

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

Saving 3D model Poses to the Pose Library

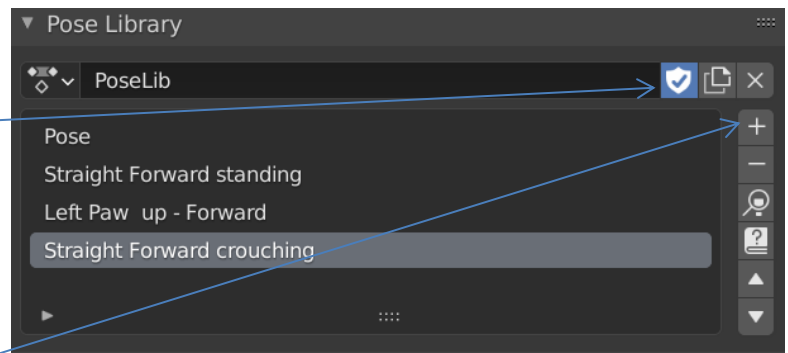
- Place Blender into **Pose** mode
- If you have a rig in your scene collection panel, select it:




- First click on **Object Data Properties** icon:



- Then expand the **Pose Library**
- Make sure the “Fake User” shield is check **ON**:



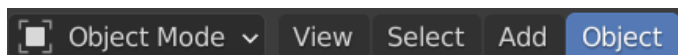
- Whether it is a few bones or a full rig, position to a new pose.
- Press “**A**” to select the full rig or bones. the rig turns blue.
- Click + to add a new pose, then click **Add New** from the list.
- A new pose will be added, called **Pose** or **Pose.001** (or whichever number)
- Double-click the 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.

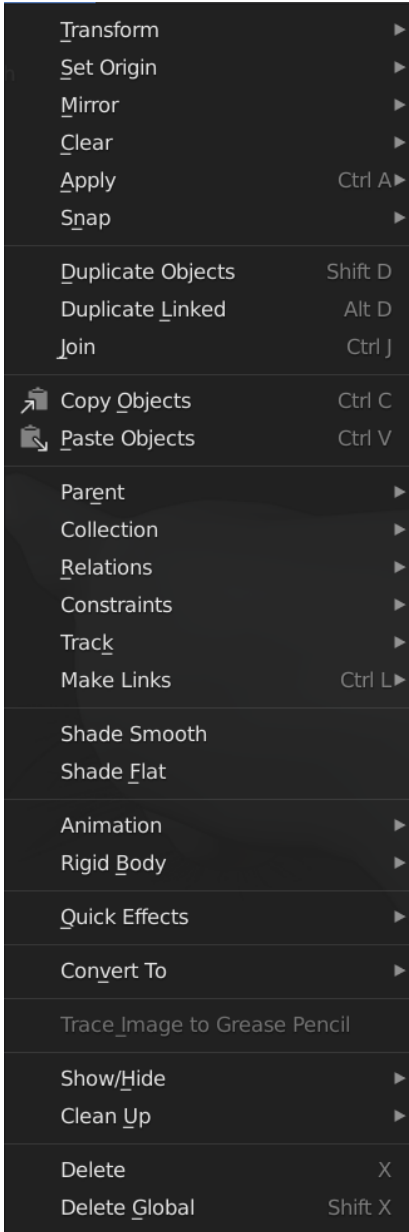
Export a model’s posed version to FBX

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

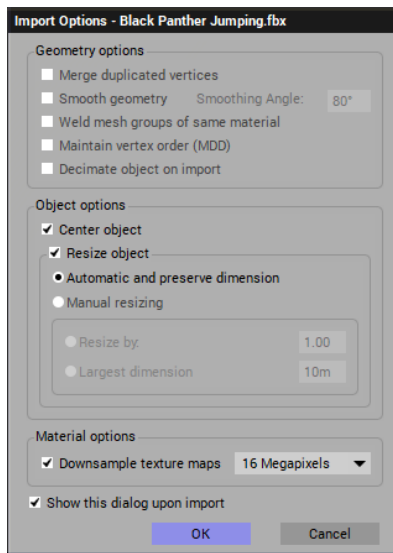
- In Blender, first set the model to a particular pose in **Pose** mode.
- Switch to **Object** mode, the rig will show highlighted in orange.
- Press “h” to hide the rig
- Click on the object to select it (highlight in orange) and then in the **Object Mode** menu, select **Object**:



- From the presented list select **Convert To**, then select **Mesh** from the list. It will be converted though the model shows no change..
- To save the model mesh as an .FBX, select **File/Export/FBX**. You then specify the path and file name of the FBX file.
- 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.
- In Vue, select **File/Import Object...** and then locate the FBX file



You will get this **Import Options** dialog when the file is loaded. Use the shown settings.



You may also get the lower warning about “inverted normals”. Use **Apply a simple Correction pass**. The model will then be loaded into Vue.

