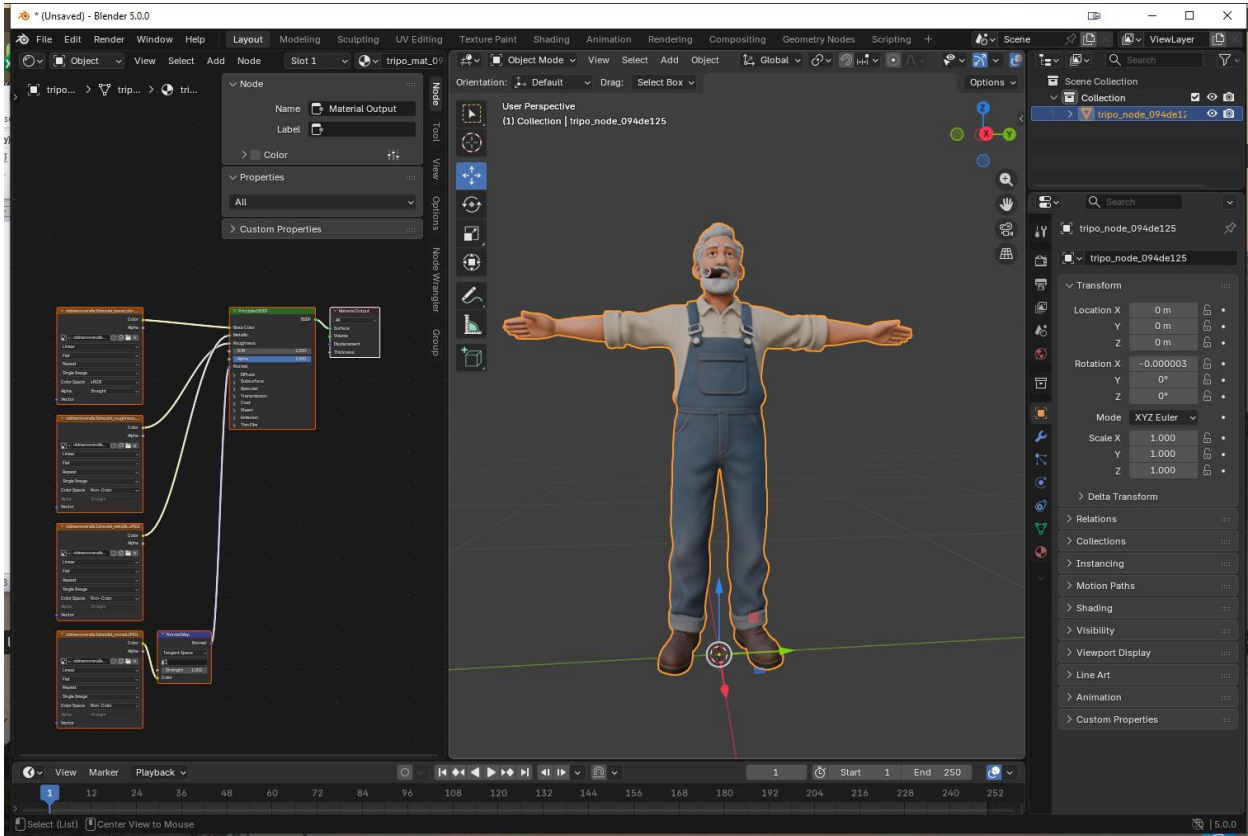


Adjusting the model in Blender

Prepare the character by opening it in Blender. View it with Material Preview to see the materials used in the model. We will need to remove these materials of the model to be able to use it as the uploaded character in Mixamo.

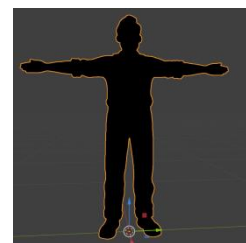
Open a side window in blender and change the window's Editor Type to **Shader Editor**



Select each node in the Shader Editor and delete it (x). The model will turn black when all the texture files have been deleted.

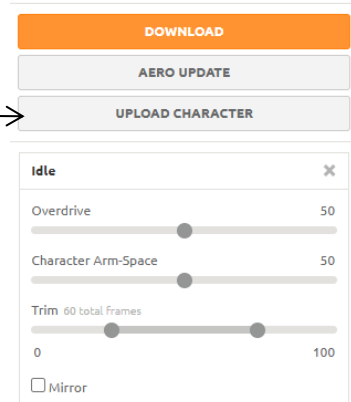
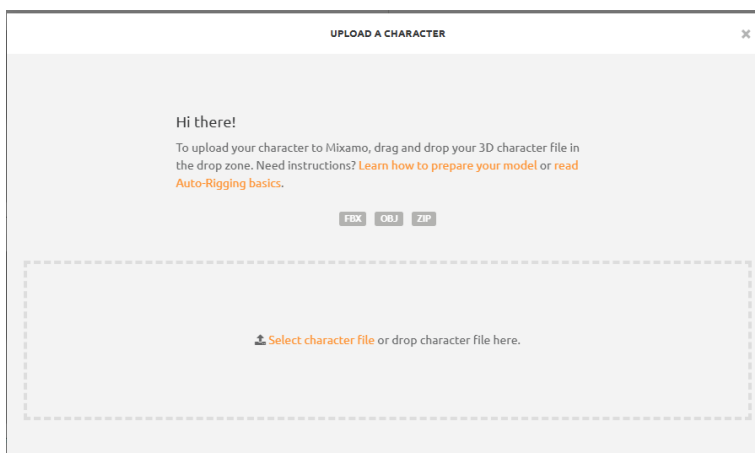
Switch to **Solid** preview to see the model shape is still there:

Select the model (orange outline) and export it as an FBX file, different from the imported name. (Old Man Smoking)

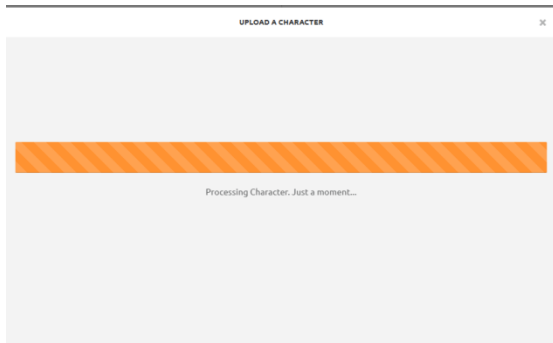


Loading into Mixamo

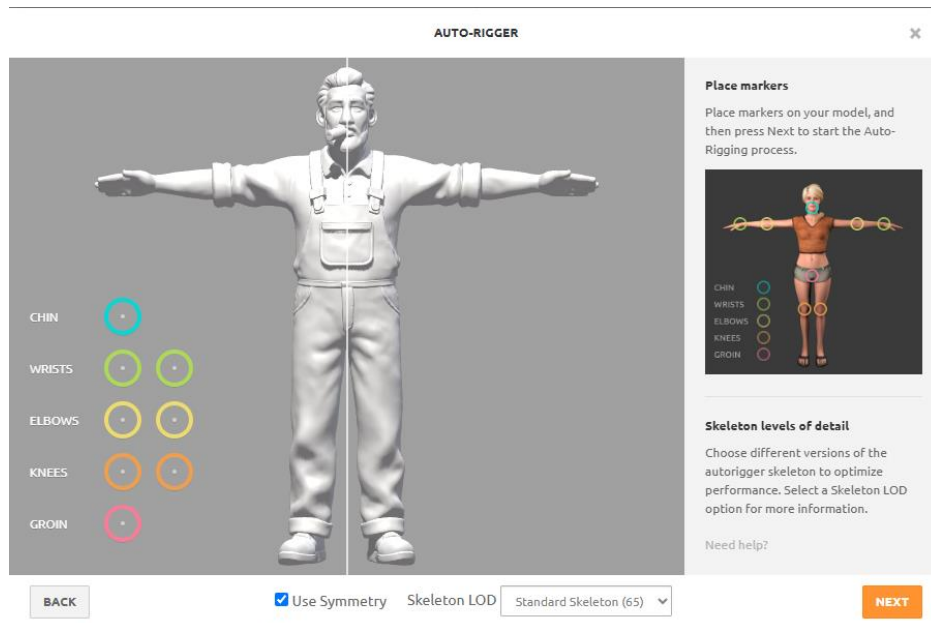
Open Mixamo and click on the **Characters** tab at the top. Select: Upload Character to show the upload dialog below.



Drag-And-Drop the previously saved FBX character onto the dialog the begin processing it. In a few minutes the character appears:

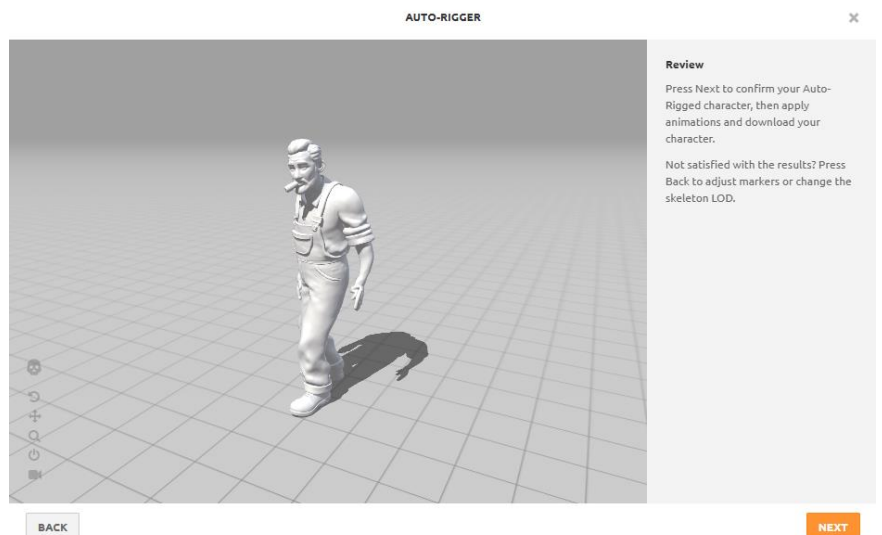


Use the orientation tools to face the model forward and click next.

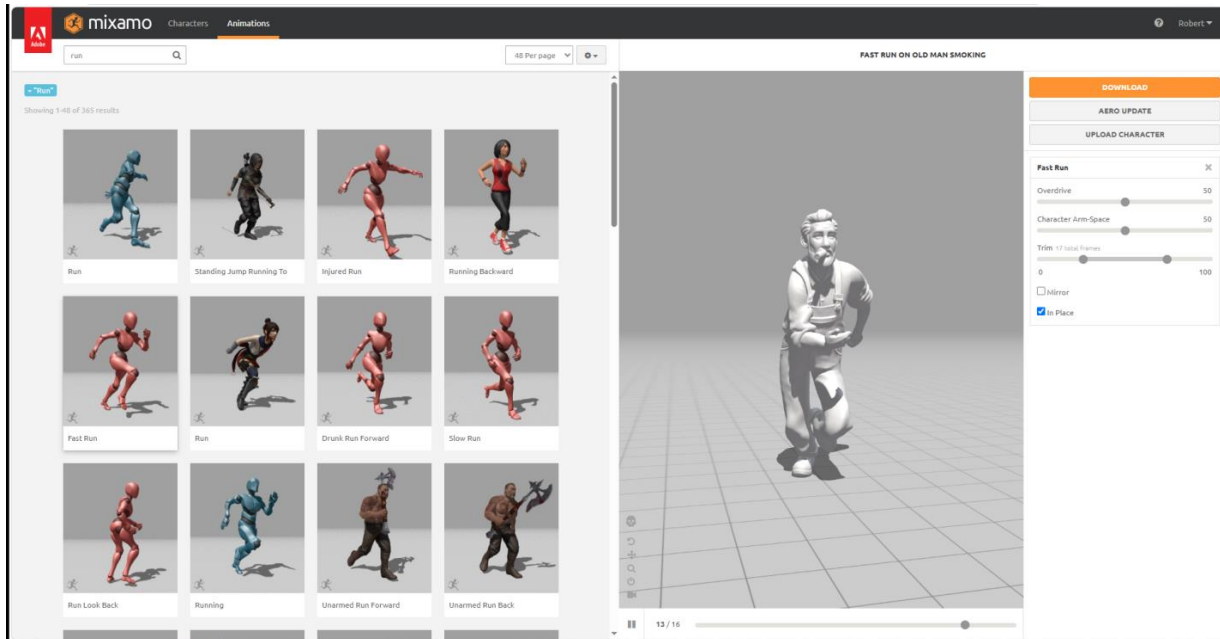


Place the rigging markers as outlined in the Auto-Rigger instructions. Then click NEXT, Mixamo will auto-rig the model (may need some retries). Then the rigged, moving model will be shown....

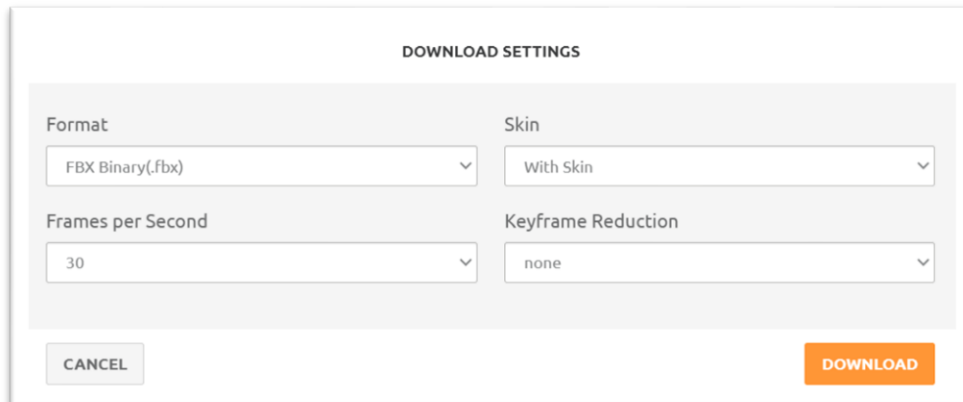
You will then be asked to proceed with this character or load a new one. Proceed with the character and click on the Animations tab and select any of the animations to be applied to the new character.



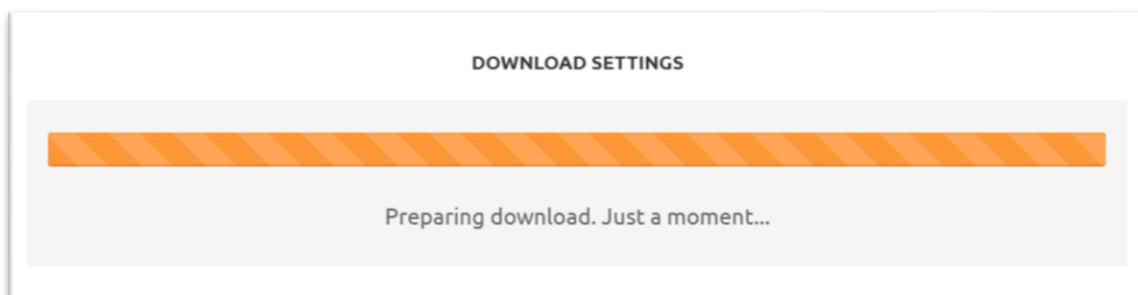
If a walking or running animation is selected, you have the option on viewing it **In Place**, where it will stay in the center of the screen as it goes through the animation motions.



Once you have selected an animation you would like click on the **Download** button. The Download Settings window will open...



Leave the Format at FBX (Binary), with Skin, 30 frames per second, and None for Reduction and click **Download** again. The download of the full animation will take a few seconds as the animation name.FBX (breakdance uprock Var 1) in the **Downloads** folder of the computer.



Add-ons For use in Blender

To properly load the Mixamo animation file into Blender, a few Blender add-ons need to be installed. They include:

add-on-import-mixamo-root-motion-v1.0.4.zip: [Import Mixamo - Root Motion — Blender Extensions](#)

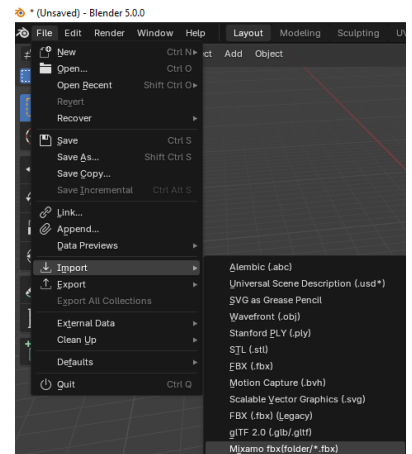
add-on-mixamo-rig-v1.2.2.zip: [Mixamo Rig — Blender Extensions](#)

These can be found in: **Dropbox Main drive/Blender Content/Blender Add-on Zip files/Mixamo Utilities** area on the ASUS computer.

Blender Operations

Open Blender and ensure the add-ons listed above are installed. Now when File/Import is selected, the list should include the Mixamo fbx (batch Import), Select this.

In the downloads folder the file: breakdance uprock Var 1.fbx should appear. Select this and the Mixamo model will appear in Blender with bones showing and a timeline with keyframes shown below.....



We will select a single frame and adjust the model's colour later in Vue.

Move the blue keyframe marker to frame 32.
Make sure that the model is selected (orange border) and select File/Export/OBJ and name the file breakdance.obj

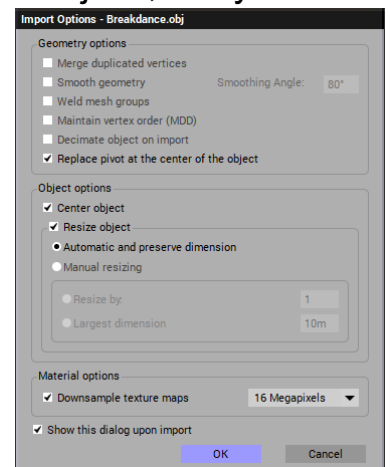
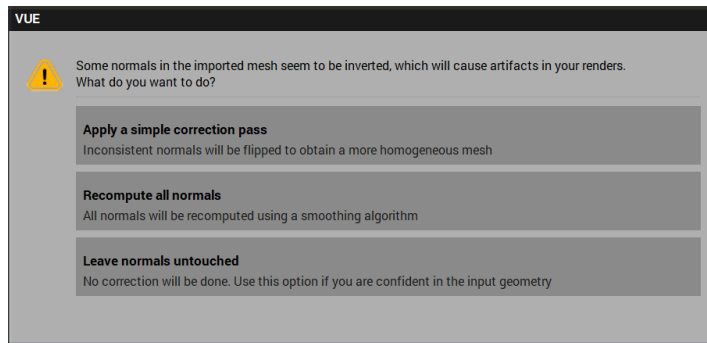
Importing into Vue

To import the fully textured model into Vue we must use two models; the .obj version we just saved to capture to pose of the model from Blender, and the .fbx version of the model from Tripo which will have all the texture information but in a T-pose.

Open Vue to an empty scene.

Select **File/Import Object** and find your way to the breakdance.obj file, likely in the Downloads folder. Click OK in the Import Options dialog.

Then select “Apply a simple correction pass” below....



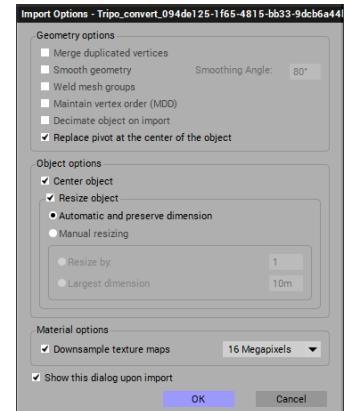
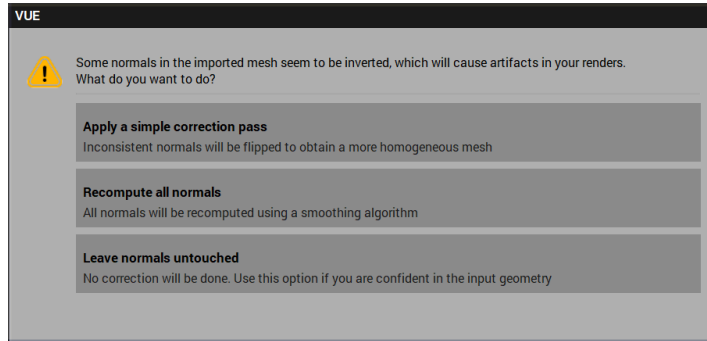
The pose at that frame of the Blender animation will appear in the camera view:



Once again select File/Import Object and find your way to the breakdance.fbx file. It will be named: **tripo_convert_094de125-1f65-4815-bb33-9dcb6a44b10a**

Click OK in the Import Options dialog.

Then select “Apply a simple correction pass” below....



The model that was created and textured in Tripo is displayed in the camera view of Vue. We now need to take the texture & colour of the Tripo FBX version and apply it to the Blender .OBJ version.



Select the T-posed Tripo version of the model in Vue.

Right-click the sphere in the Object-Aspect panel at the top of the Vue display.

From the presented list, select Copy Material or Copy Multimaterial.

Now select the active posed Blender version of the model in Vue.

Right-click the sphere in the Object-Aspect panel at the top of the Vue display.

From the presented list, select Paste Material or Paste Multimaterial.

The material from the .FBX model is now applied to the .OBJ material and will be no matter which pose from the Blender animation is used.



The T-posed version of the model can now be deleted.

Use the Advanced Material Editor in Vue to make any adjustments to the model such as shininess etc.