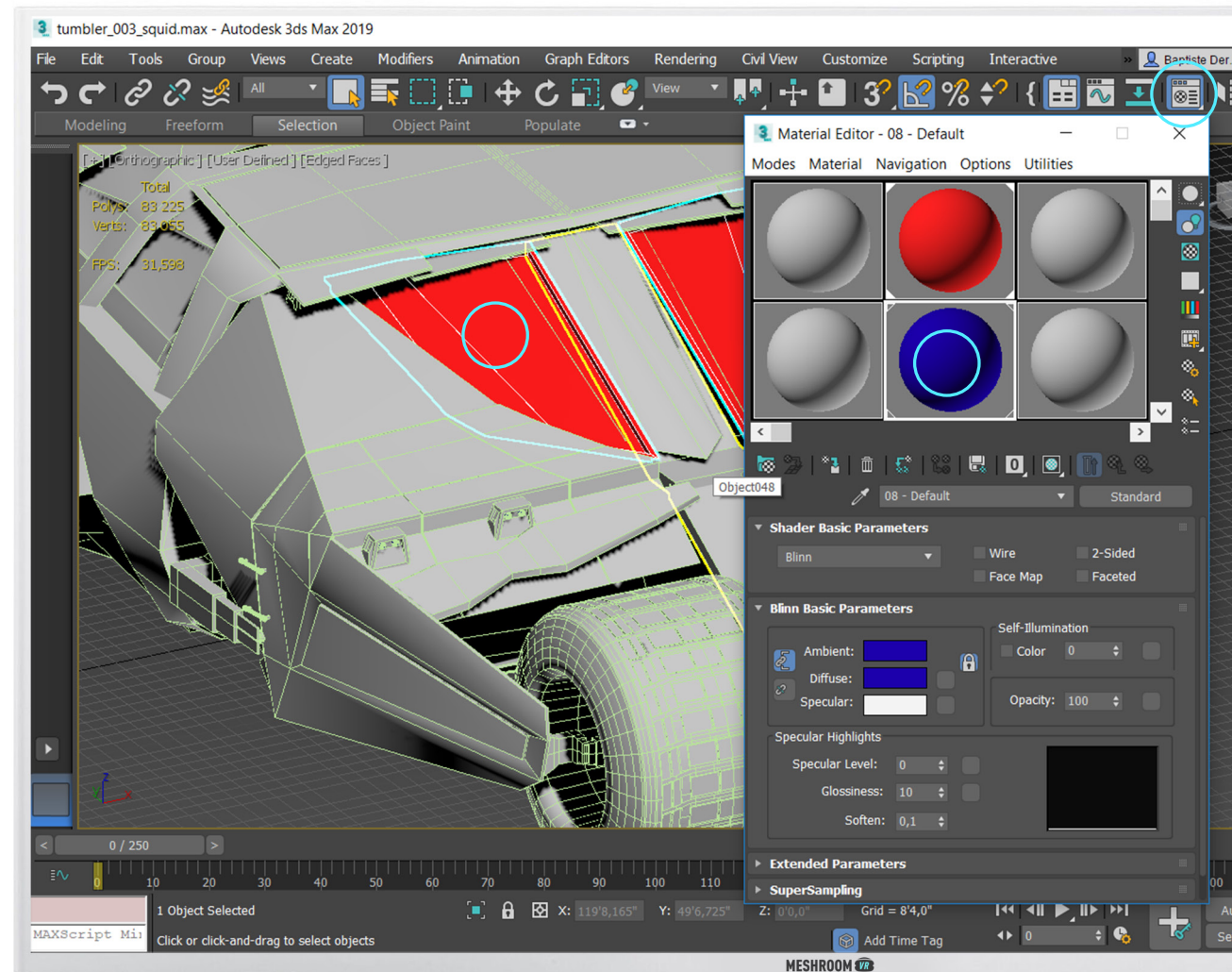
To apply your materials:

Select the part **with a left-click**.

Display **the material dialog box** by clicking **on the icon on the top right**.

Select **the required material** (standart or customized) then **drag & drop it** directly on the part selected.

*It is those colors and textures that Meshroom VR will use to identify the different parts of your model.



Step 2 FORMAT EXPORT

Export only what you need!

Remove all useless objects from your export. If you want to validate the exterior shape of a design, it would be useless to import all the machinery hidden inside!

To export your 3D project:

(Select only surfaces you want to export)

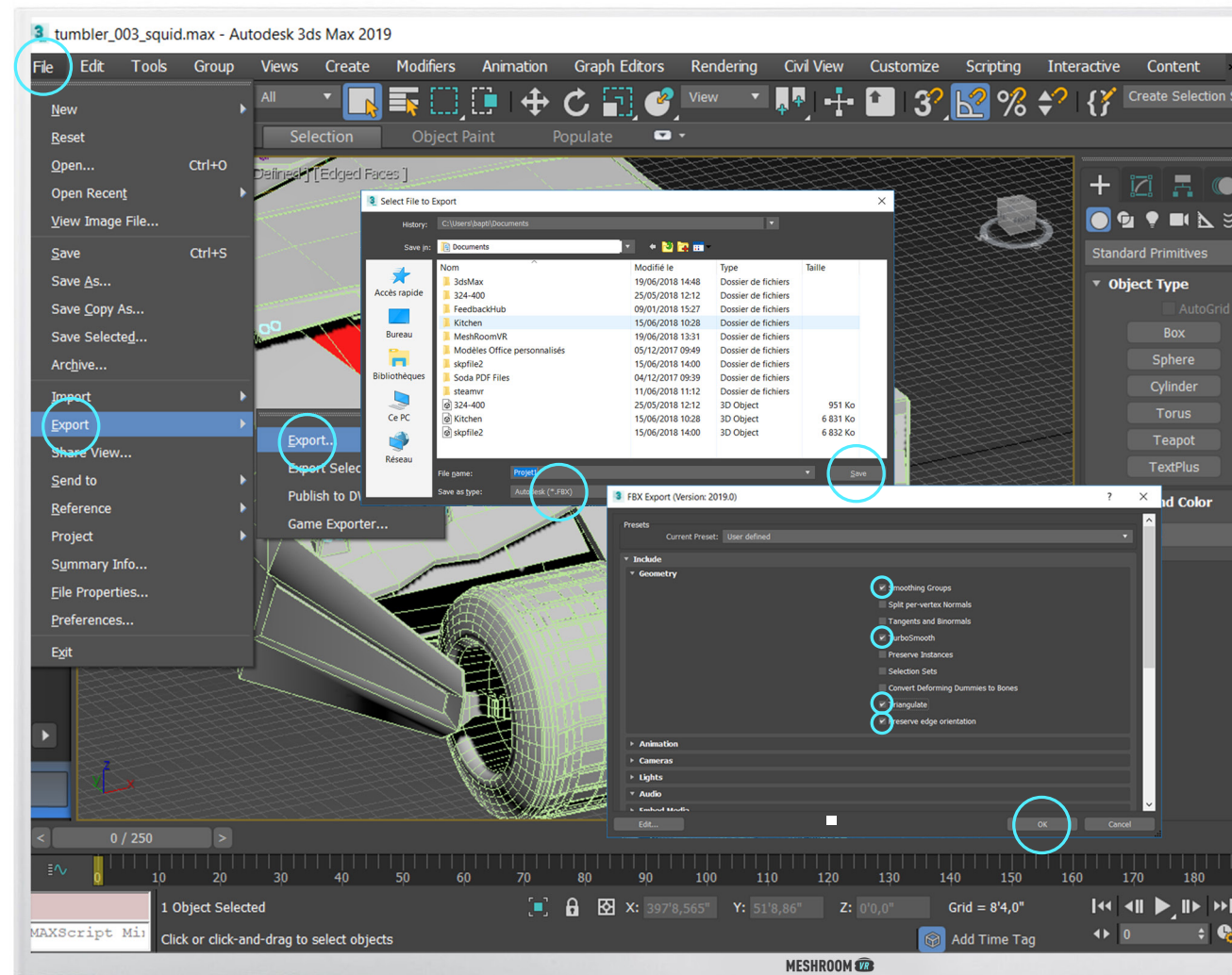
Go to > **File > Export > Export.**

Select **FBX File (*.fbx)** in Save as type.

Click on **Save.**

A FBX export window appears. Go to **Include > Geometry** then check **Smoothing groups**, **TurboSmooth**, **Triangulate** and **Preserve edge orientation.**

Click on **OK.**



MESHROOM 
virtual reality product validation