# EXPORT FROM ALIAS FBX



## Step APPLY MATERIALS

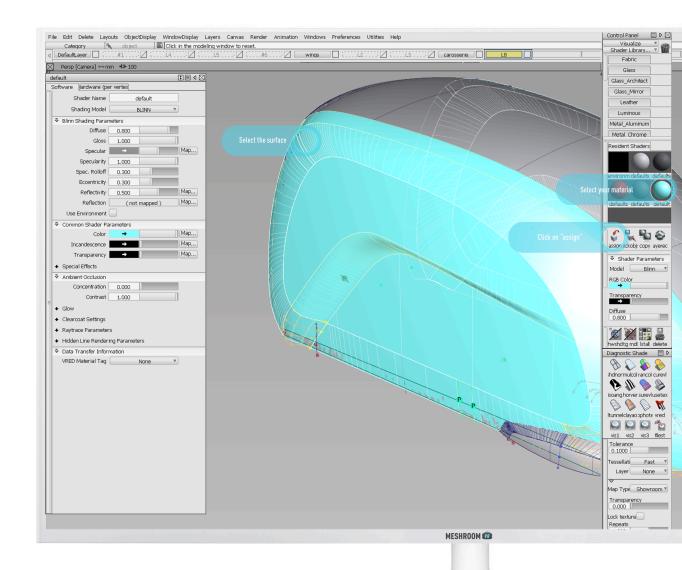
### Add Alias material to differentiate different parts.\*

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**.



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



#### Check your surfaces orientations!

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



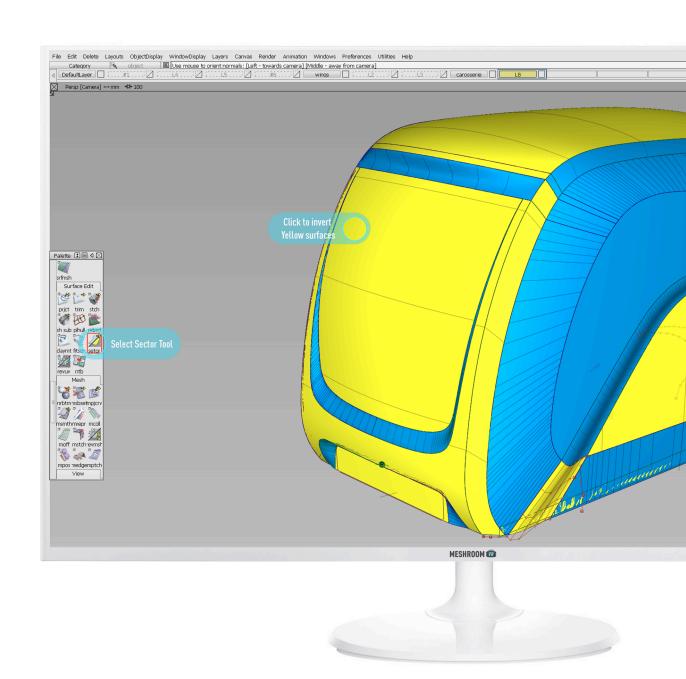
In Alias, each surface emits in one single direction (This direction is called normal.)

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 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 tesselation\* 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 Tesselation then check
Tessellate.

Click on Save.

File Edit Delete Layouts ObjectDisplay WindowDisplay Layers Canvas Render Animation Windows Preferences Utilities Help Enter MOVE amounts (x, y, z) (ABS New Open.. Open Recent Open Stage Set Save Active Options Alt+S 🗇 Ī≣△⊠ Save As. ♣ Basic Save Options Checkpoint FBX Import Active As. Loafile Output Reference Manager. o Export Symmetry < σ Export Instances < SLC... Rapid Prototype. Screen. Export Lights Y Illustrator. Divide Periodic V Canvas Image/Mask Layer Make Canvas Picture. VRML2.0 Trim Curve Tyne | Both 2D and 3D Curves | V Palette ‡ ■ 4 🛛 Paint Edit Tolerance 5.100000 cmano shron nw in circle cv crv blend Cancel Save Curve Edit N 17 3 dupl addptsbrk inf rebcrv prjtan crvplnr 

<sup>\*</sup>By exporting your model, you will convert it to a triangle mesh. The quantity of triangle generated is called tesselation.

## 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 **defaut 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.

