

EXPORT FROM **RHINO**  
**.FBX**

# Step 1 APPLY MATERIALS

Add Rhino material to differentiate different parts.\*

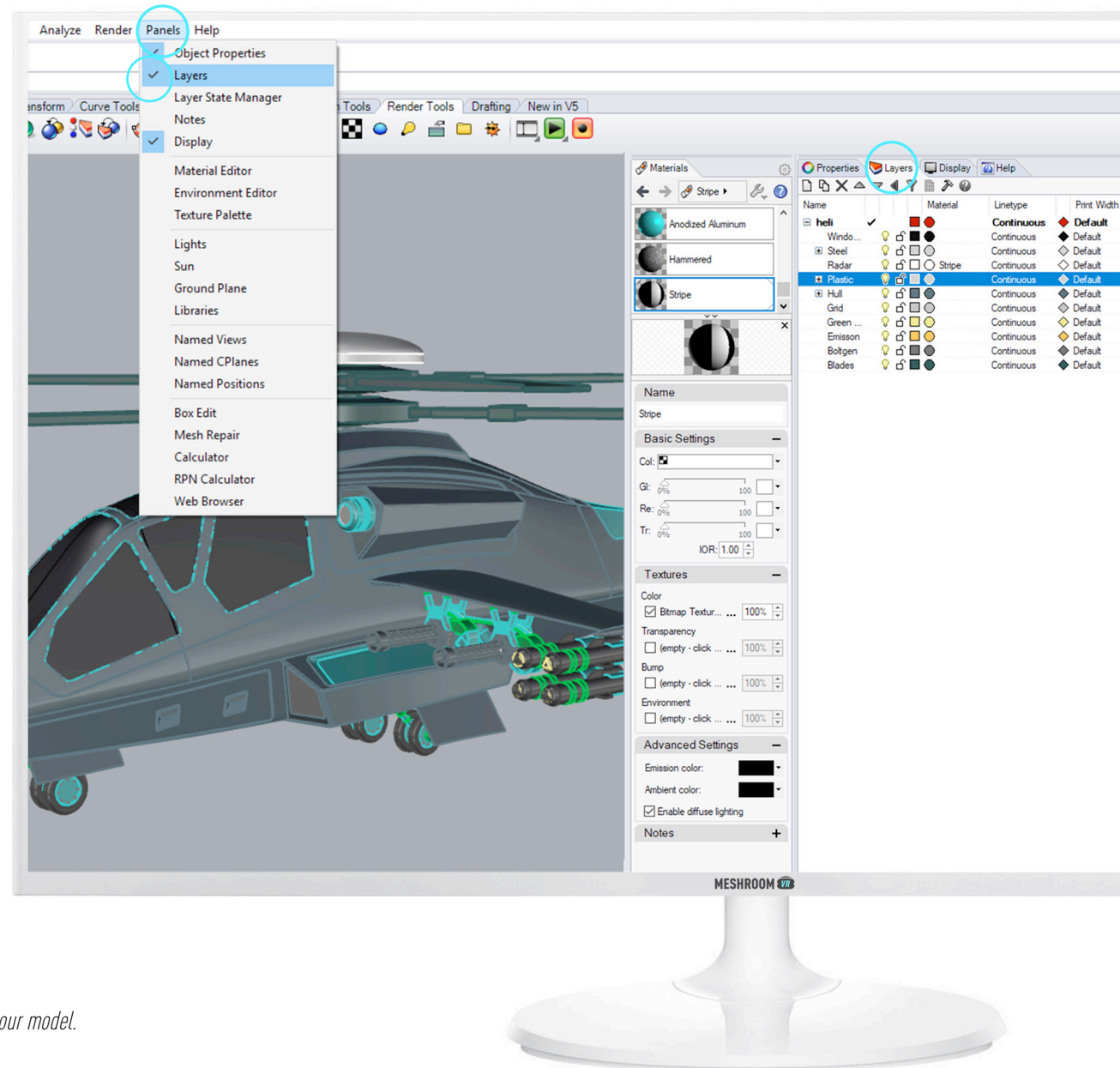
Meshroom VR uses the different materials applied by Rhino to your model to identify the different parts. On each part, you will be able to drag'n'drop a Meshroom VR material.

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

Go to **Panels > Layers**.

Note: A complete white model (all parts with the same color/texture) will be considered as a model having one part. Thus it will not be possible to texture different elements of it in Meshroom VR.

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



# Step 2

## EXPORT QUALITY

Do not triangulate too much!

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

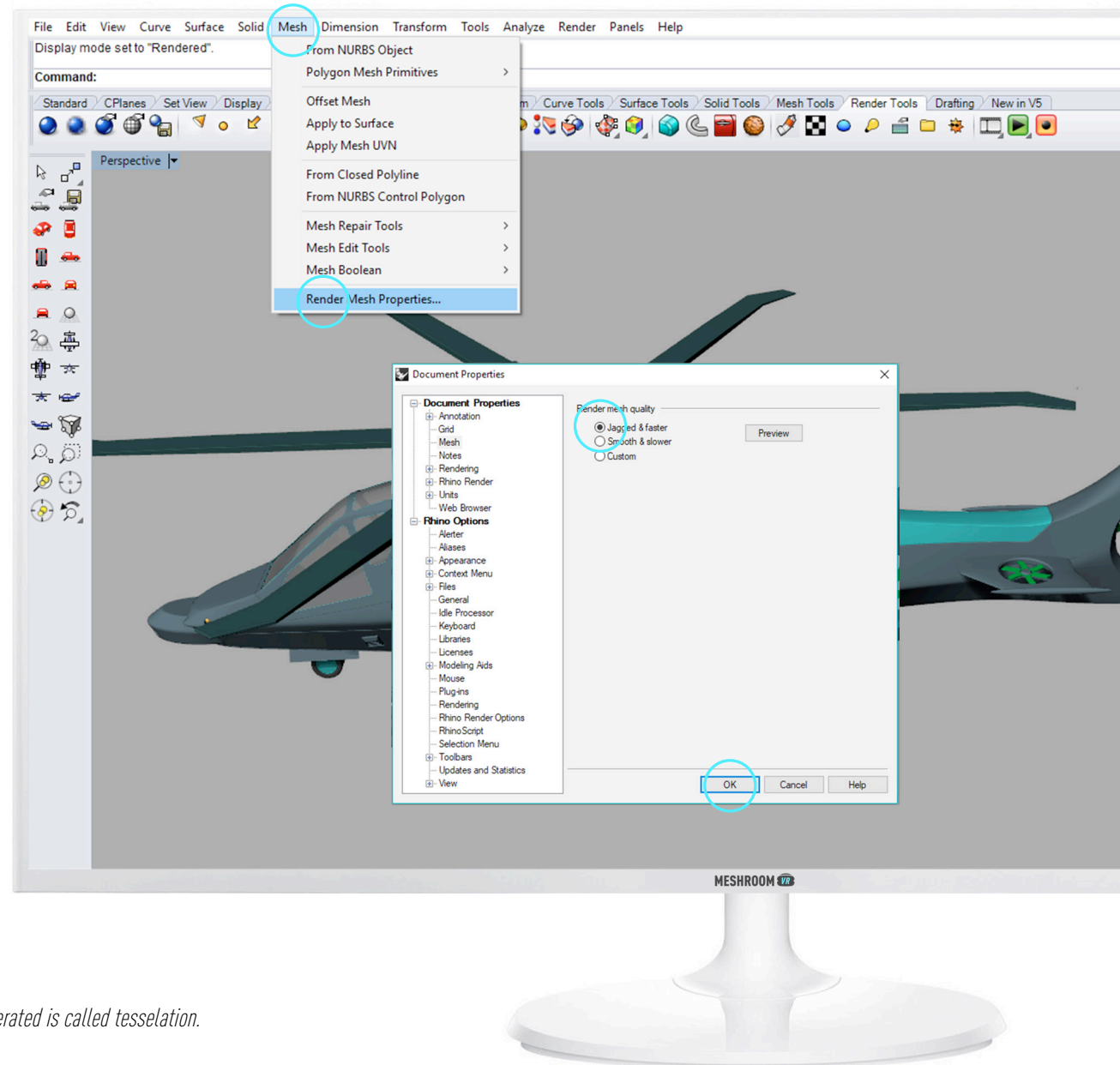
To set the tessellation level:

Go into > **Mesh** > **Render Mesh Properties**.

Choose > **Mesh**.

Check **Jagged & faster**.

Click on **OK**.



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

# FORMAT .FBX

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:

Go to > **File** > **Save as**.  
Select **MOTIONBUILDER (.FBX)**.  
Check on **Save textures\***.  
Click on **Save**.

In «FBX Export Options» new window, stay in **Meshes only / Phong / Version 7 binary**.

A «Polygon Mesh Detailed options» window appears, click on **Simple controls**.  
Then **move the cursor down 2 steps** and click on **ok** to finish.

\* Only links to textures are in the FBX (and not the texture itself). So these textures must be in the same place at import time, otherwise, there are not found.

