

EXPORT FROM **ALIAS**  
**.FBX**

# Step 1 APPLY MATERIALS

Add Alias material to differentiate different parts.\*

Meshroom VR uses the different materials applied by Alias 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..

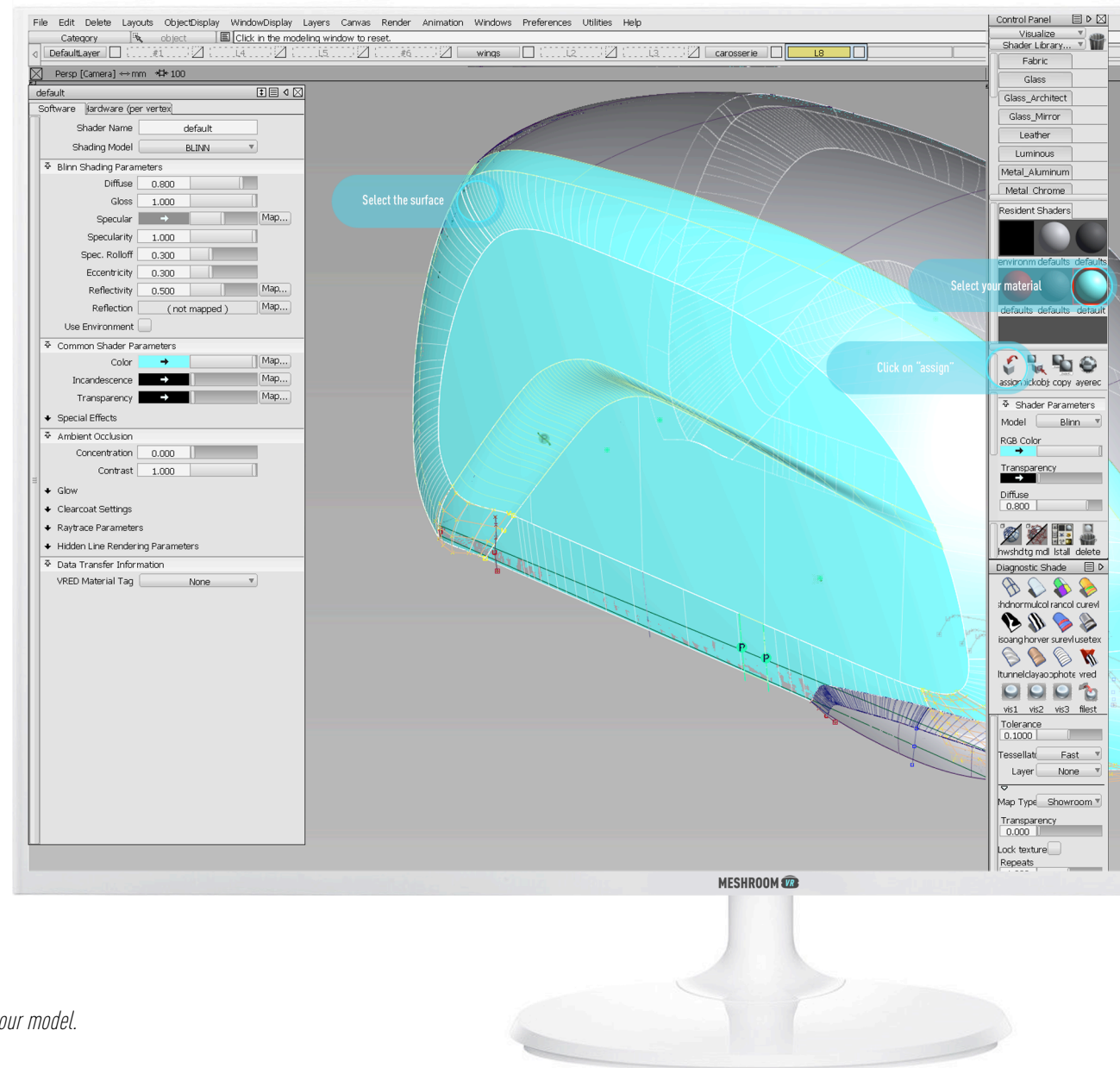
To apply your materials:

Select the **surface**.

Select your **material**.

Click on **assign**.

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



# Step 2

## NORMALS

Check your surfaces orientations!

Meshroom has «Normal correction tool» (see below) for quick design validations but performance .

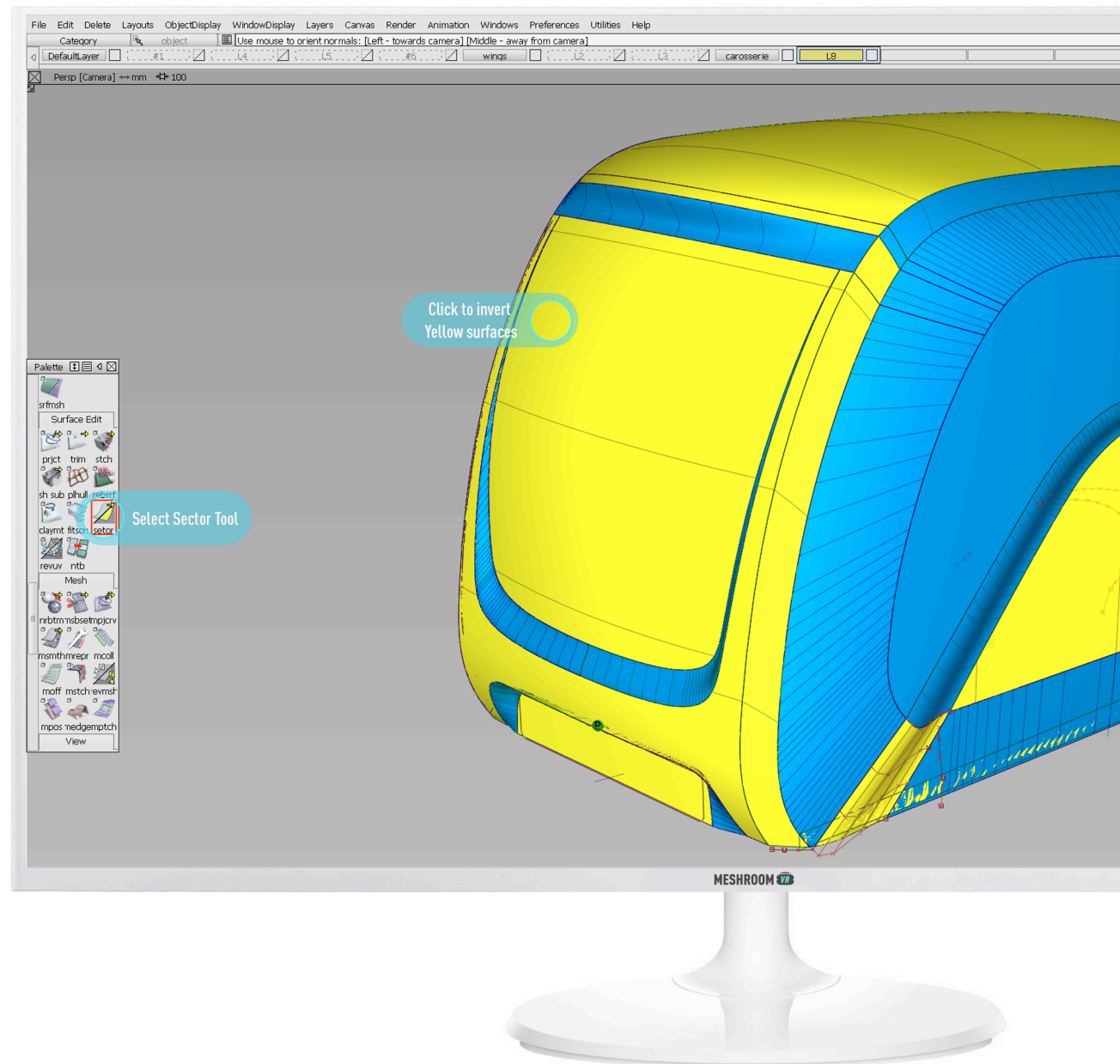


In Alias, each surface emits in one single direction (This direction is called normal.)

To show your model normals:

In the palette, surface edit > **Sector**.  
Inverted surfaces should appear in yellow,  
right ones in blue.

**Right click** on any yellow surface to  
invert them.



# Step 3 FORMAT EXPORT

Export only what you need!  
And do not triangulate too much!

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!

Unlike in rapid prototyping, low tessellation\* provides the best results in VR.

To export your 3D project:

(Select only surfaces you want to export)

Go to > **File** > **Export** > **Active as**.

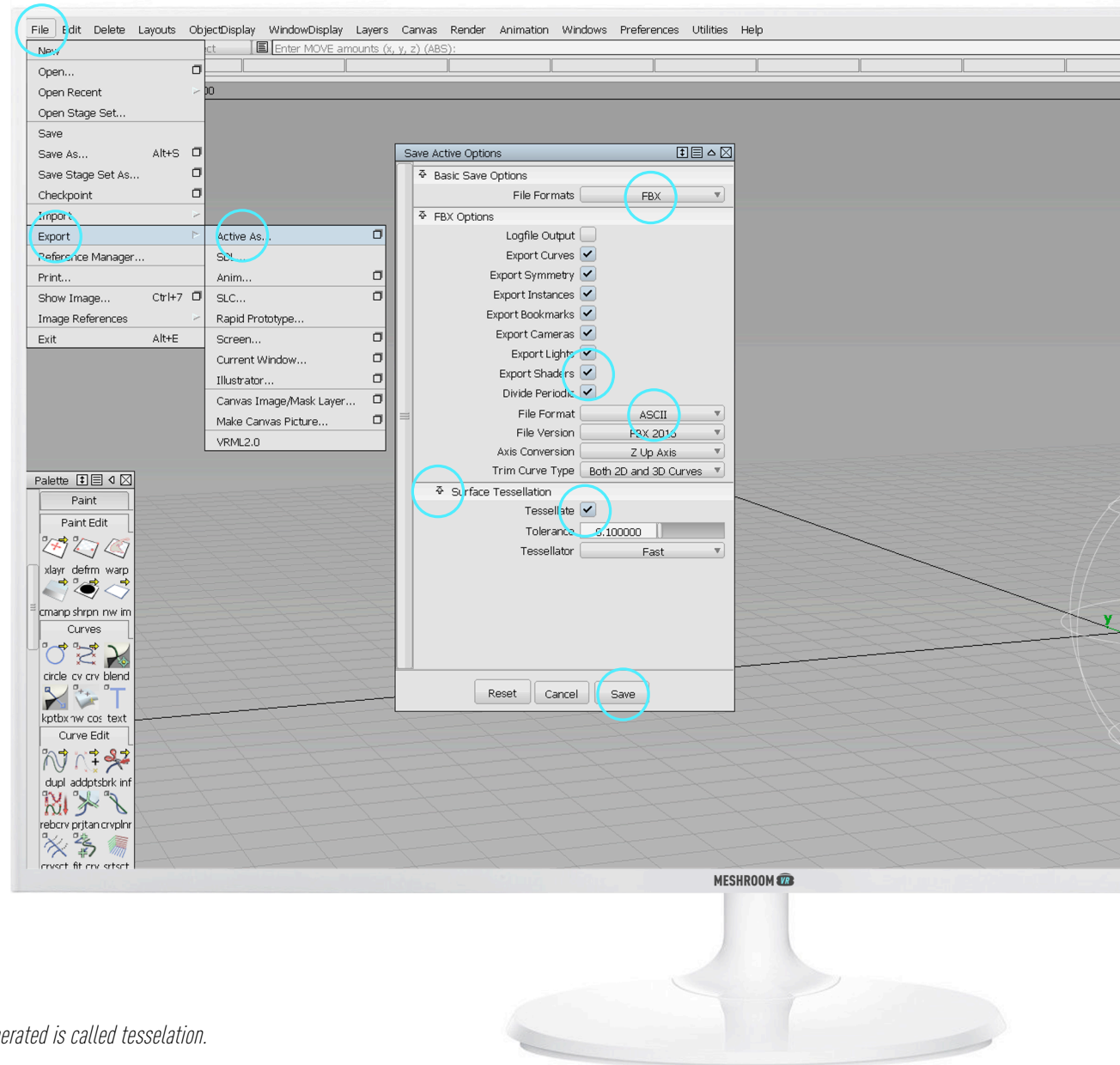
Select **FBX** in File Formats.

In FBX options, check **Export Shaders**

then select **ASCII** in File Format.

Click on **Surface Tessellation** then check **Tessellate**.

Click on **Save**.



\* By exporting your model, you will convert it to a triangle mesh. The quantity of triangle generated is called tessellation.

# Appendix

## ADD YOUR TEXTURES

Use the lambert mode!

FBX format only supports Lambert shading mode in Alias.

In the control panel, select **Visualize** then **double click** on a shader.

In **default shader**, select **Lambert** for the shading model.

Click on **Map** (a new window open).

Then click on **File**.

To add the texture, click on **Browse** then **choose the required texture**.

Click on **open**.

Note: If your .wire file contains embed textures, you need to extract them before to exporting them into .FBX.

Click on **File > Image References > Extract Image References**.

