## Blender Pose Library and Saving Poses as 3D Models to Vue

## Saving 3D model Poses to the Pose Library

- > Place Blender into **Pose** mode
- If you have a rig in your scene collection panel, select it:
- > First click on Object Data Properties icon
- > Then expand the **Pose Library**
- Make sure the "Fake User" shield is check ON:
- Whether it is a few bones or a full rig, position to a new pose.
- Press "A" to select the full rig or bones. the rig turns blue.

1		V				
con: 🔀						
	Pose Library	::::				
	PoseLib					
	Pose	+				
	Straight Forward standing					
	Left Paw up - Forward	<u>,</u>				
	Straight Forward crouching	2				

- > Click + to add a new pose, then click Add New from the list.
- > A new pose will be added, called Pose or Pose.001 (or whichever number)
- > Double-click the pose number and then rename it from pose.xxx to something more meaningful.
- That's it!

To apply a pose from the list to the model, Highlight the pose name in the list and then click the magnifying glass icon: and the model will take on the new pose.

## Export a model's posed version to FBX

Any pose created and/or saved to the pose library can be exported as an .FBX file and then imported into Vue.

- > In Blender, first set the model to a particular pose in **Pose** mode.
- Switch to **Object** mode, the rig will show highlighted in orange.
- Press "h" to hide the rig
- Click on the object to select it (highlight in orange) and then in the Object Mode menu, select Object:

□ Object Mode → View Select Add Object

	From the presented list select <b>Conve</b> the list. It will be converted though the		n	<u>T</u> ransform Set Origin Mirror Clear Apply S <u>n</u> ap	► ► Ctrl A►
	To save the model mesh as an .FBX, then specify the path and file name of	•		Duplicate Objects Duplicate Linked Join	Shift D Alt D Ctrl J
	Now you can close the Blender. Close without saving the file because we've converted it to a mesh and we want to keep the original Blender file as it was.			Copy Objects Paste Objects	Ctrl C Ctrl V
				Par <u>e</u> nt Collection <u>R</u> elations Constraints Trac <u>k</u> Make Links	► ► Ctrl L►
	In Vue, select File/Import Object	and then locate the FBX file		Shade Smooth Shade <u>F</u> lat	
	You will get this <b>Import Options</b> dialog when the file is loaded. Use the shown settings.	Import Options - Black Panther Jumping fbx Geometry options Merge duplicated vertices Smooth geometry Smoothing Angle: 80* Weld mesh groups of same material Maintain vertex order (MDD) Decimate object on import Object options Center object Resize object Automatic and preserve dimension Manual resizing Resize by 1.00 Largest dimension 10m Material options Downsample texture maps 16 Megapixels Show this dialog upon import OK Cancel		Animation Rigid Body Quick Effects Convert To Trace_Image to Grease Show/Hide Clean Up Delete Delete Global	e Pencil X Shift X

You may also get the lower warning about "inverted normals". Use **Apply a simple Correction pass.** 

The model will then be loaded into Vue.

VUE Creator					
	Some normals in the imported mesh seem to be inverted, which will cause artifacts in your renders. What do you want to do?				
	Apply a simple correction pass Inconsistent normals will be flipped to obtain a more homogeneous mesh				
	Recompute all normals All normals will be recomputed using a smoothing algorithm				
	Leave normals untouched No correction will be done. Use this option if you are confident in the input geometry				