

EXPORT FROM **FUSION 360**  
**.STL** **.FBX**

# Step 1 APPLY MATERIALS

Add Fusion 360 material to differentiate different parts.\*

Meshroom VR uses the different materials applied by Fusion 360 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.

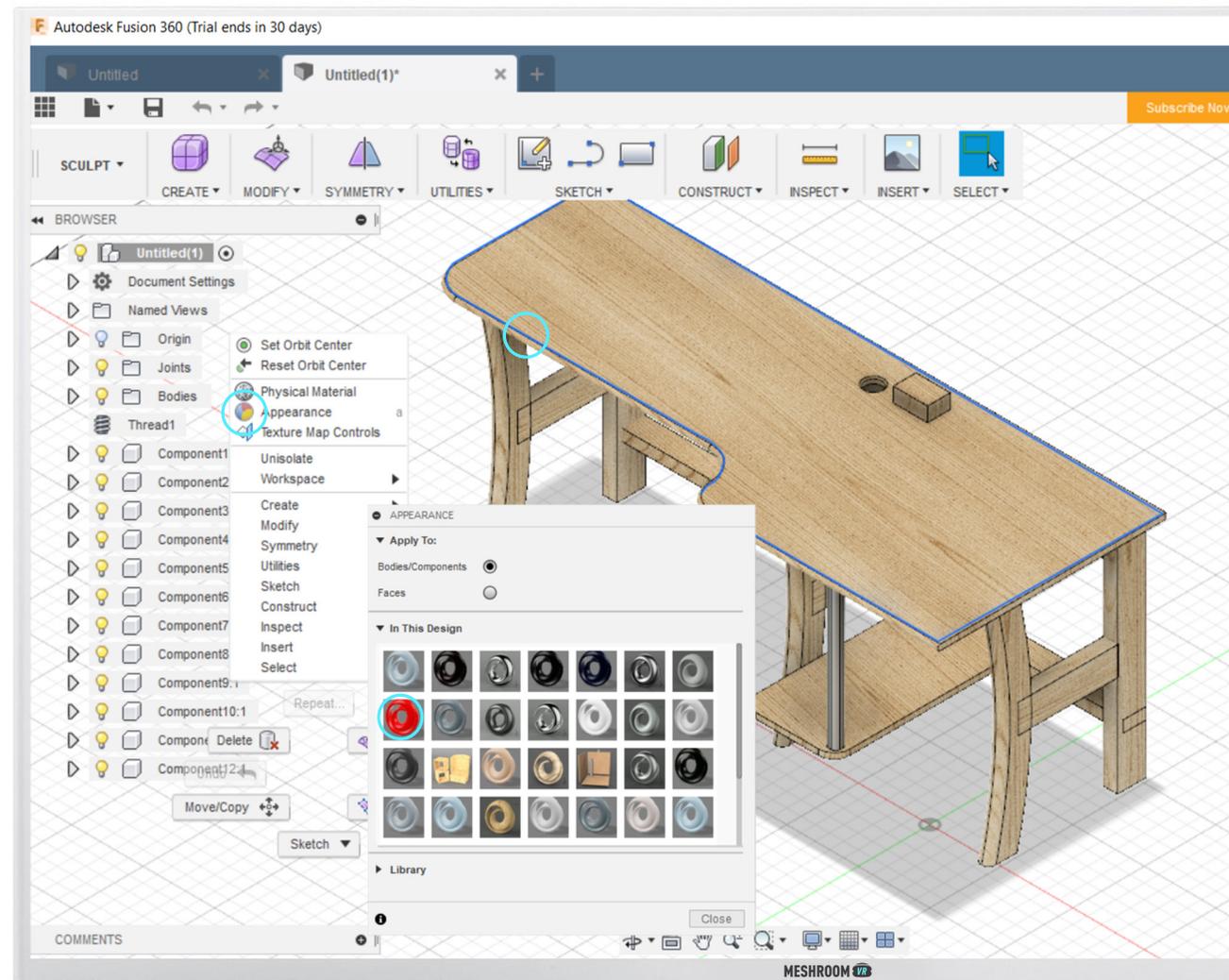
To apply your materials:

**Select a part** of your model.

**Right click > go to Appearance**

**Choose** the required material in «**In this design**» or in «**Library**» then

**drag'n'drop** directly on the selected part.



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



# Step 2 .STL 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:

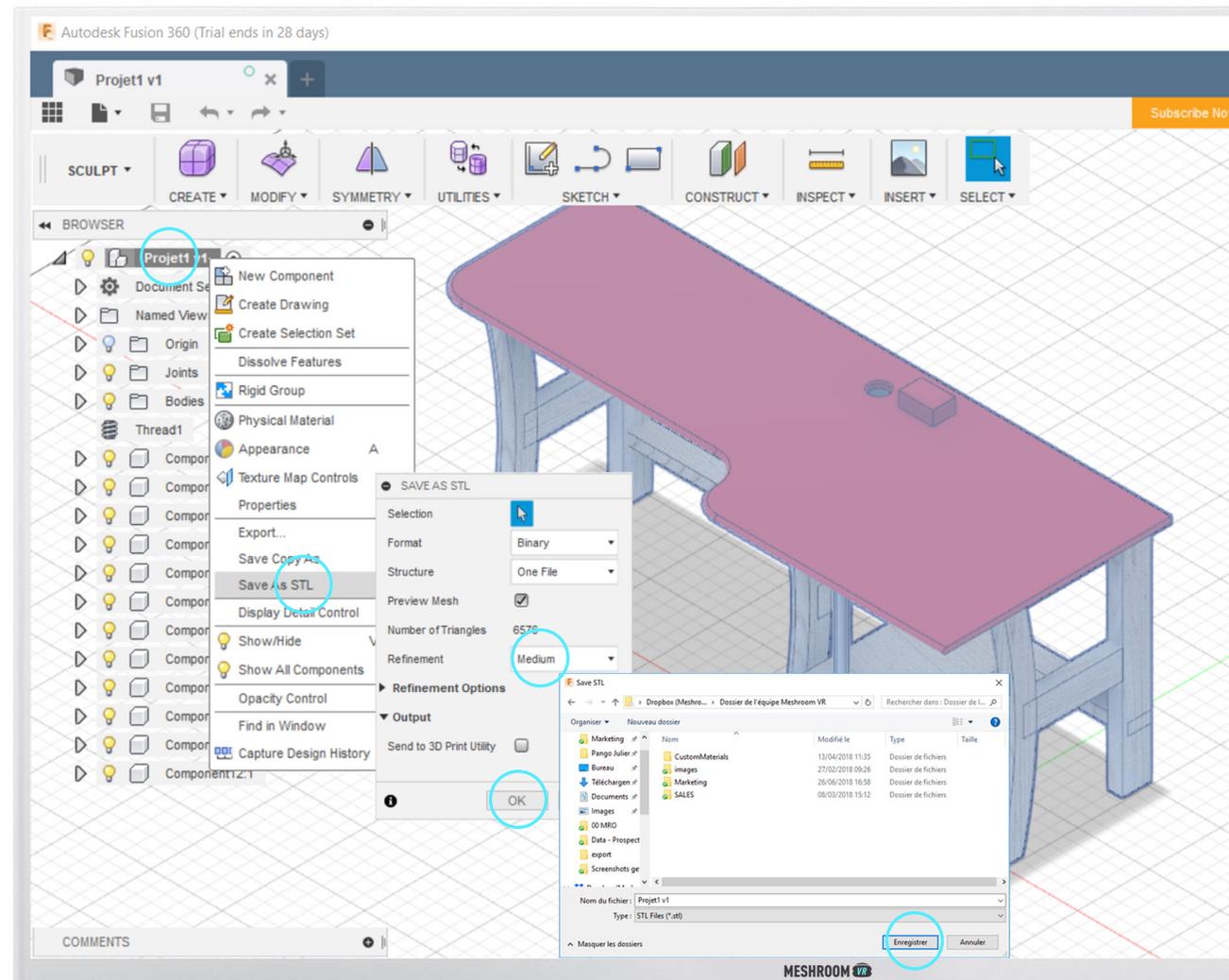
Right click on the name of your project

Click on **Save as STL**.

In «Save as STL» new window, select «**Low**» or «**Medium**» for the **Refinement**\*\* according of your project.

Click on **OK**.

Then choose the browser directory to save your model and click on **Save**\*\*\*.



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

\*\* If you work on a heavy project, we recommend to select «low». Conversely, you can select «medium» for a lighter project.

\*\*\* Your model will be composed by several STL files. You will have to drag n'drop all of them in MeshroomVR

# Step 2

## .FBX 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!

Before:

Go to **Icon file** > **Save as**.

**Name** your project then **select your folder project on the cloud**

Click on **Save**.

To export your 3D project:

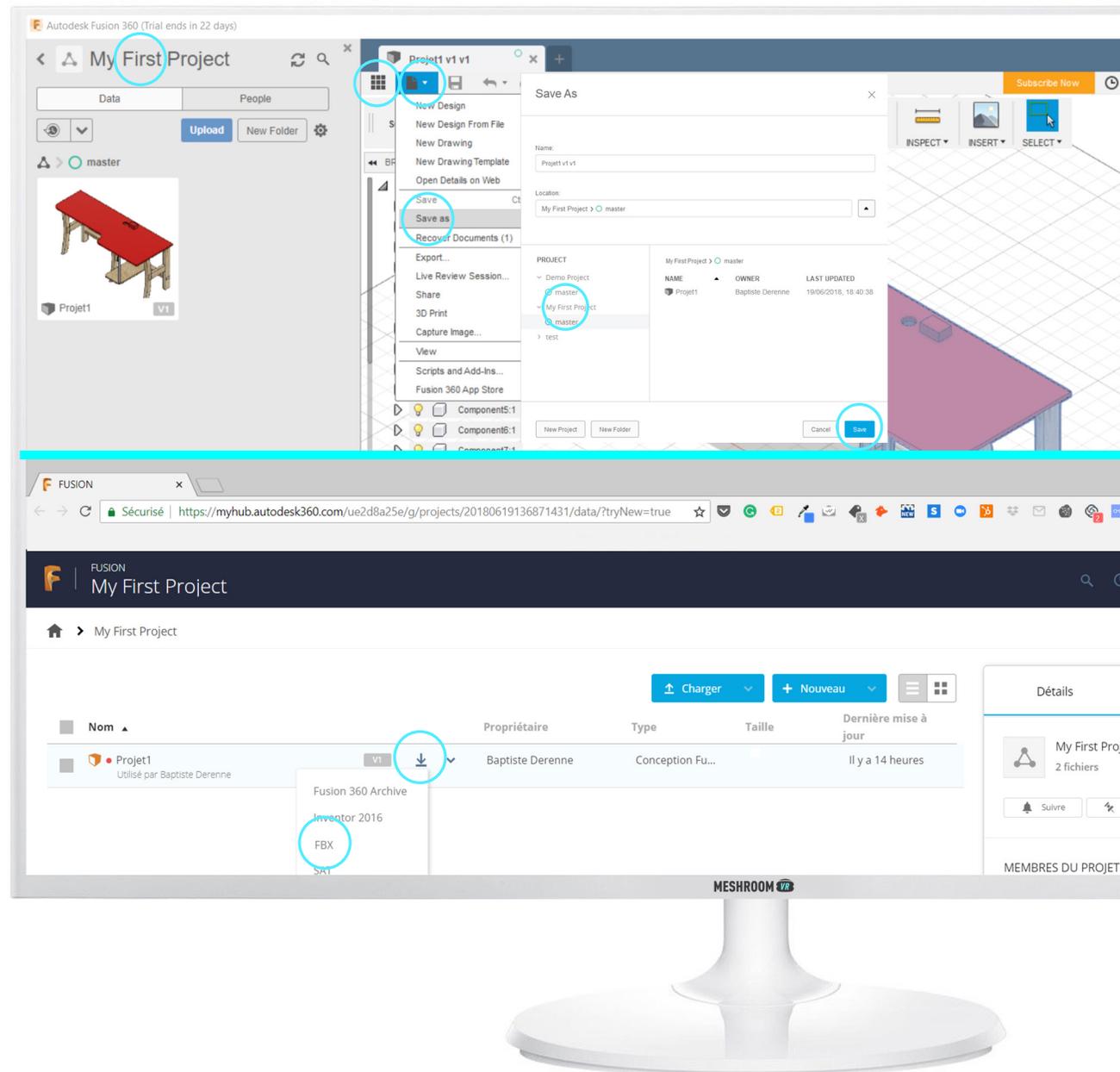
Click on the **icon data panel**.

**Open** your project **on web** by clicking on his name.

**Put** your mouse on the name of your project and click on the **icon exporter**.

Click on **FBX**.

You will receive **an email with the link to download**.



**MESHROOM**   
virtual reality product validation