EXPORT FROM **BLENDER**

.OBJ

MESHROOM VR

virtual reality product validation

Step 1

APPLY MATERIALS

Add Blender material to differentiate different parts.*

Meshroom VR uses the different materials applied by Blender 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:

In the Outliner dialog box, **select a part of your project.**
In the Properties dialog box, **click** on the **material icon**.
Then **click** on the **material icon** below and **select the required material.**

It is those colors and textures that Meshroom VR will use to identify the different parts of your model.
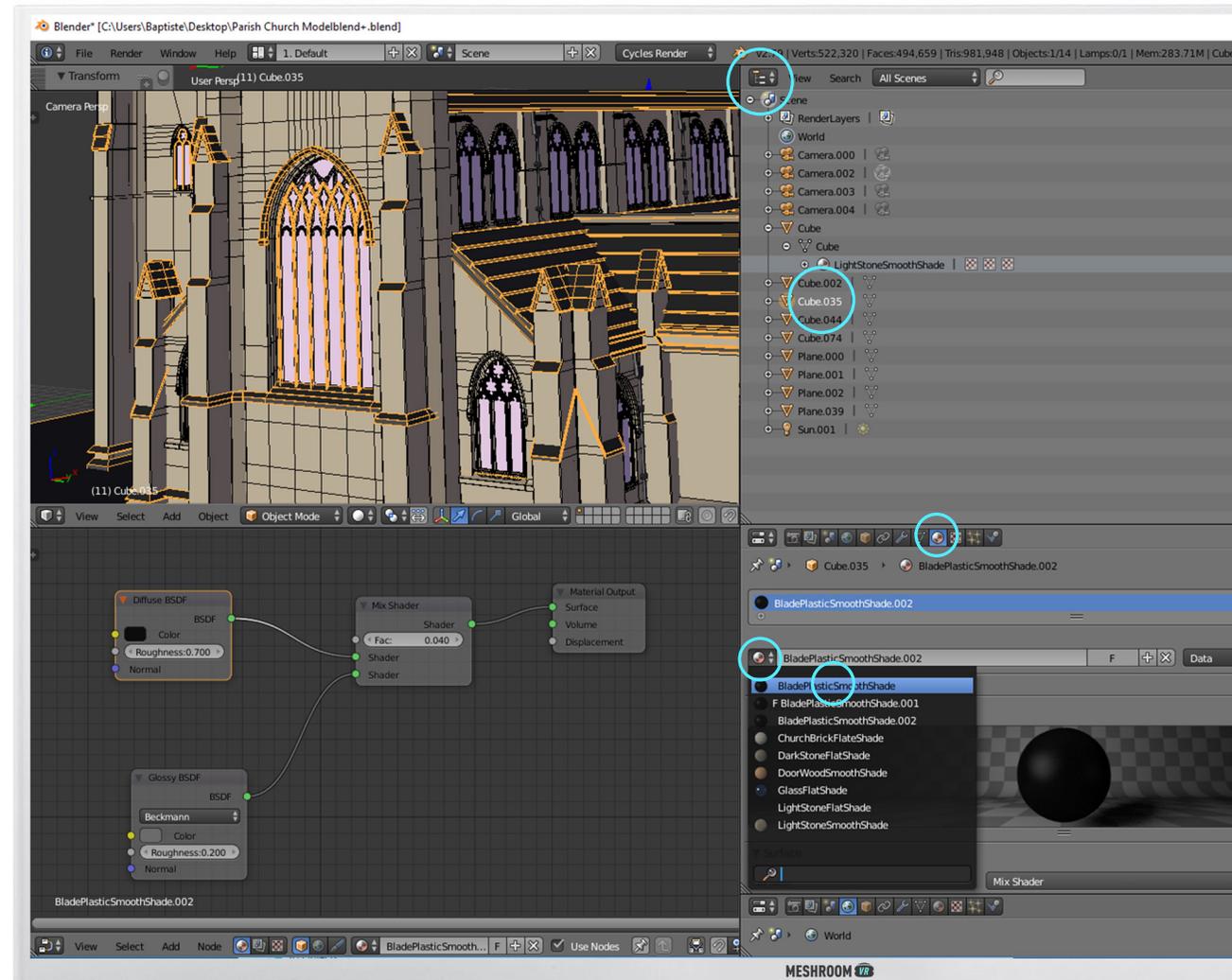
Step 2
FORMAT EXPORT

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!
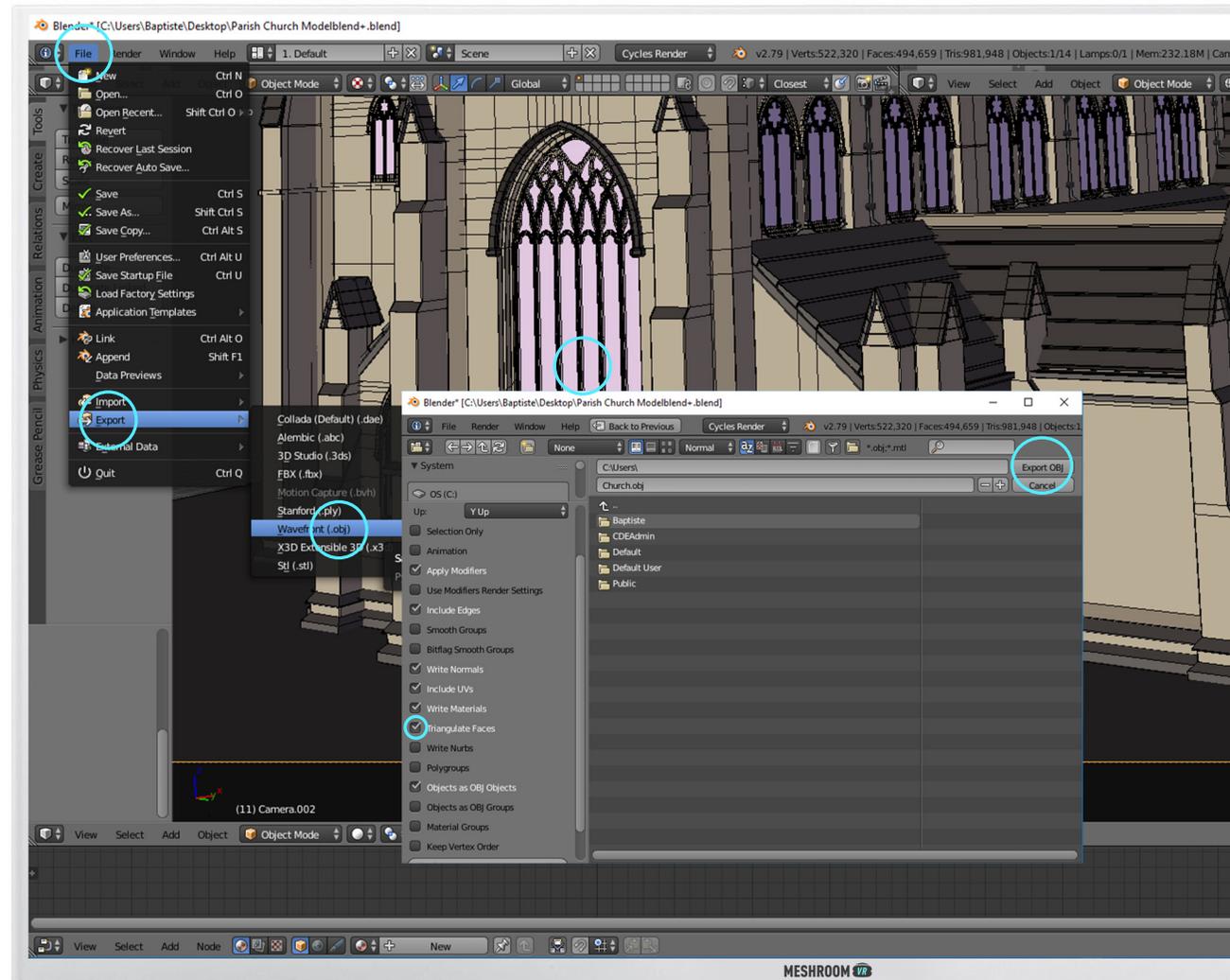
To export your 3D project:

(Select only surfaces you want to export)

Go to > **File** > **Export** > **Wavefront (.OBJ)**
In Export OBJ window, check **Triangulate faces** in addition to the others.
Click on **Export OBJ.**

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