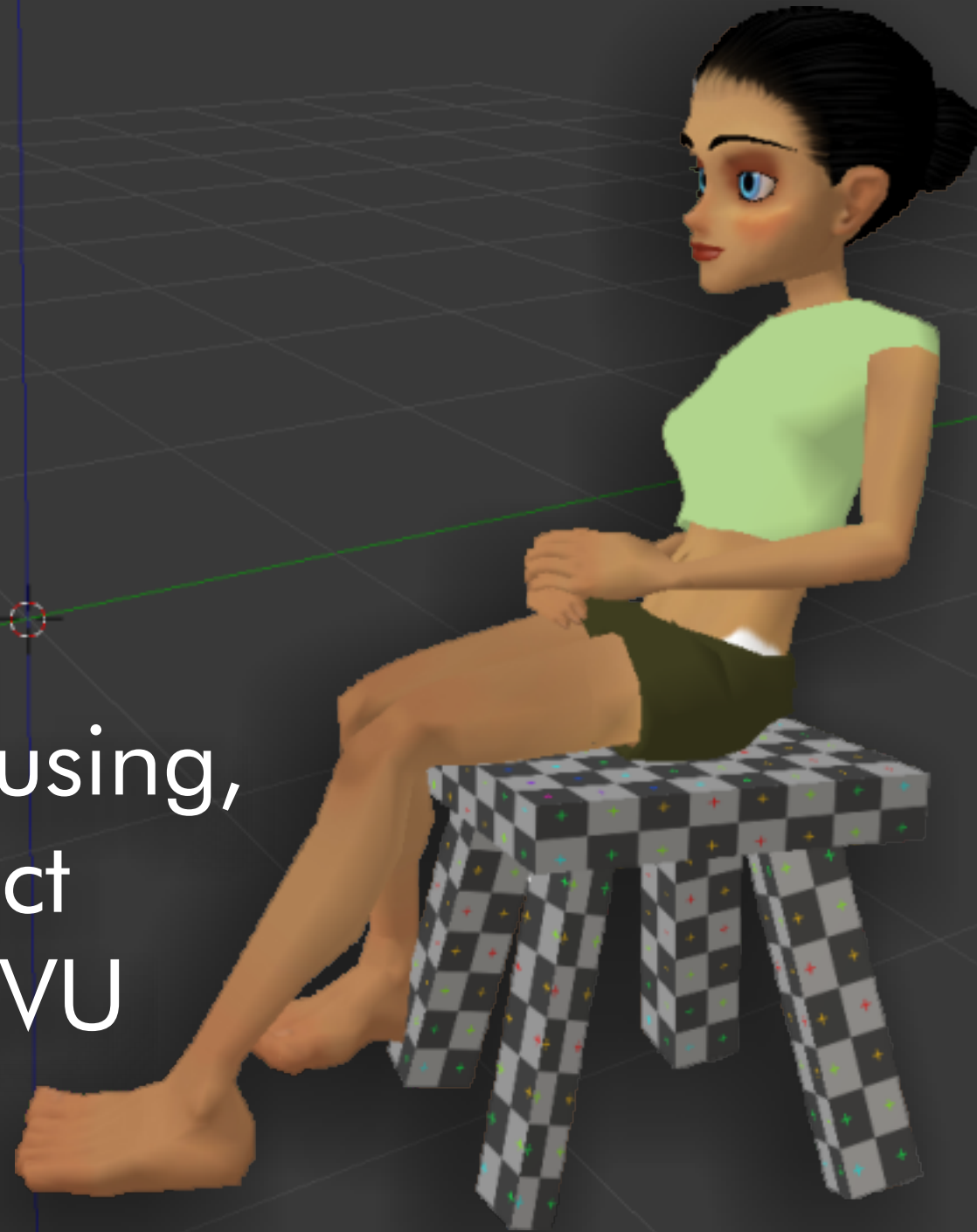
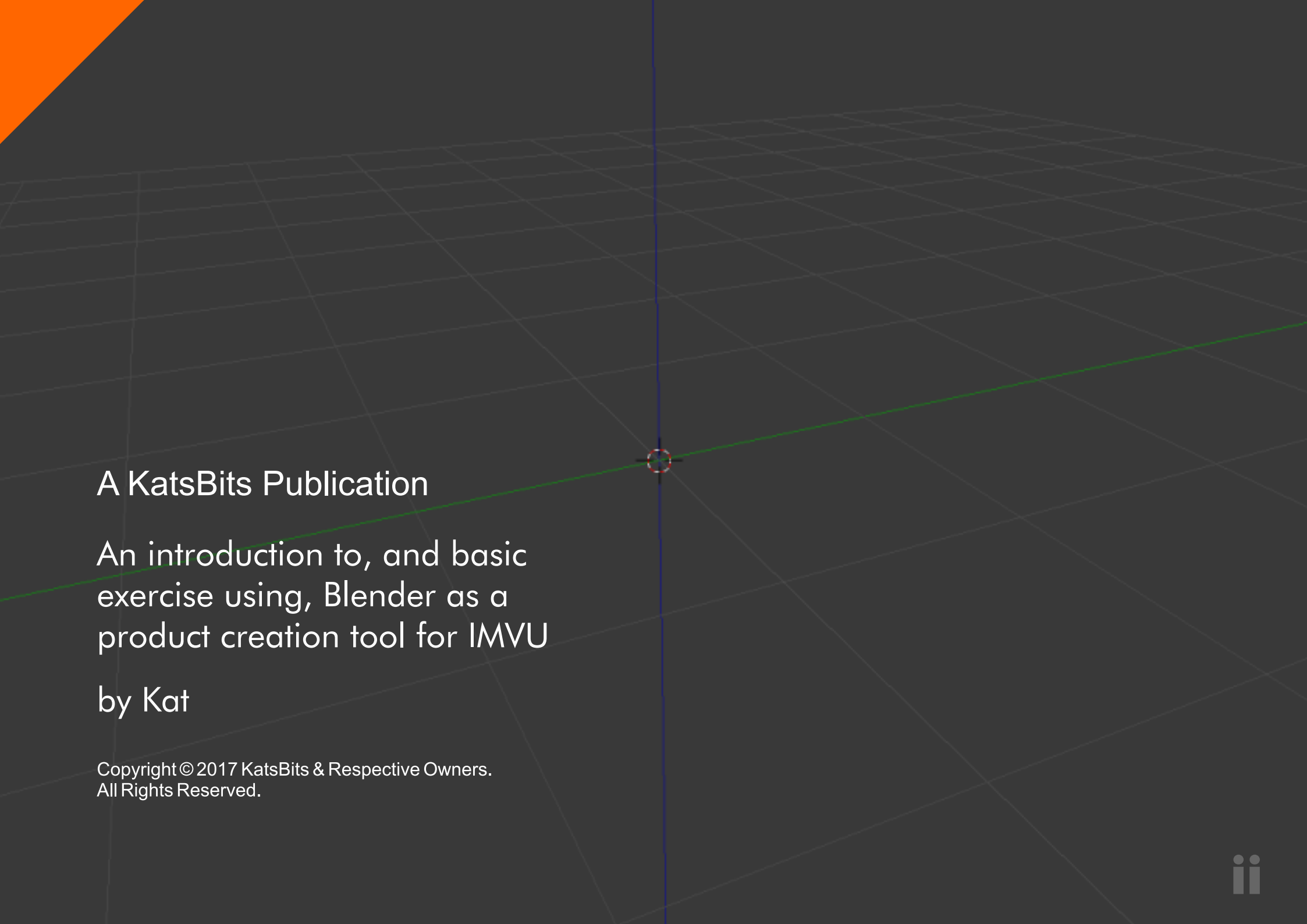


An introduction to,  
and basic exercise using,  
Blender as a product  
creation tool for IMVU





## A KatsBits Publication

An introduction to, and basic  
exercise using, Blender as a  
product creation tool for IMVU

by Kat

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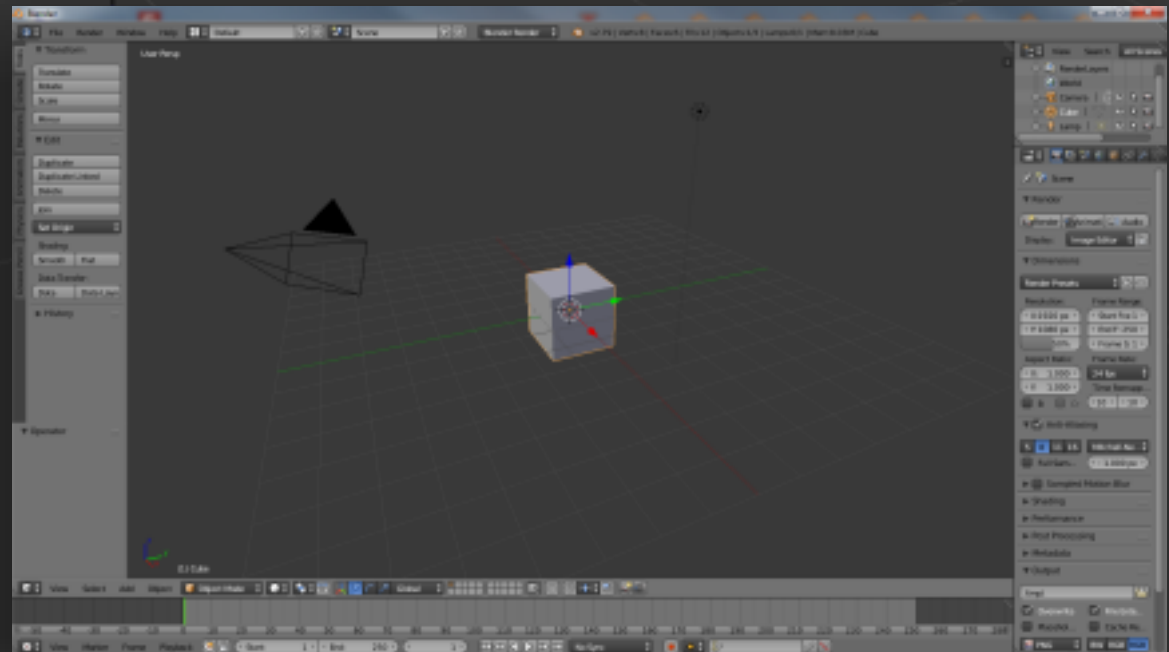
# Session overview

- Getting to grips with Blender
- Basic modelling
- Materials, Textures & Images
- UV maps
- IMVU set-up & fbx export
- IMVU fbx import & assembly



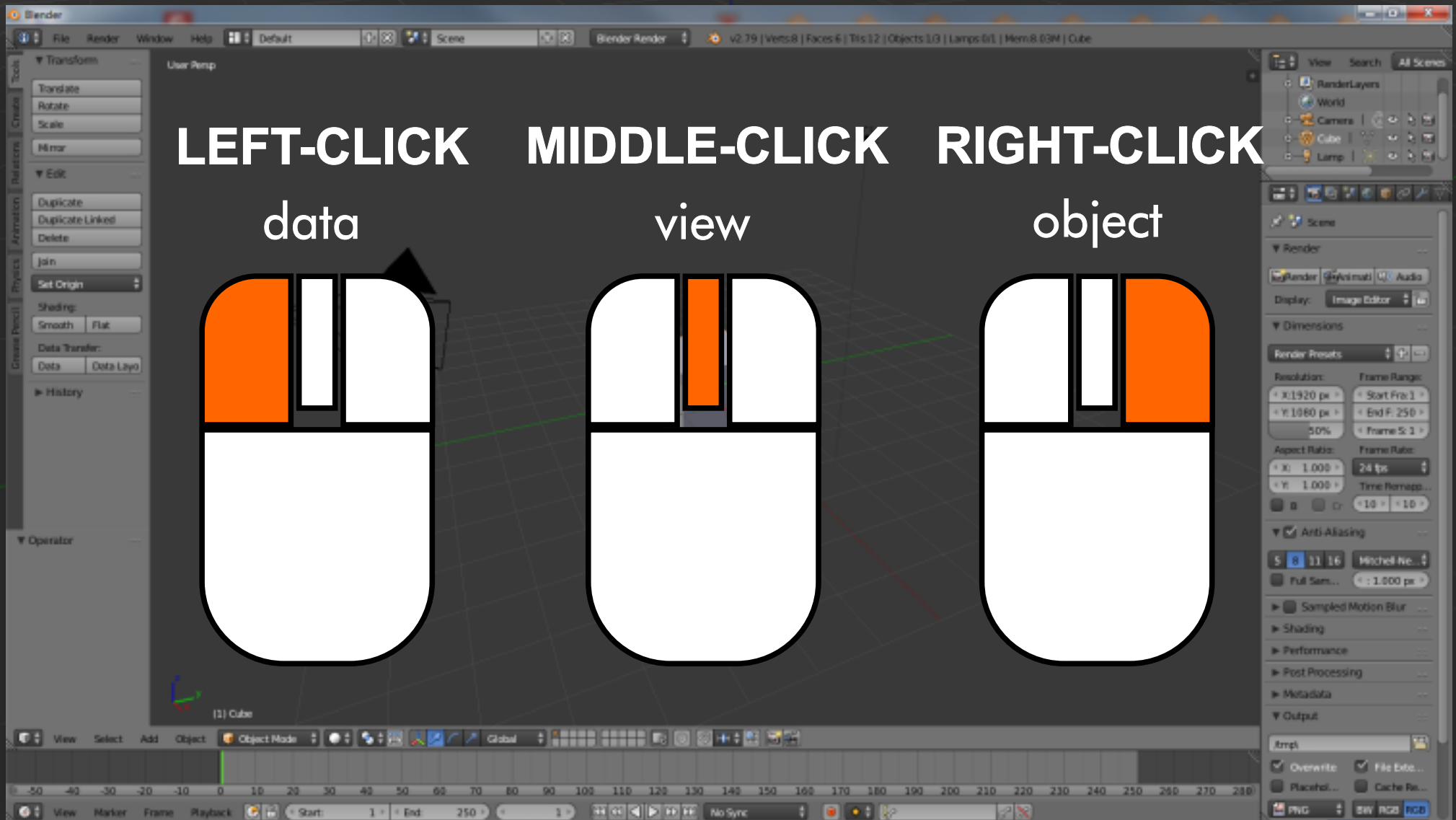
# Getting to grips with...

- Interface basics
- Moving about
- Selecting
- Manipulating



# Basic Mouse Control

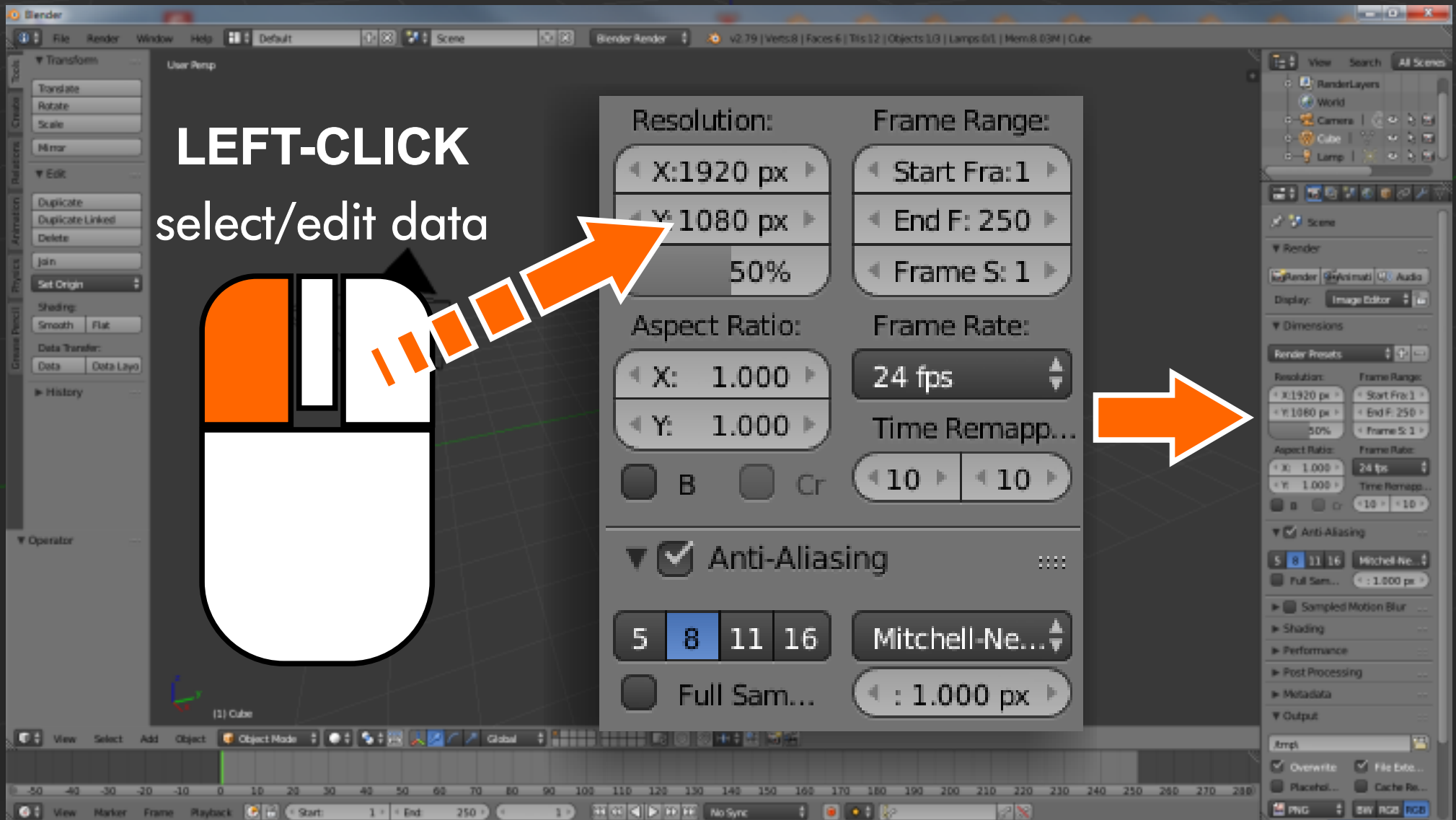
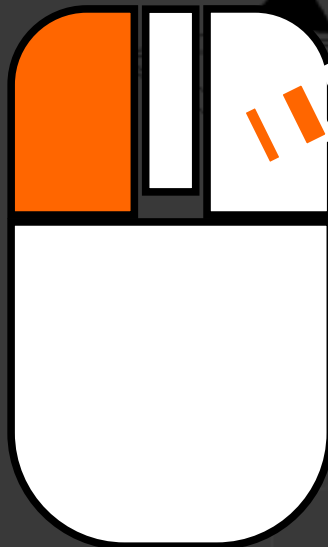
## LEFT/RIGHT MOUSE BUTTON



# Basic Selection

## LEFT MOUSE BUTTON

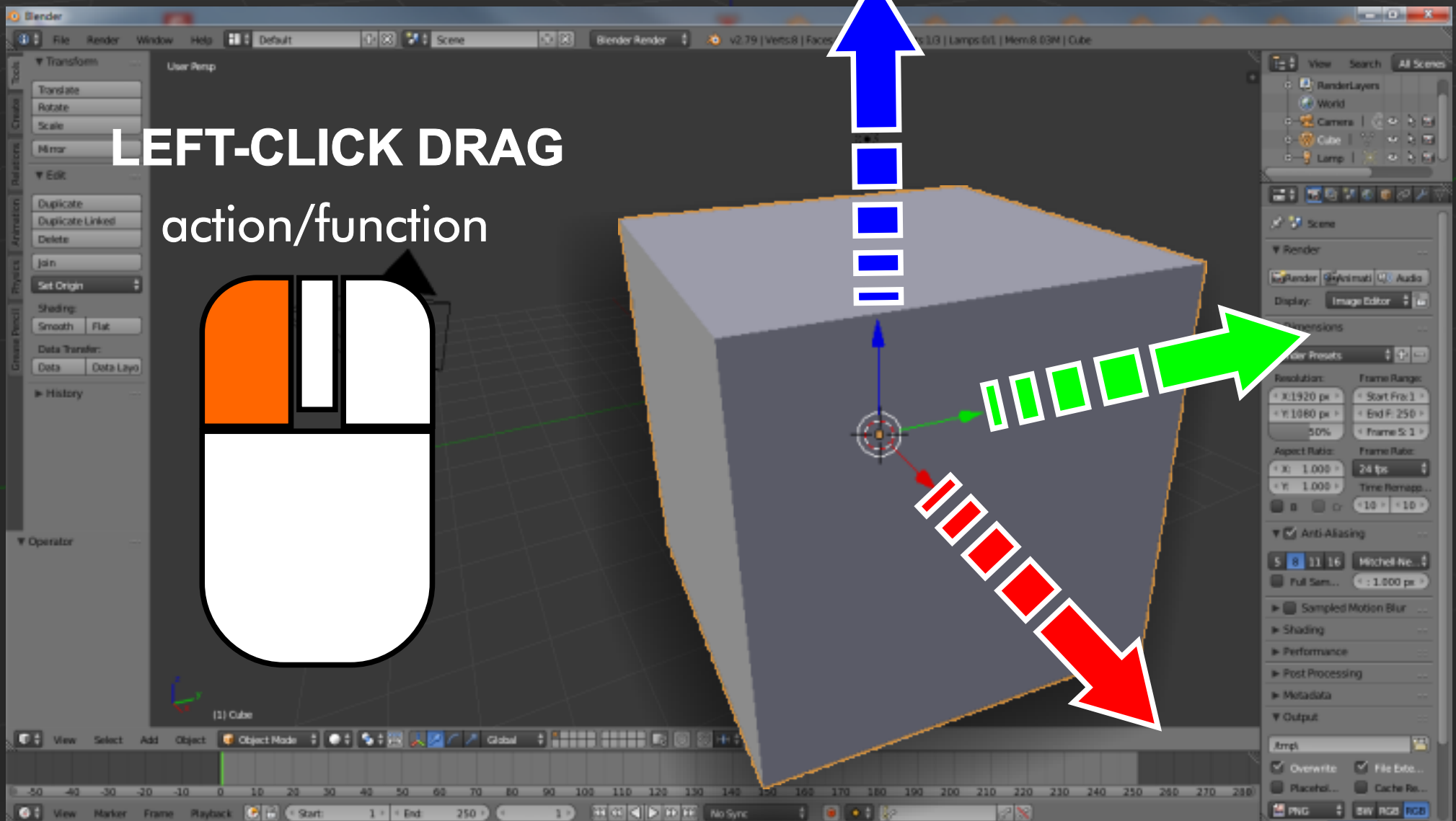
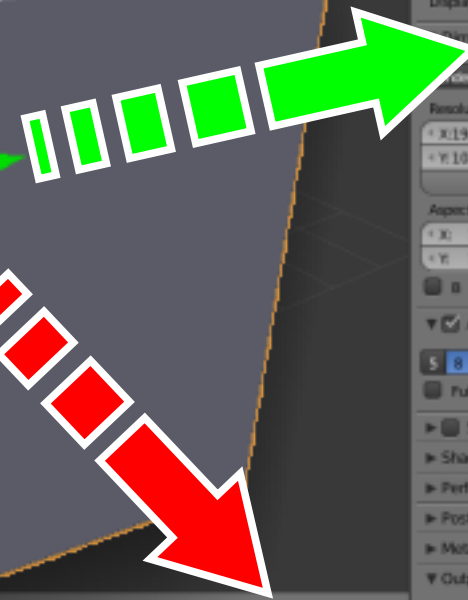
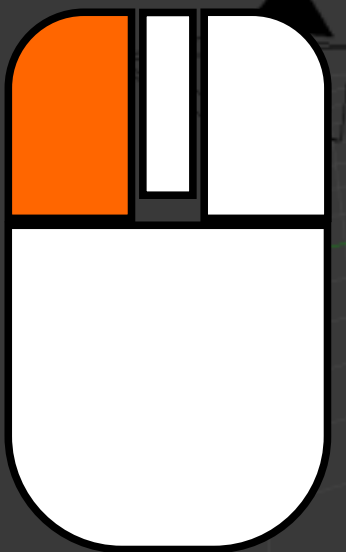
**LEFT-CLICK**  
select/edit data



# Basic Object Manipulation

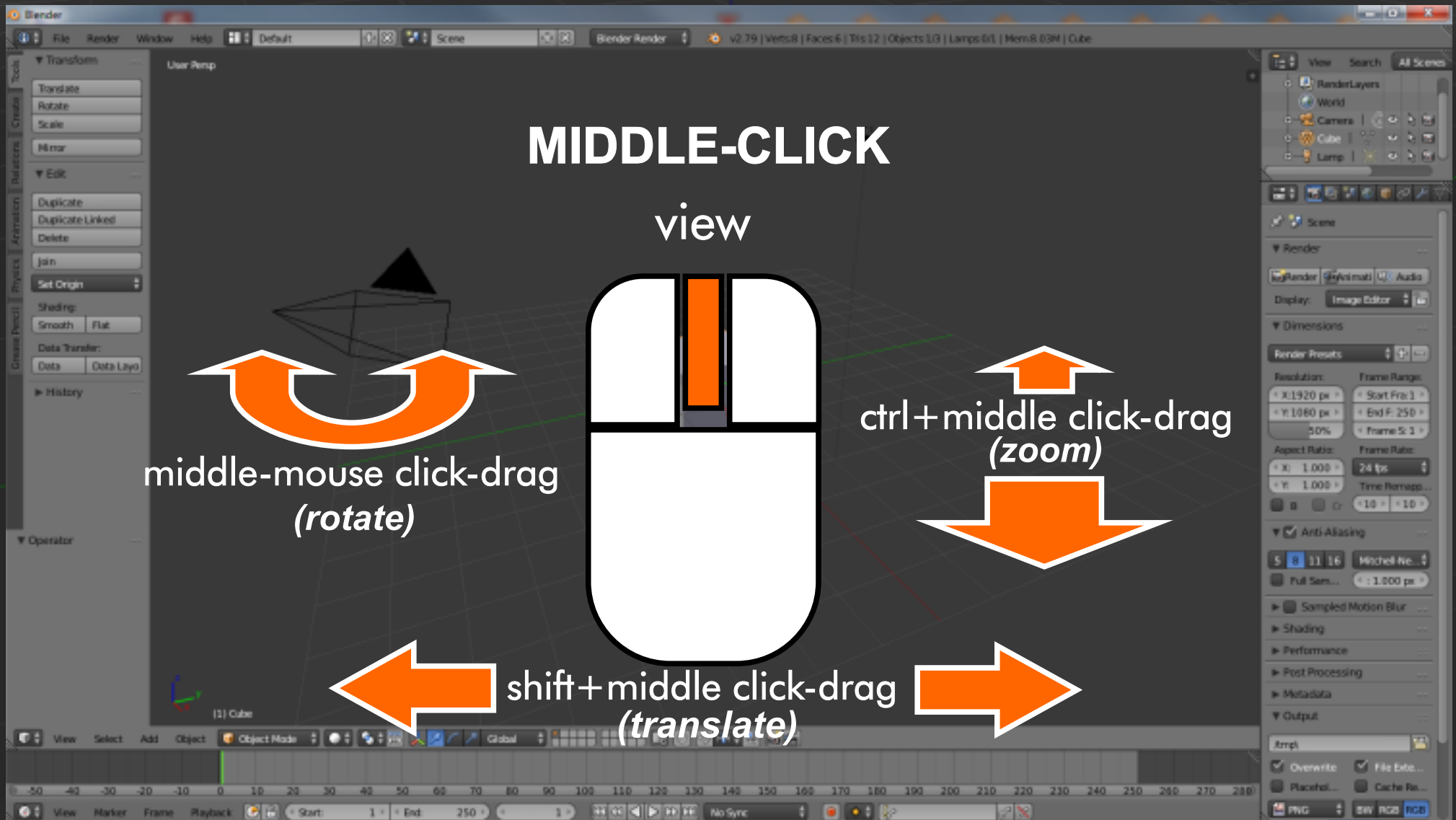
## LEFT MOUSE BUTTON

**LEFT-CLICK DRAG**  
action/function



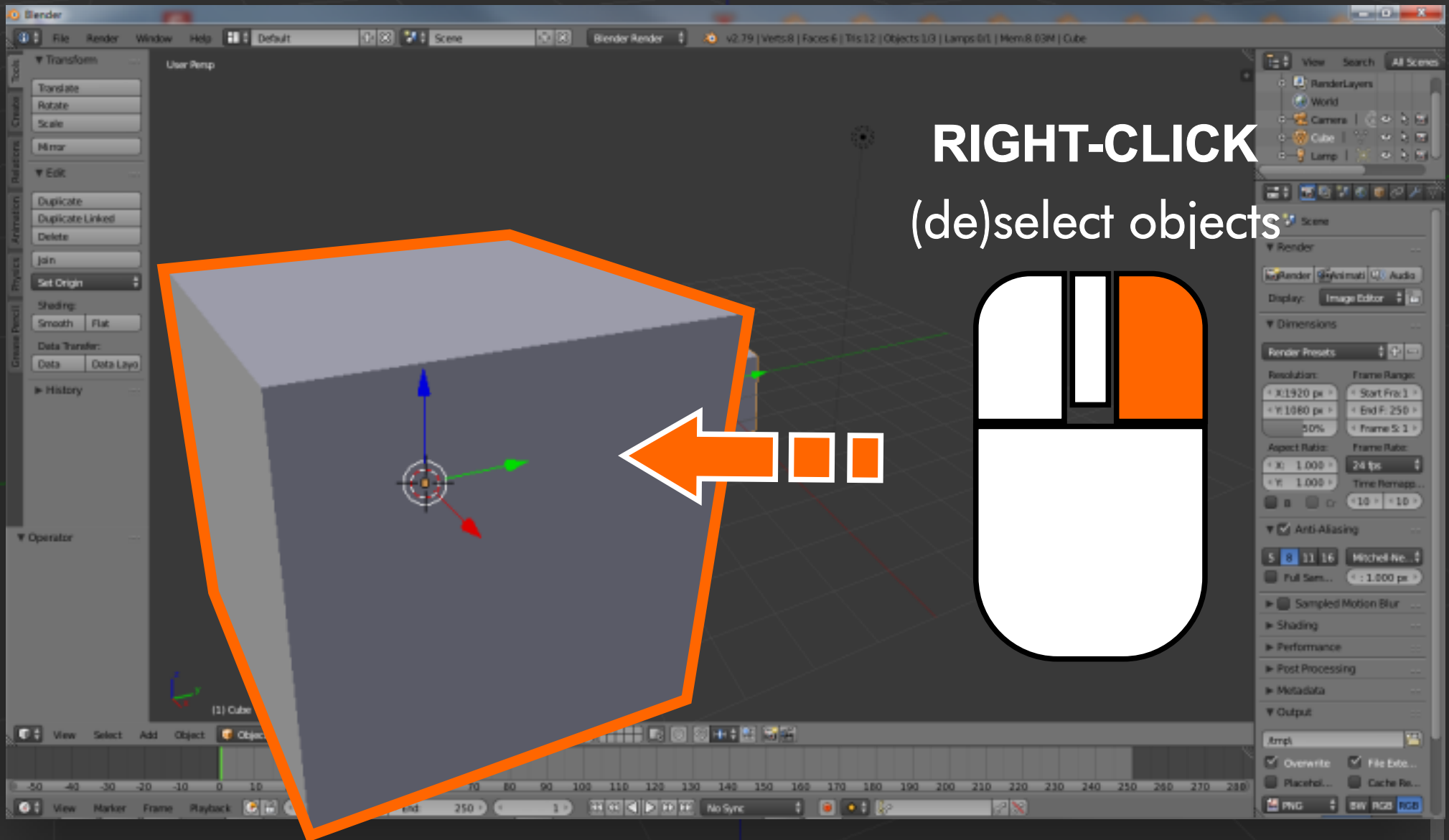
# Basic Scene/Interface Navigation

## MIDDLE MOUSE BUTTON



# Basic Selection

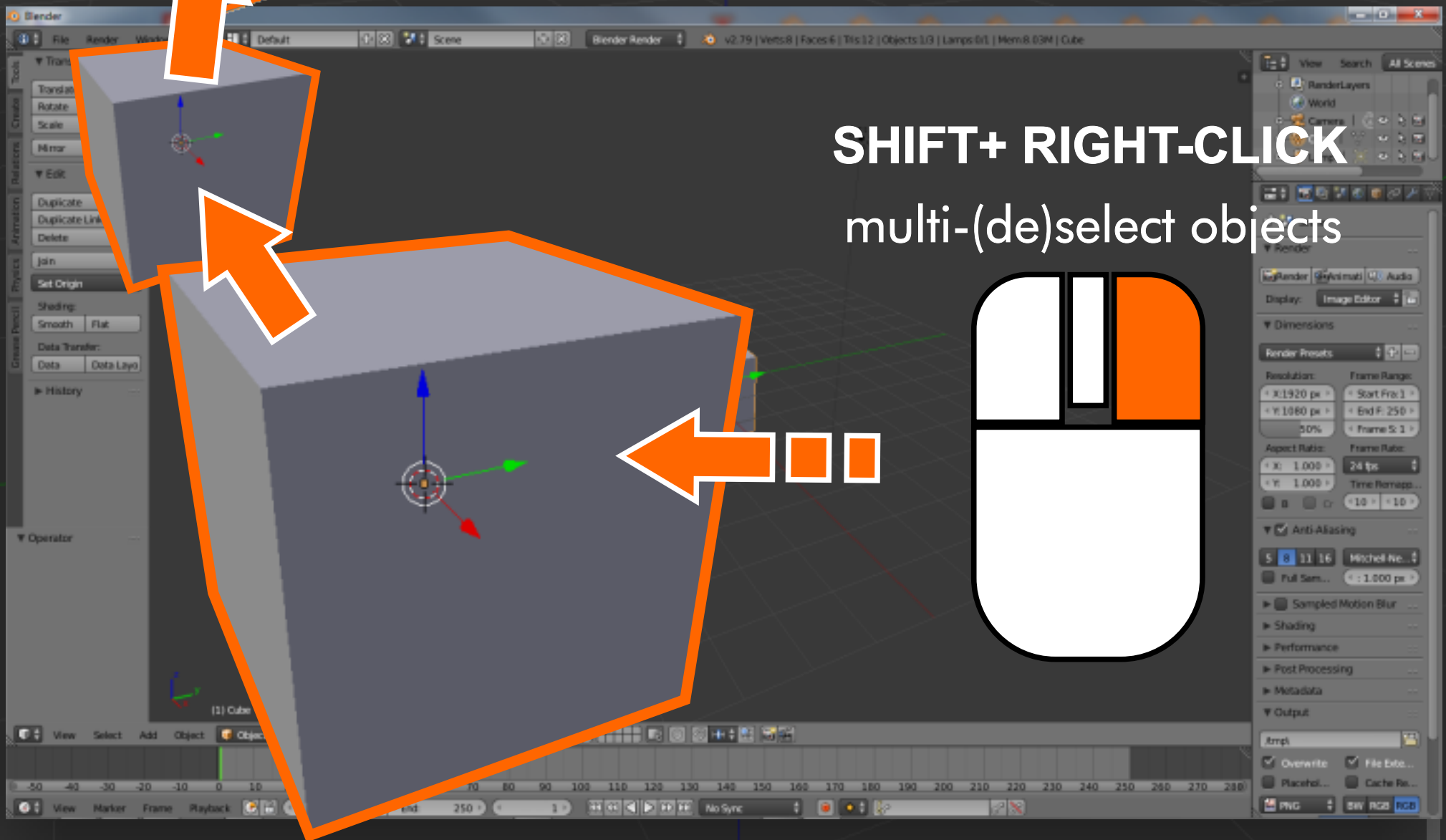
## RIGHT MOUSE BUTTON



# Basic Multi-Selection

## SHIFT+ RIGHT MOUSE BUTTON

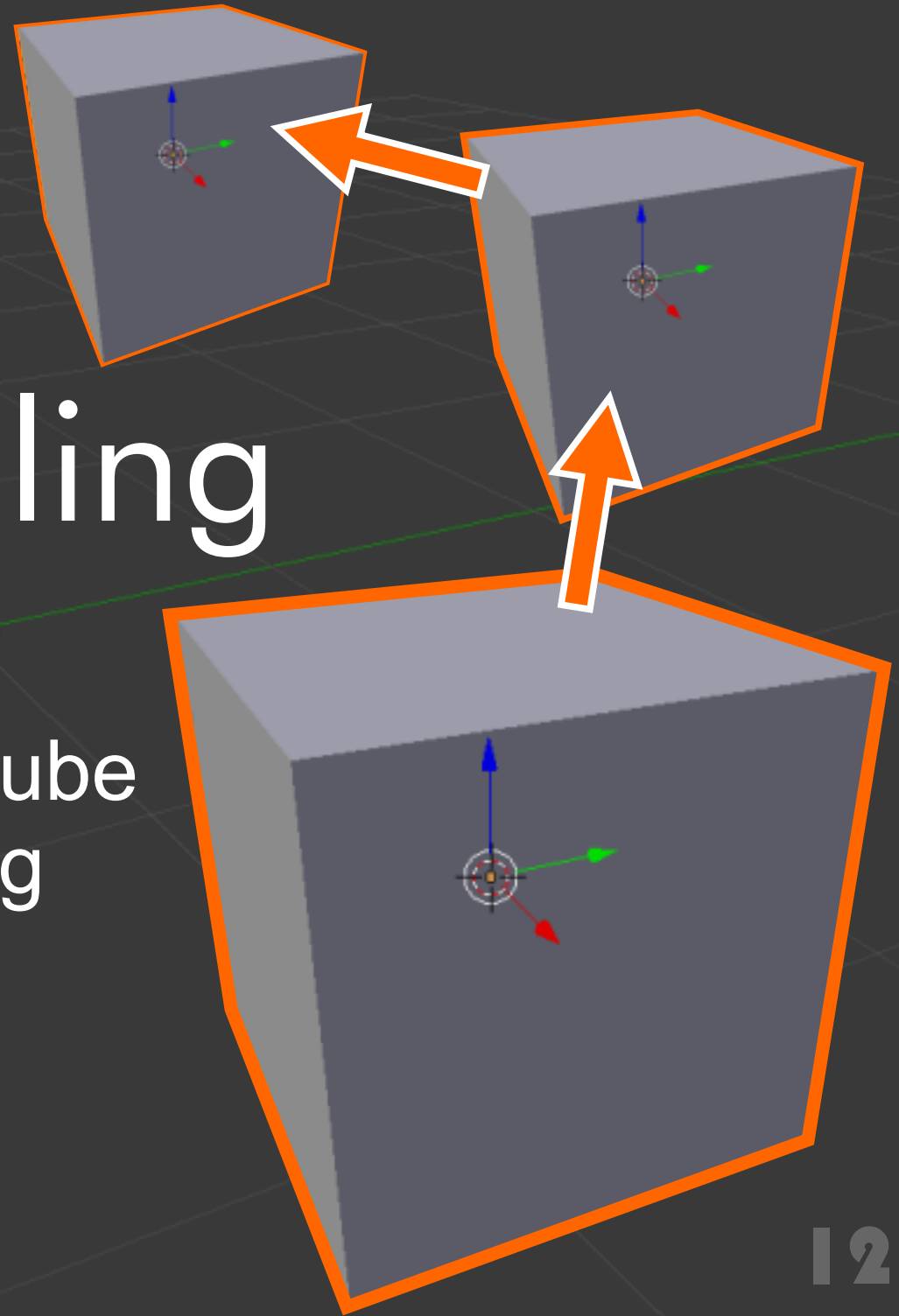
**SHIFT+ RIGHT-CLICK**  
multi-(de)select objects



???

# Basic modelling

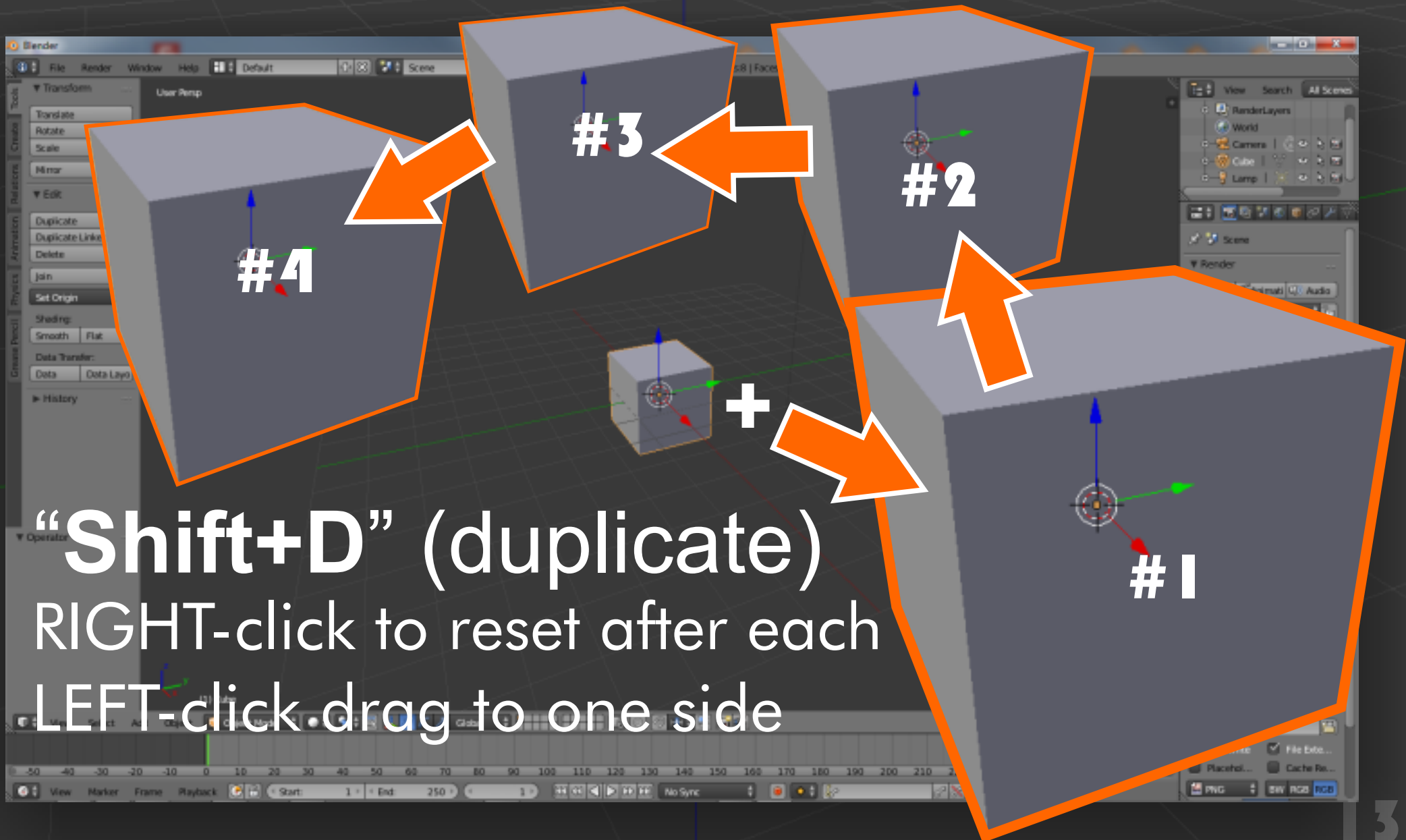
- Using default Cube
- Duplicating default cube
- Resizing/repositioning
- Joining together
- Resetting the Object





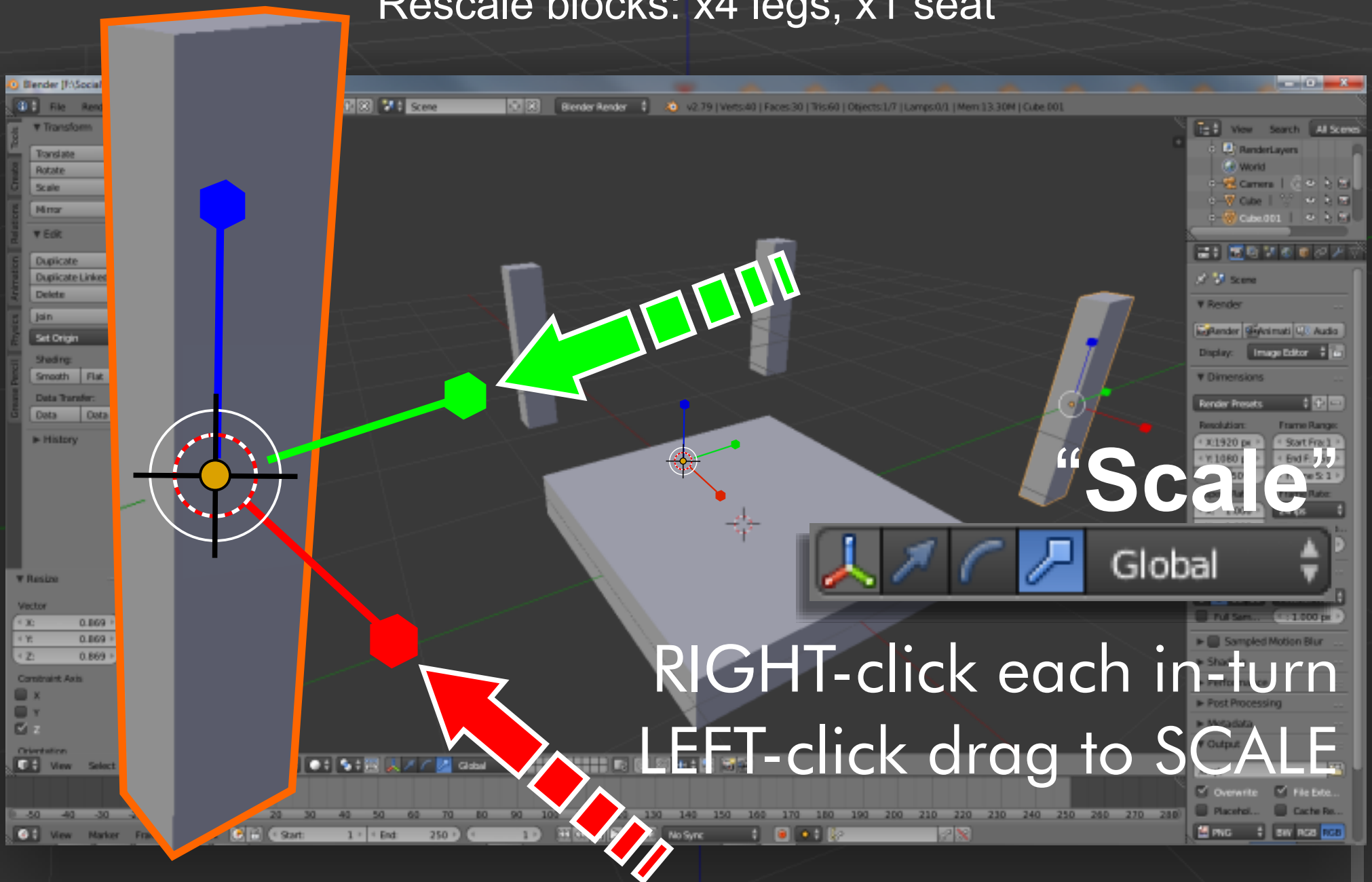
# Project: wonky stool

## Create the basic building blocks



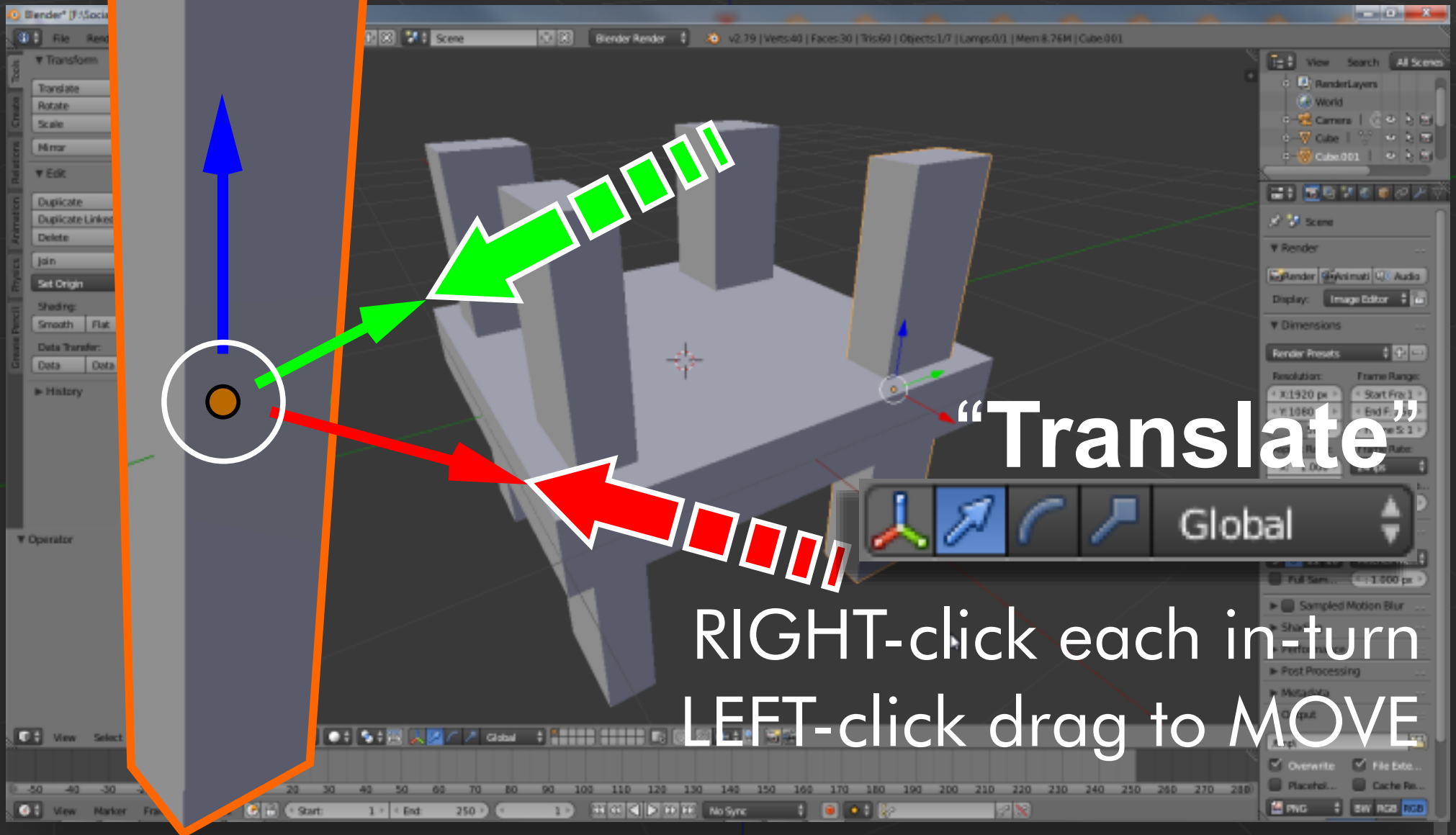
Project: wonky stool

Rescale blocks: x4 legs, x1 seat



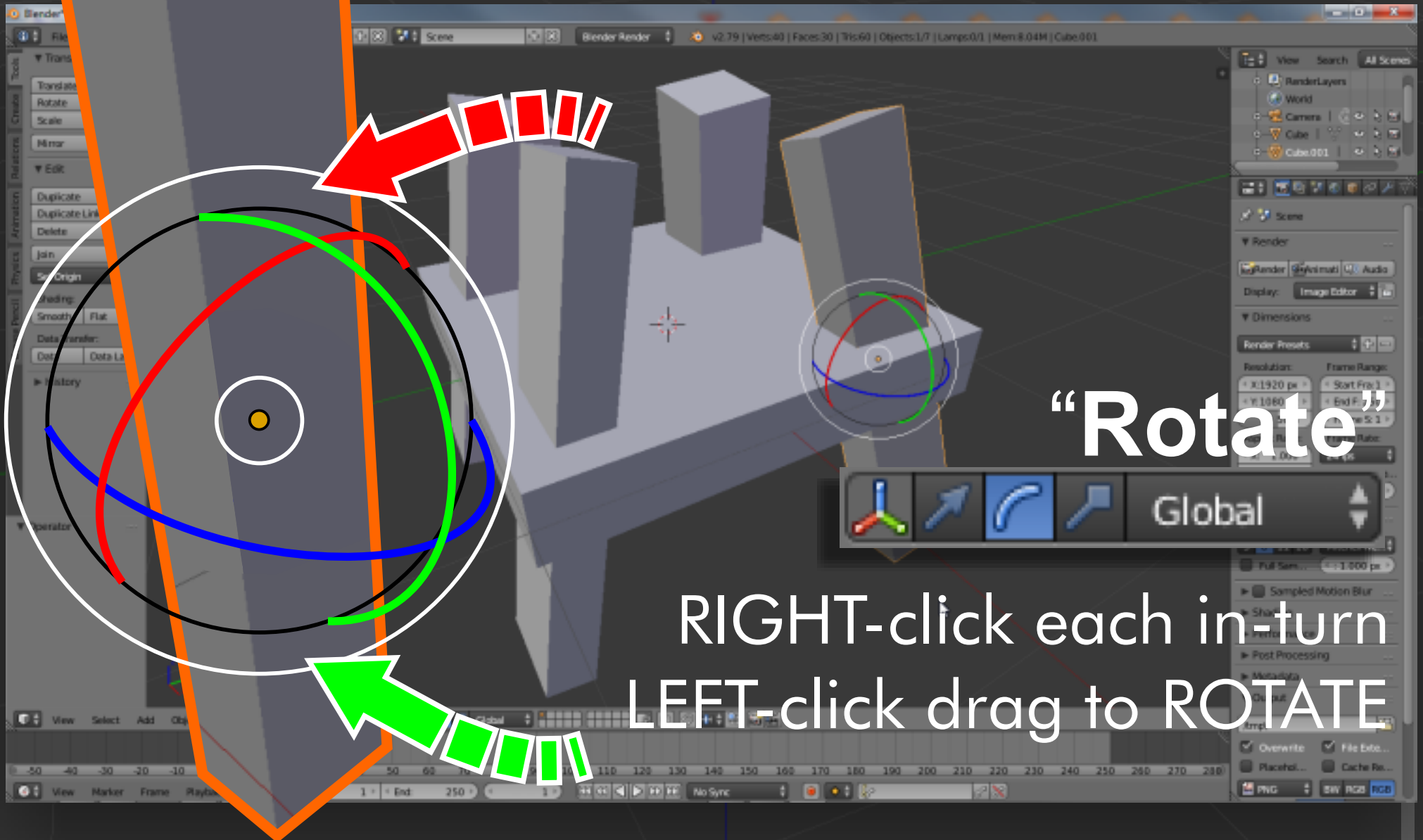
# Project: wonky stool

## Reposition legs at seat corners



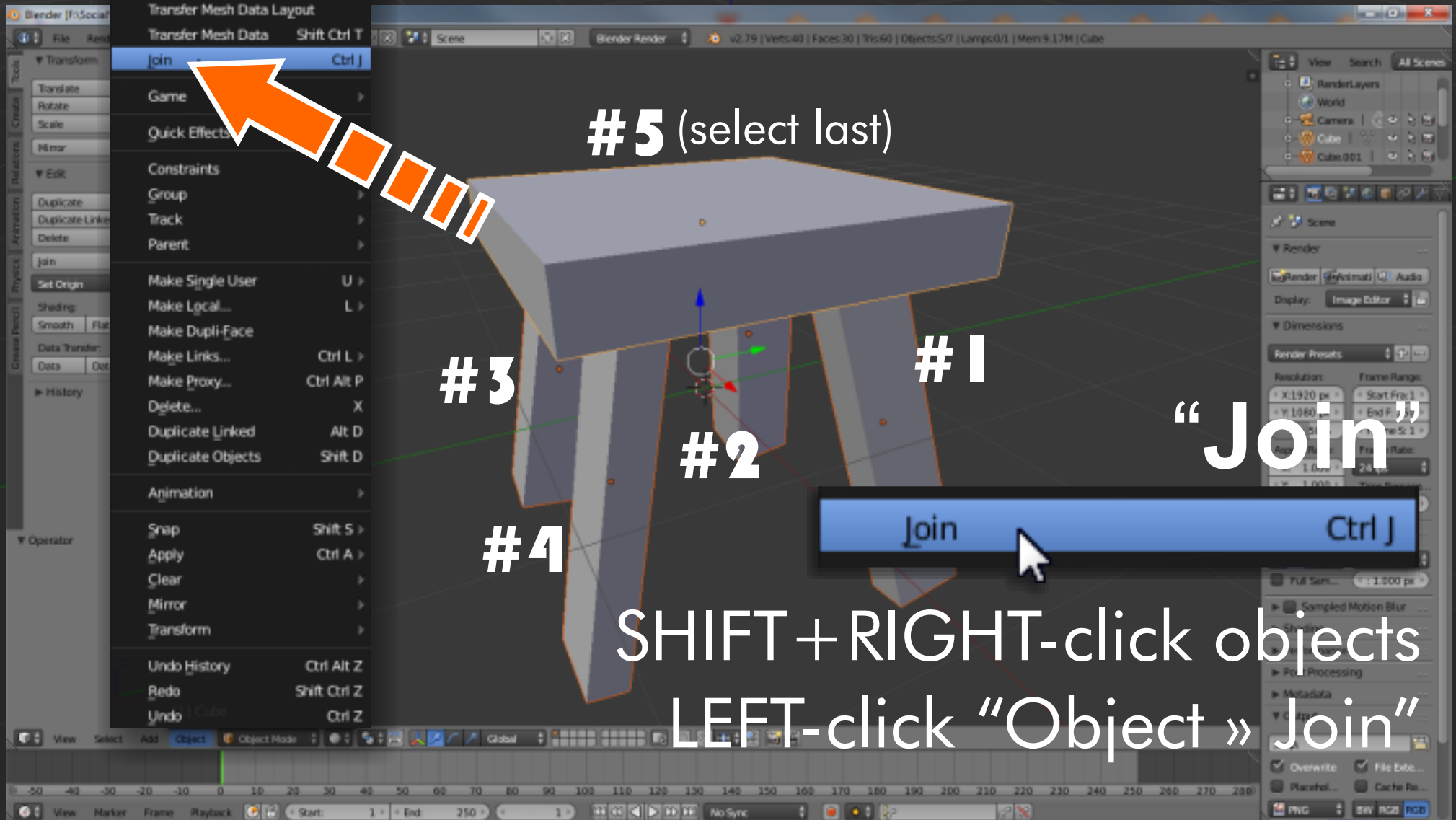
# Project: wonky stool

## Rotate to tilt the legs inwards



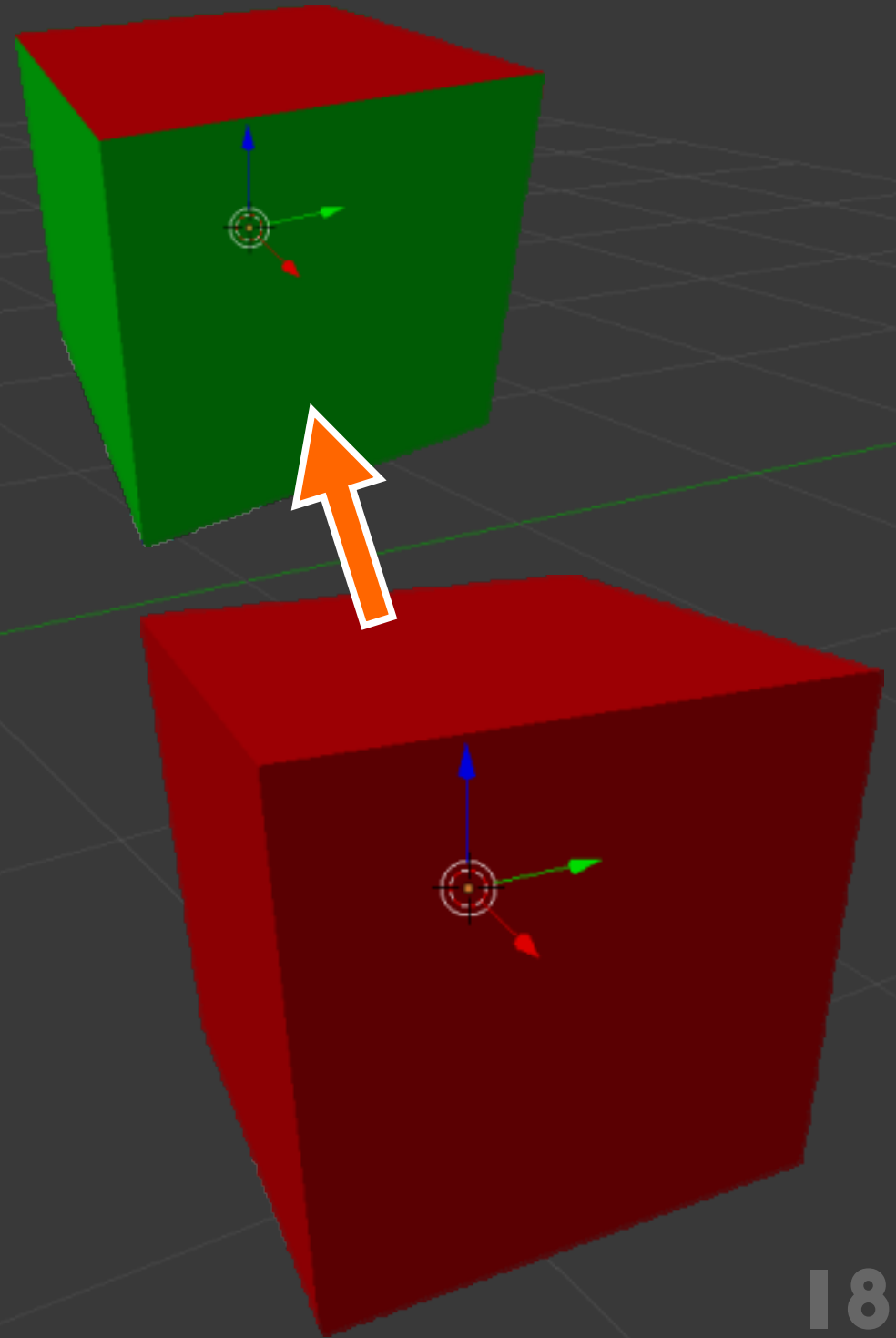
# Project: wonky stool

## Select objects and Join



# Materials

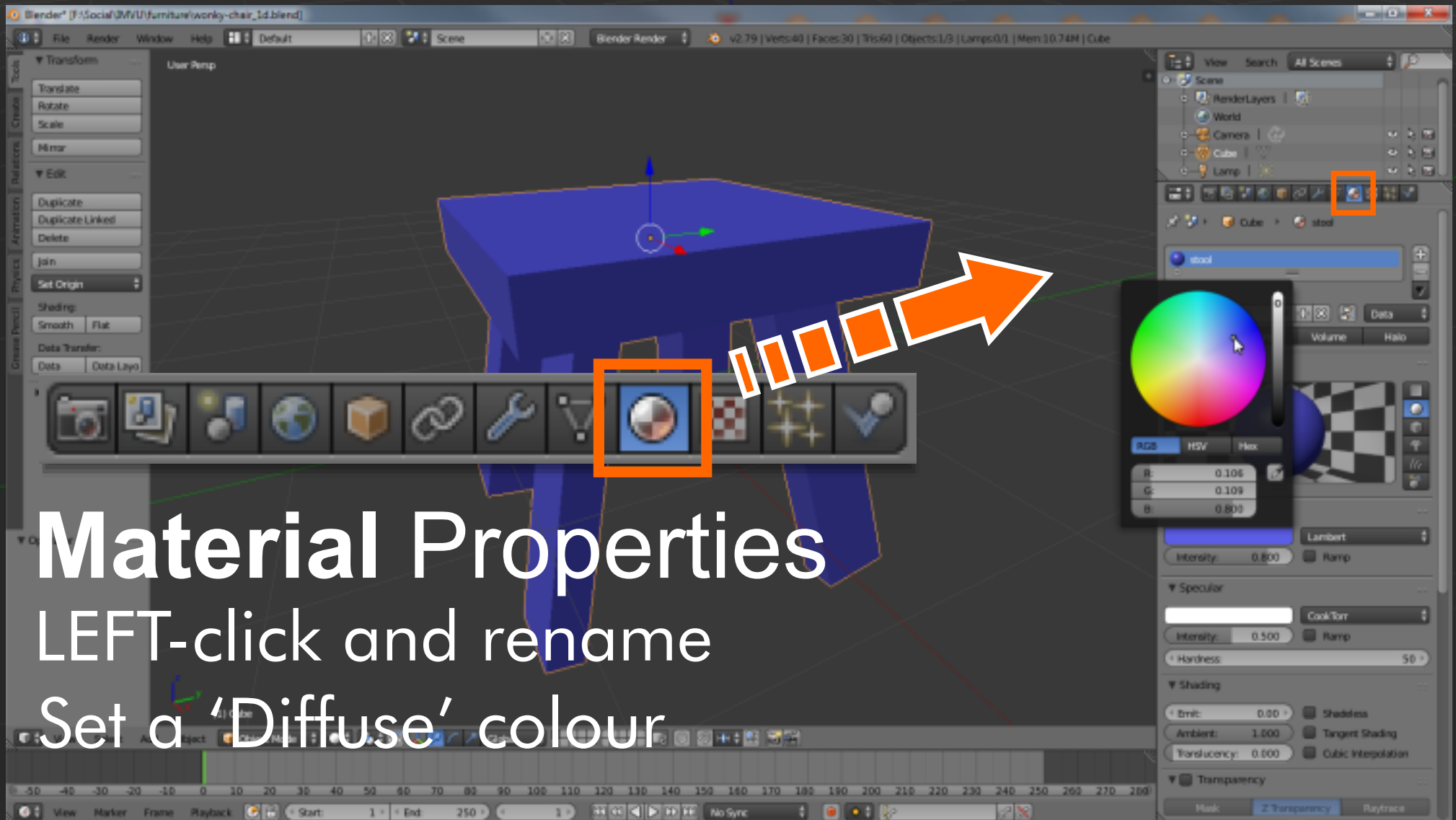
- **Default Material**
- **Default Texture**
- **Add new Material**
- **Add new Texture**
- **Adding an Image**





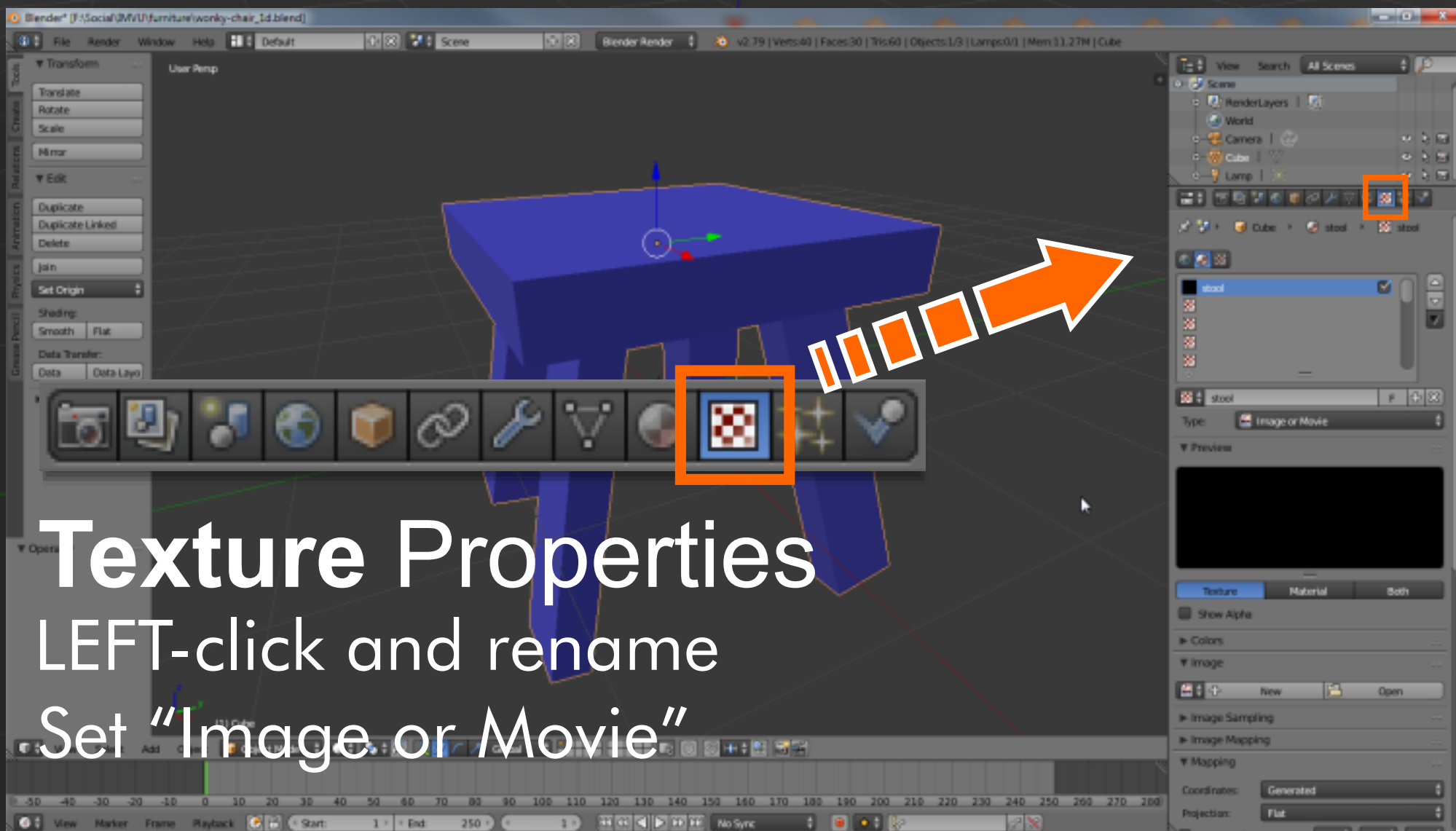
# Project: wonky stool

## Object WITH a default Material



# Project: wonky stool

## Object WITH a default Texture

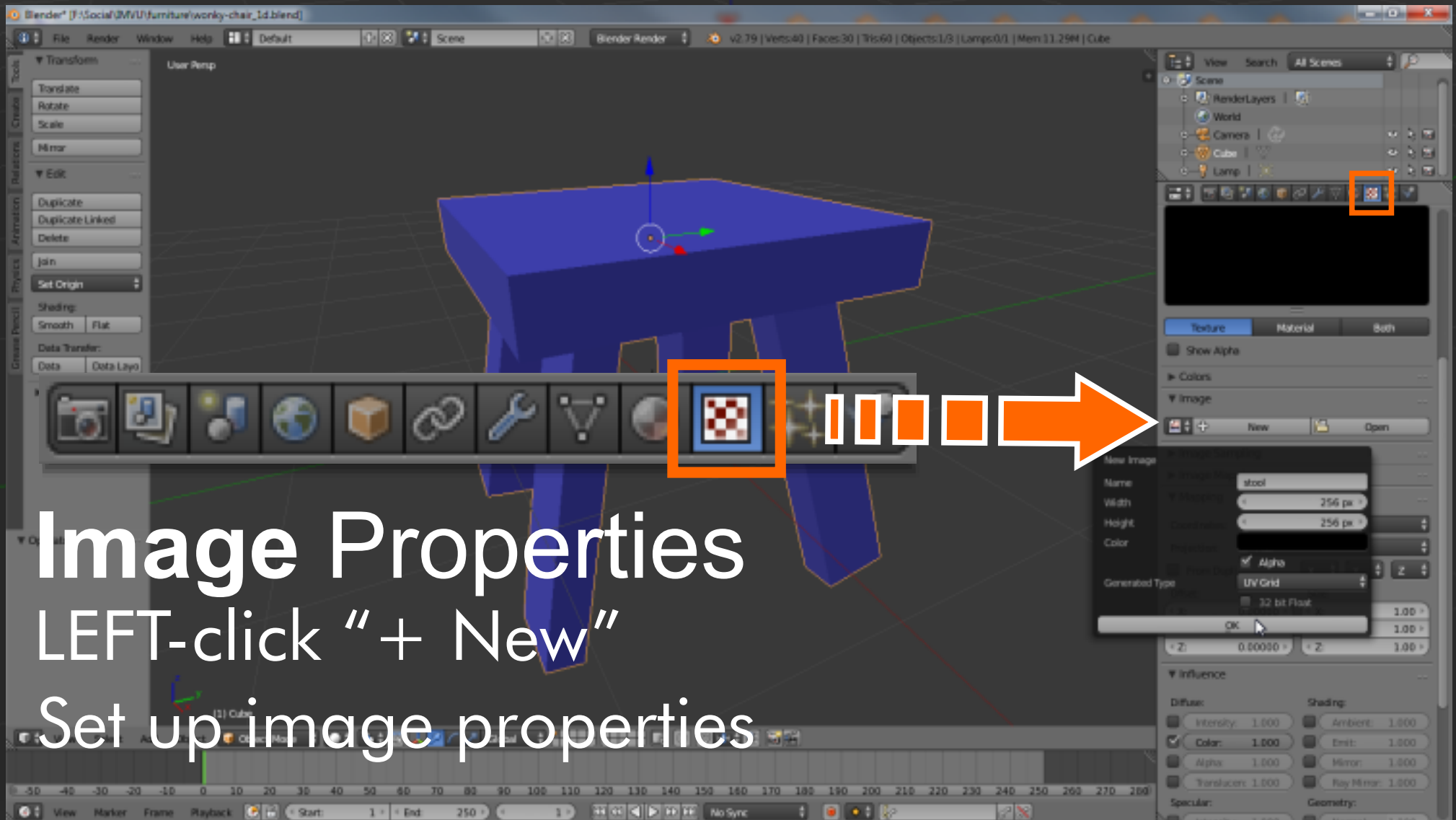


**Texture Properties**  
LEFT-click and rename  
Set "Image or Movie"



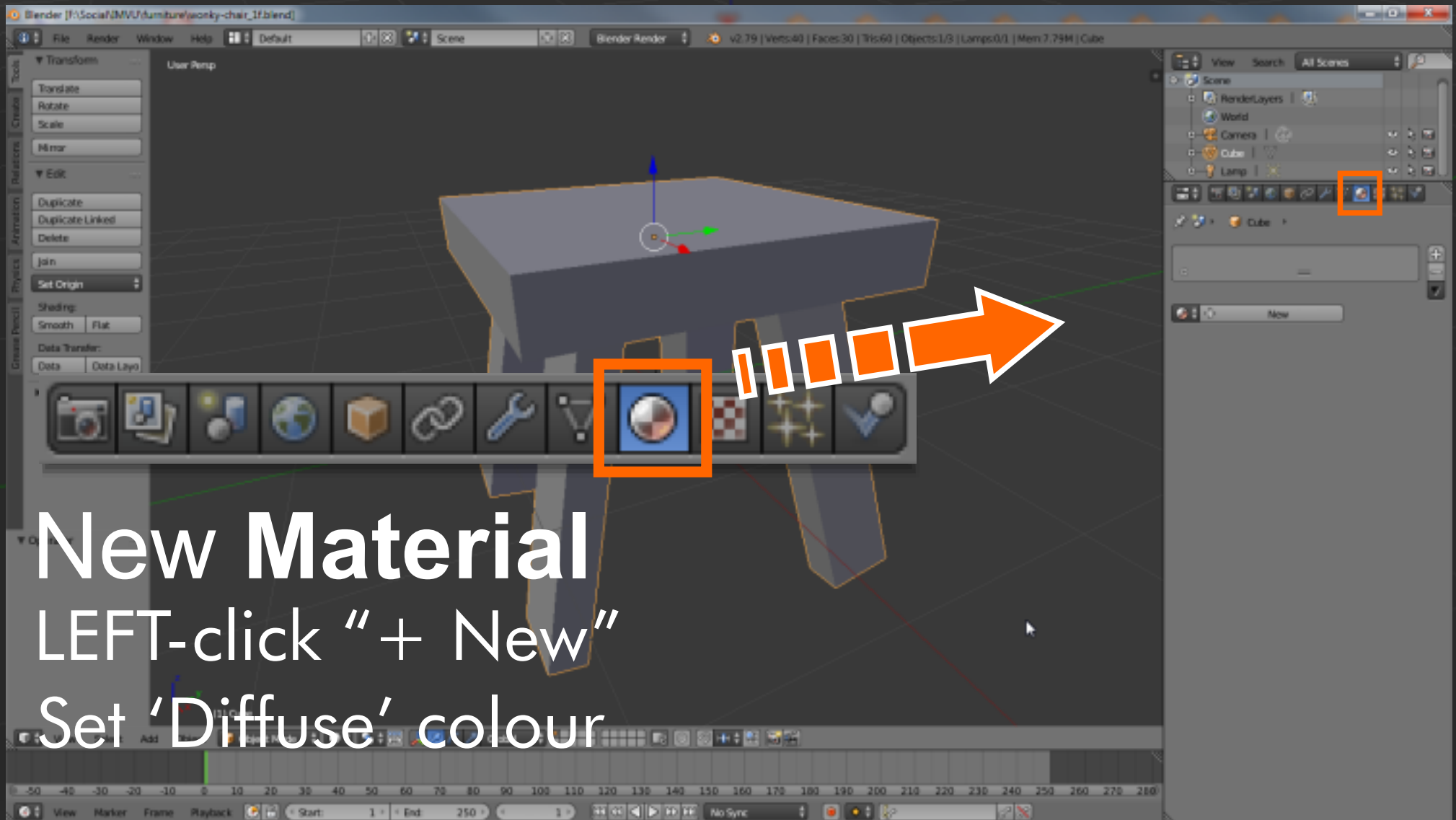
# Project: wonky stool

## Add an Image to DEFAULT Material



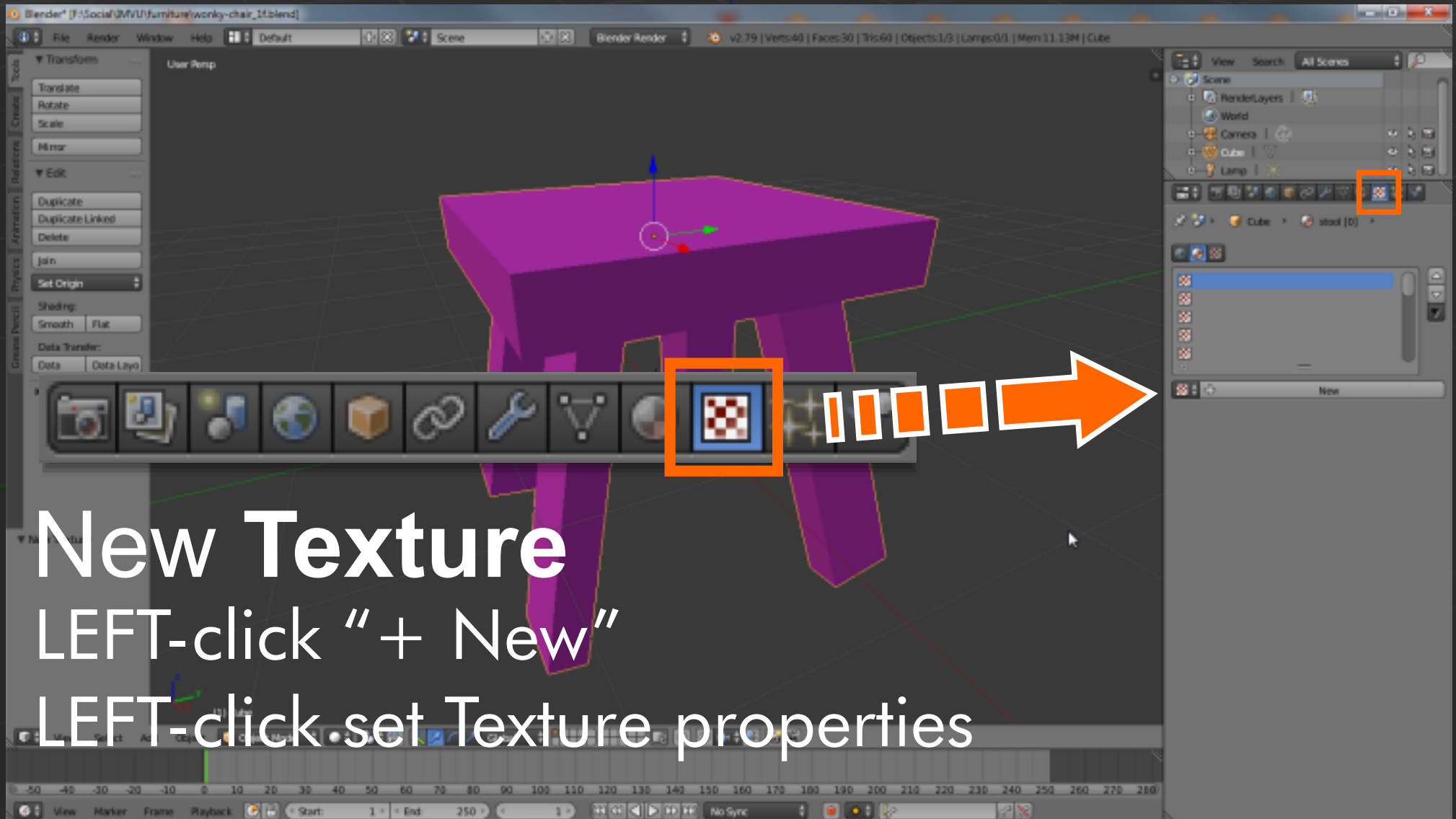
# Project: wonky stool

## Object WITHOUT a Material



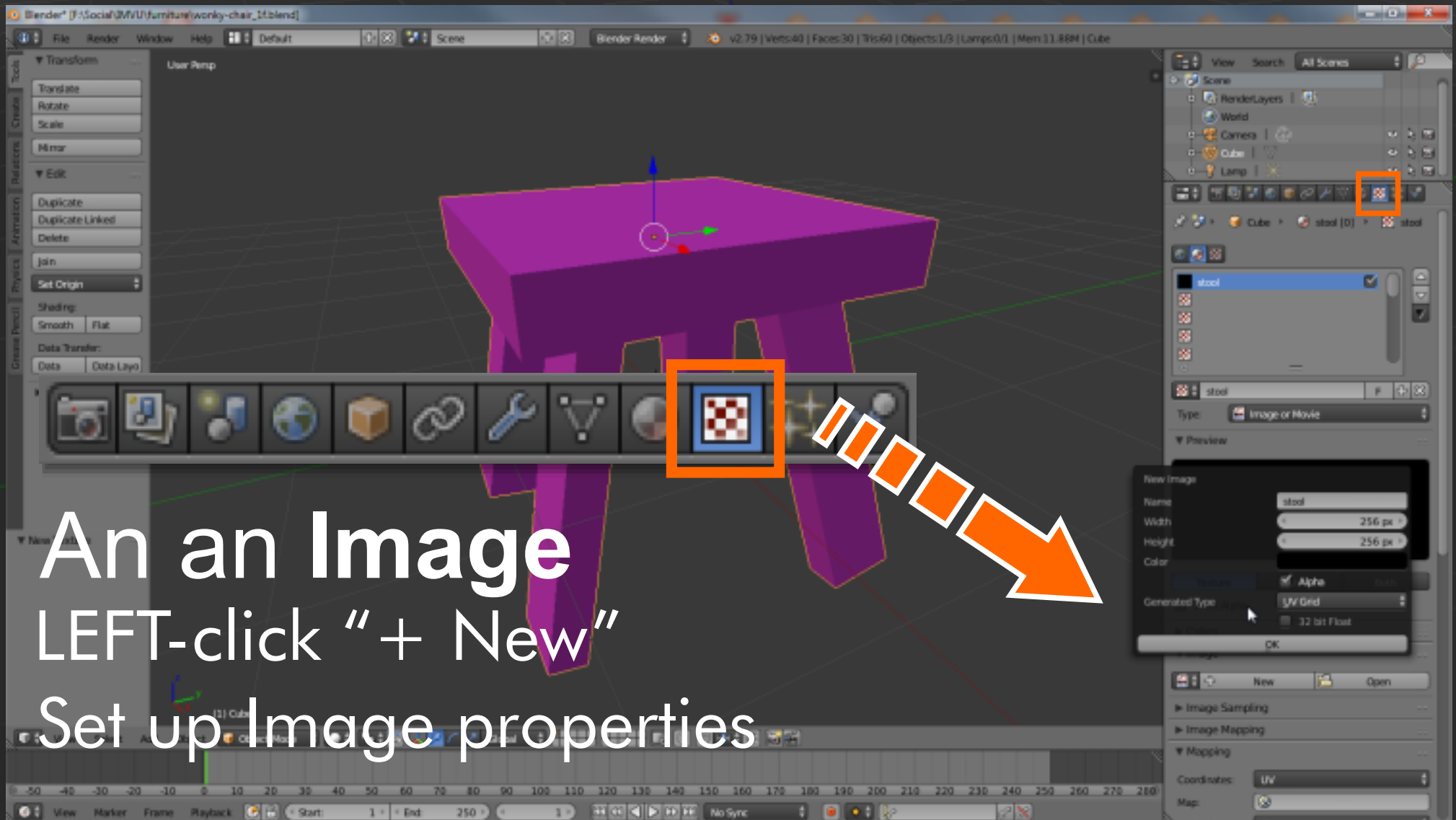
# Project: wonky stool

## Object WITHOUT a Texture



# Project: wonky stool

## Add an Image to NEW Material



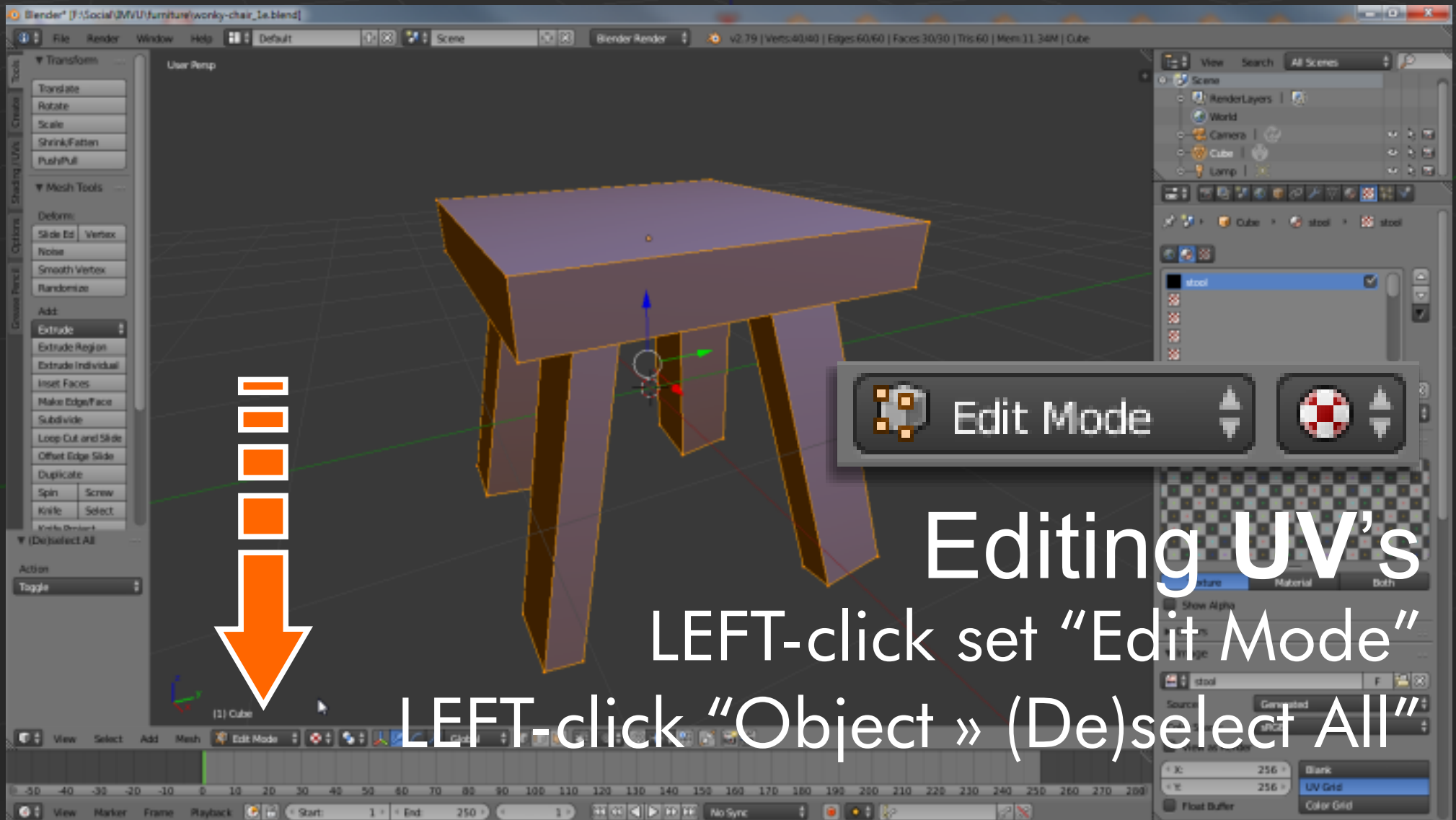
# UV maps

- Basic UV unwrapping
- **UV/Image Editor**
- Basic UV editing
- UV mapping
- Image & project **Save**



# Project: wonky stool

## Select entire mesh in Edit Mode

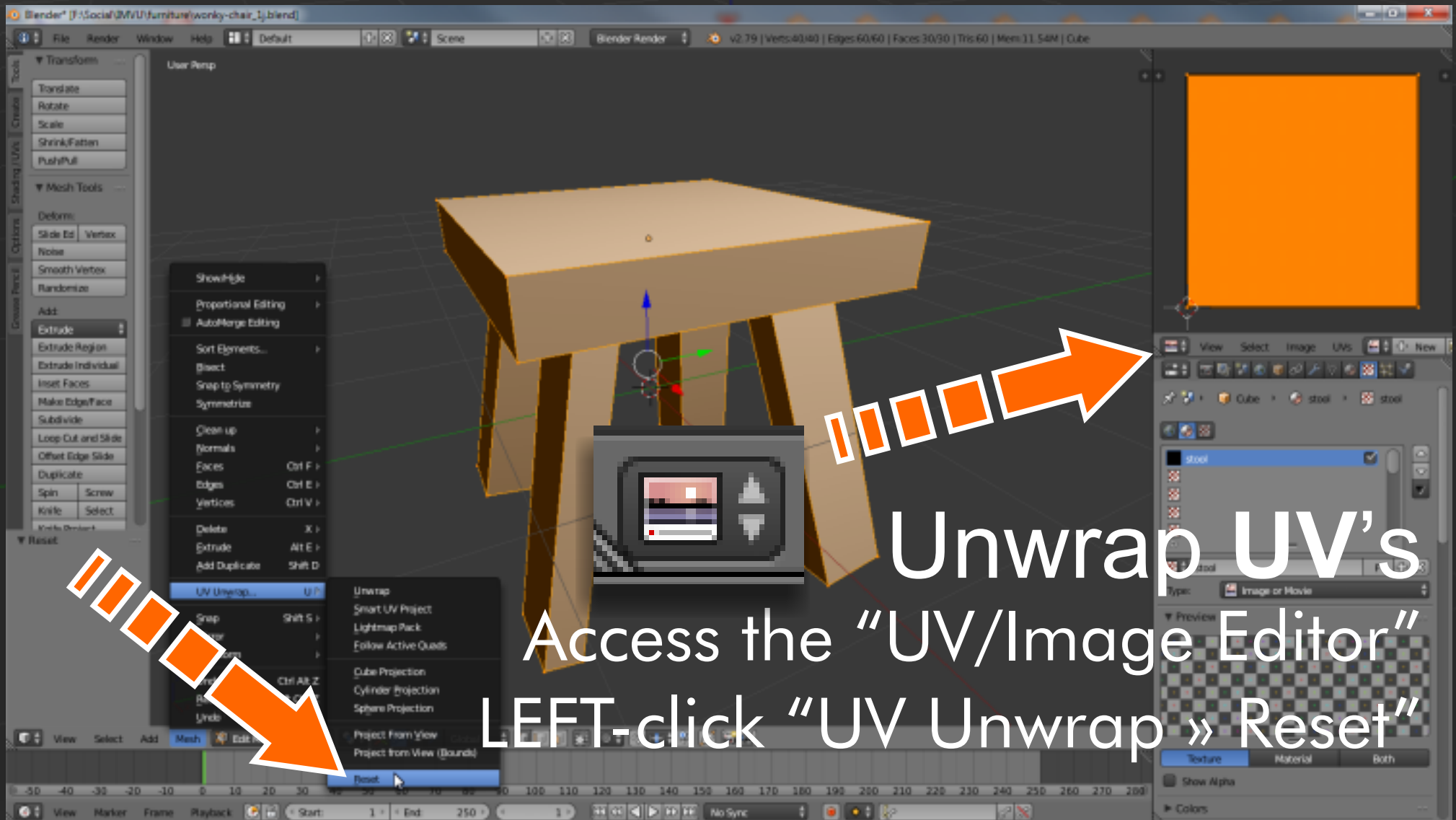


Editing UV's  
LEFT-click set "Edit Mode"  
LEFT-click "Object » (De)select All"



# Project: wonky stool

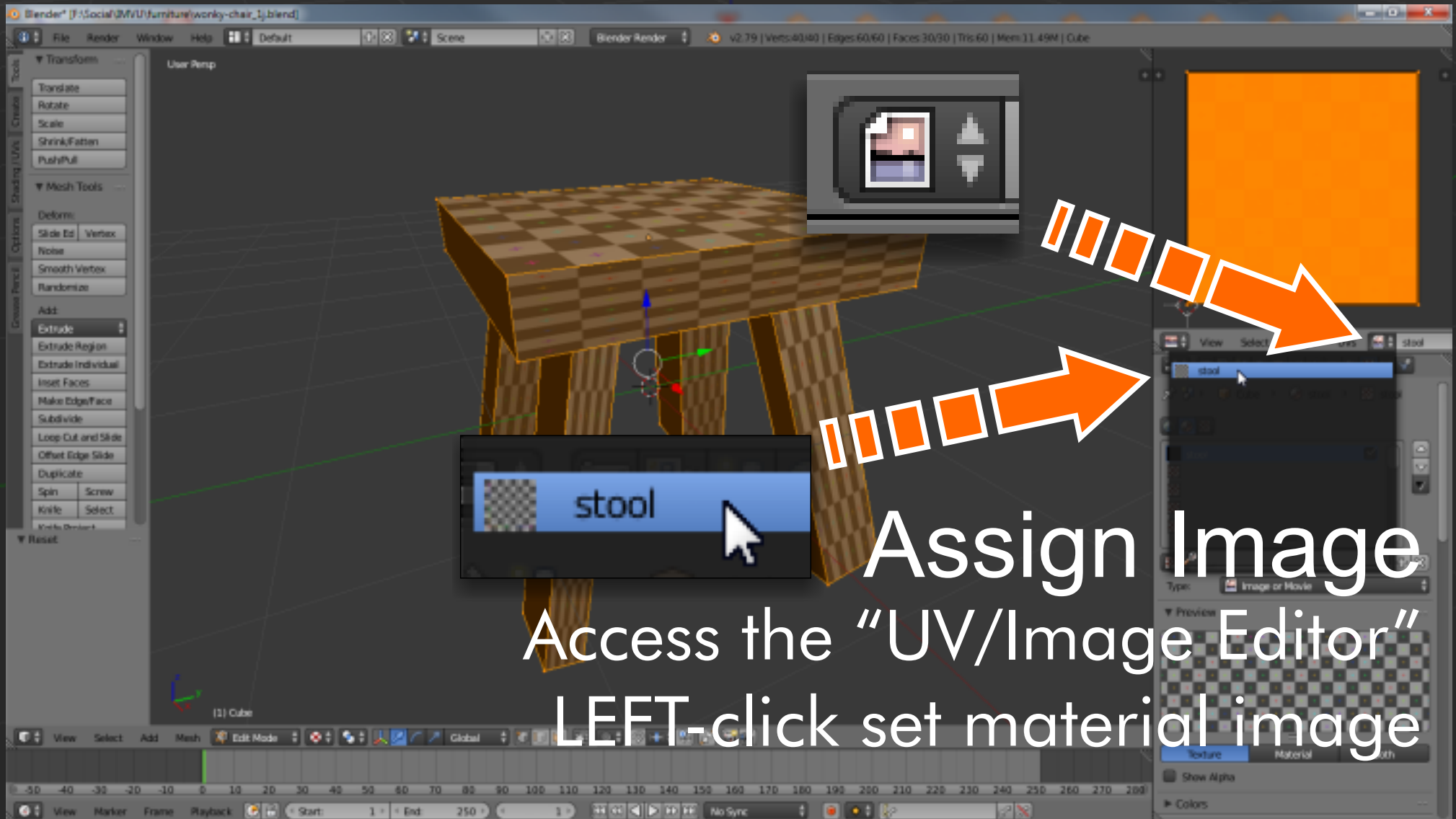
## Unwrap the objects UV's





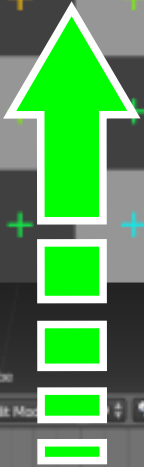
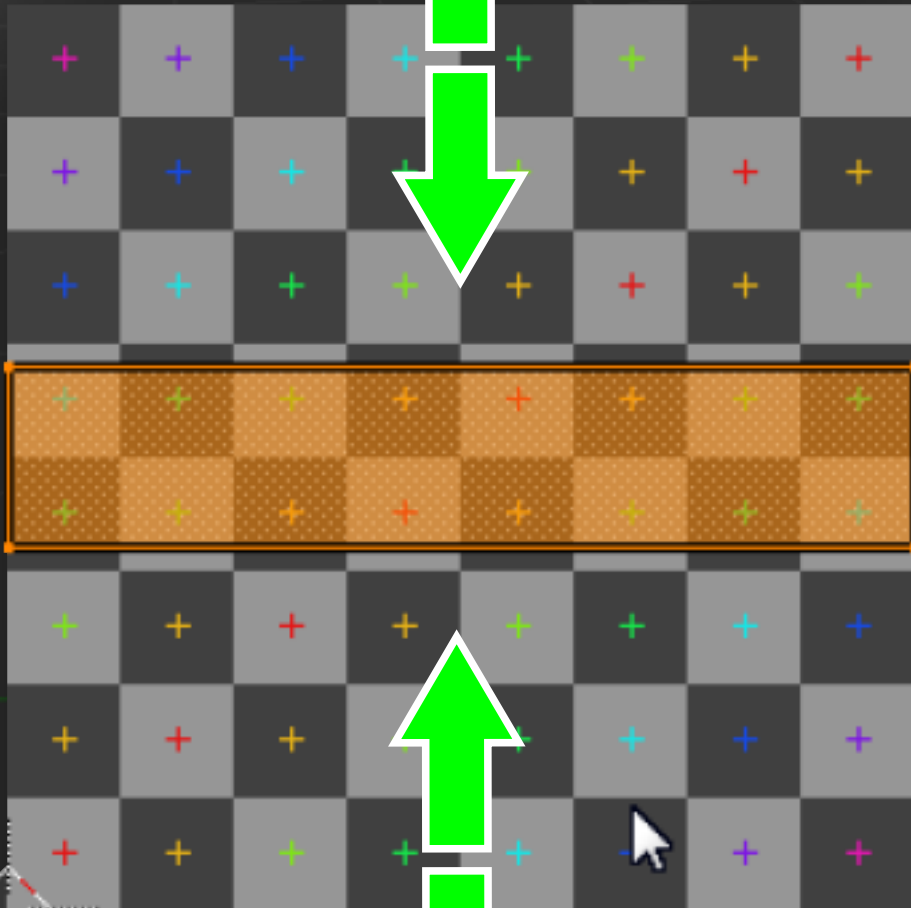
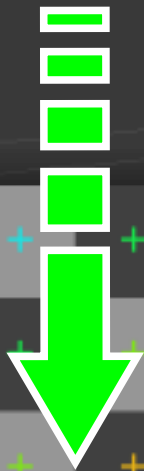
# Project: wonky stool

## Assign Image to selected UV's



## Project: wonky stool

Adjusting UV's in UV/Image Editor



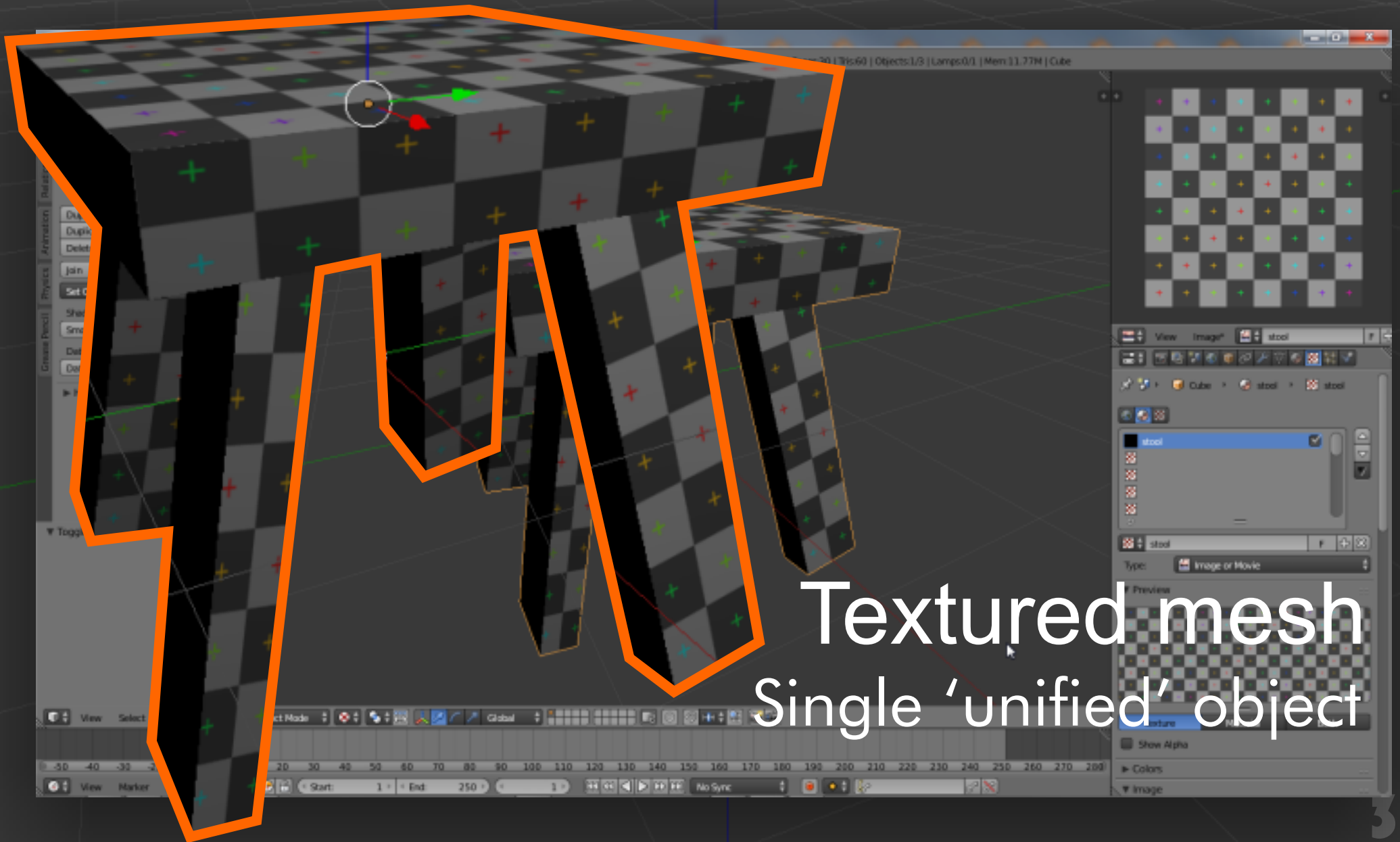
UV "Resize"

Shift+RIGHT-click faces

Press "S" then "Y" (UV Editor)

# Project: wonky stool

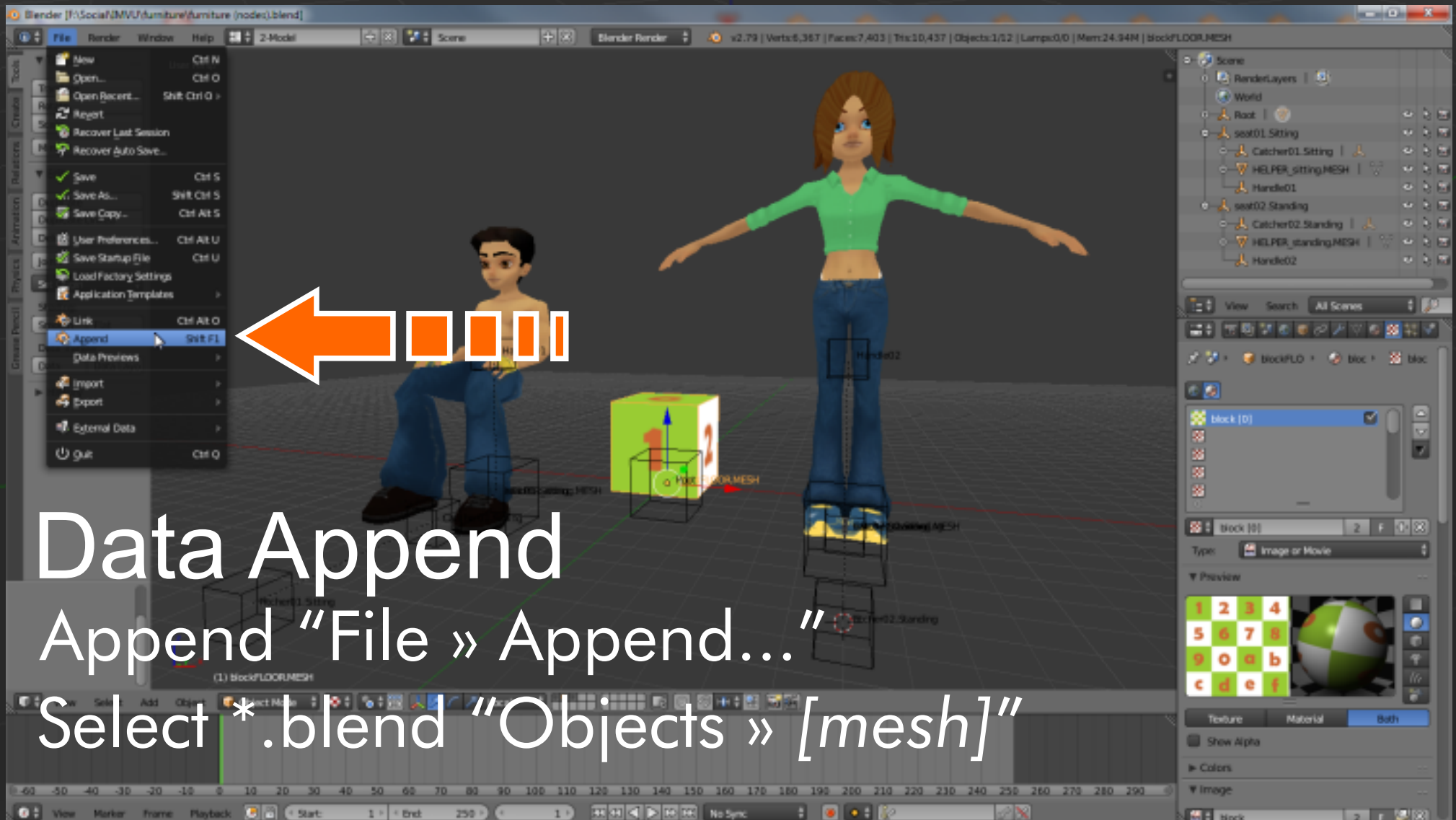
## Finished textured mesh



Textured mesh  
Single 'unified' object

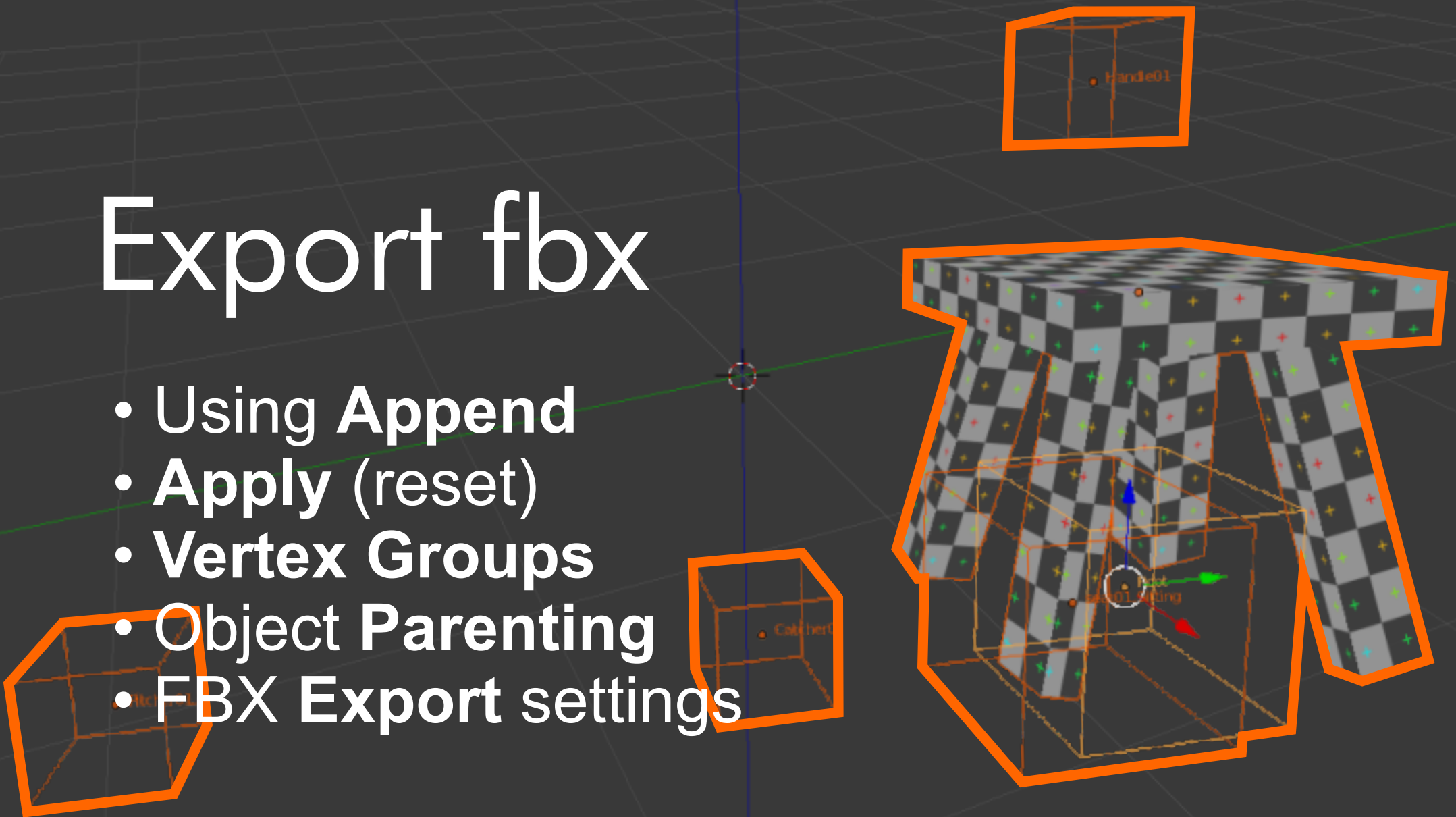
# Project: wonky stool

## Append mesh into Furniture template



# Export fbx

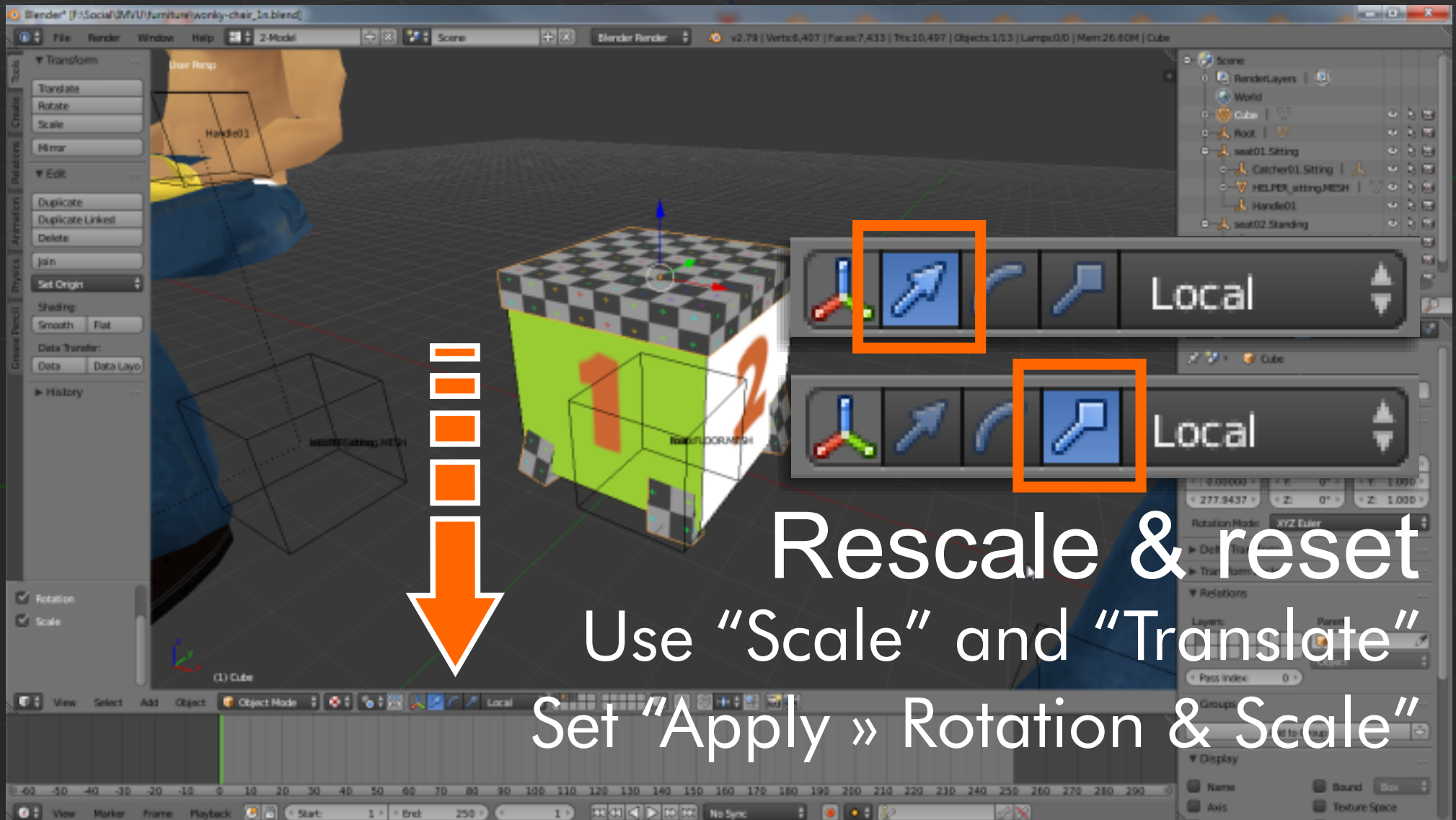
- Using **Append**
- **Apply** (reset)
- **Vertex Groups**
- **Object Parenting**
- **FBX Export settings**





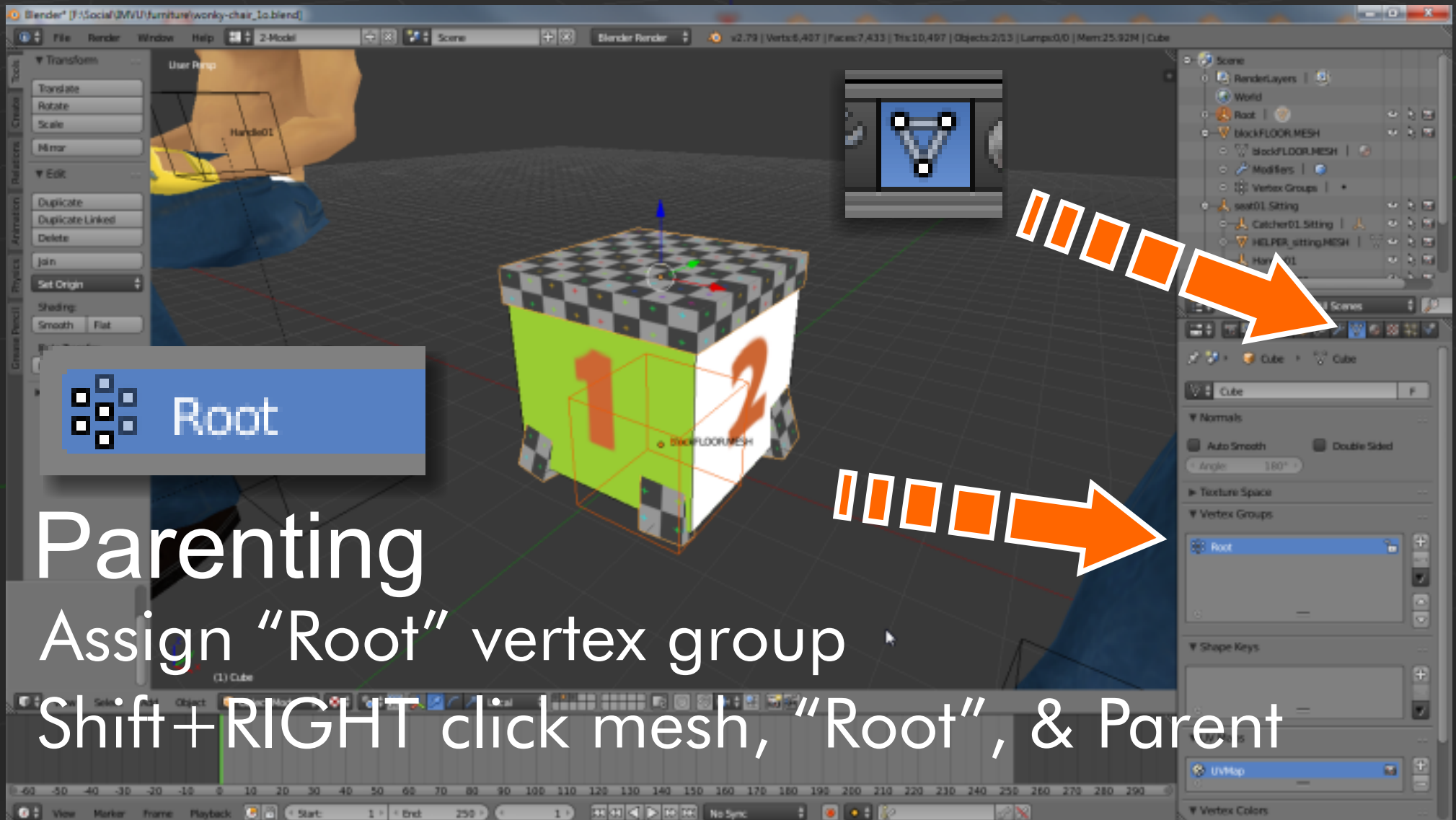
# Project: wonky stool

## Prepare the stool object for IMVU use



# Project: wonky stool

## Assign a vertex group & Parent objects





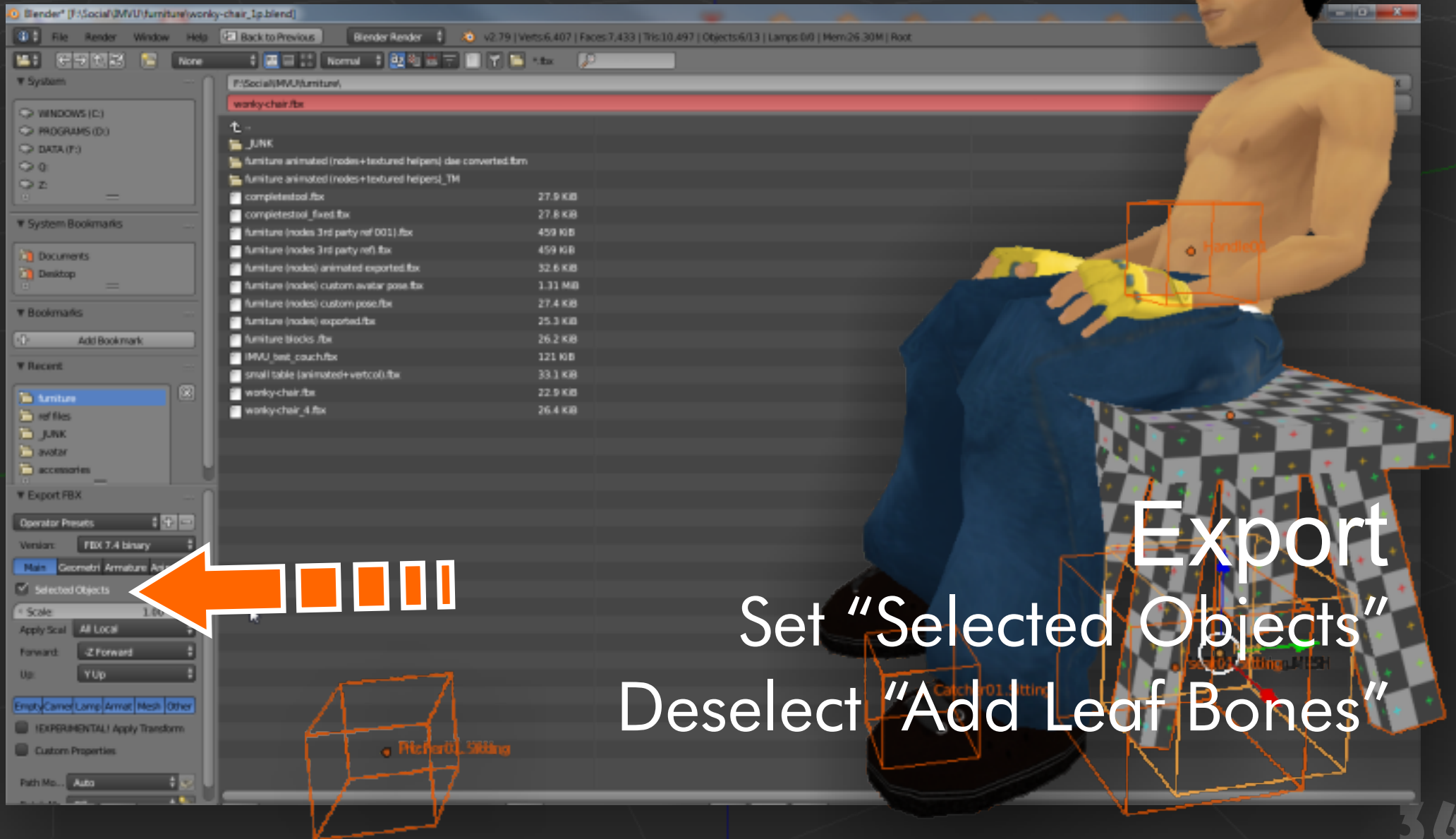
# Project: wonky stool

Position seating and Parent to Root node



# Project: wonky stool

## Export the stool & nodes to FBX



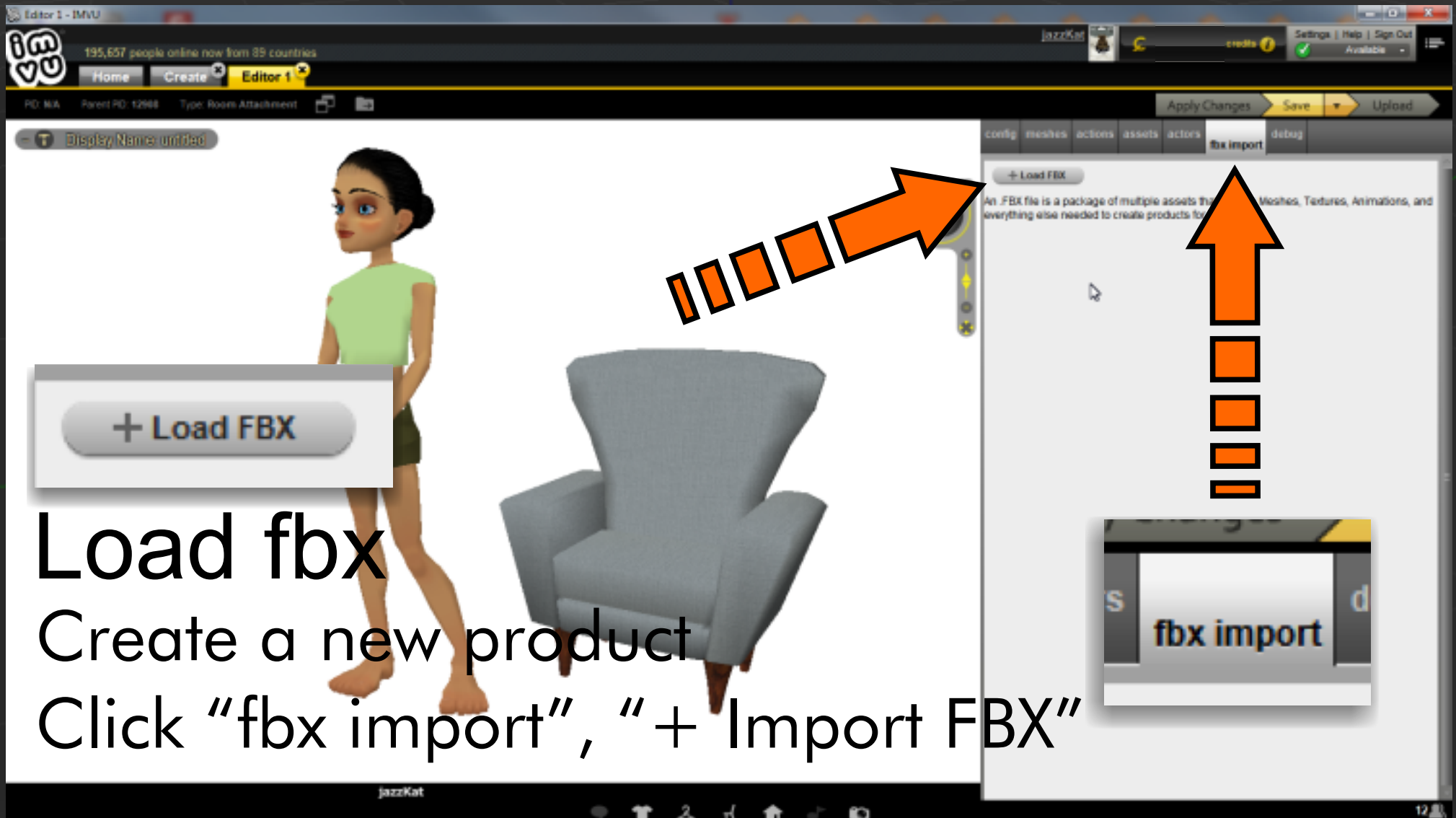
# IMVU Import

- **FBX import**
- **FBX settings**
- **Import & assembly**



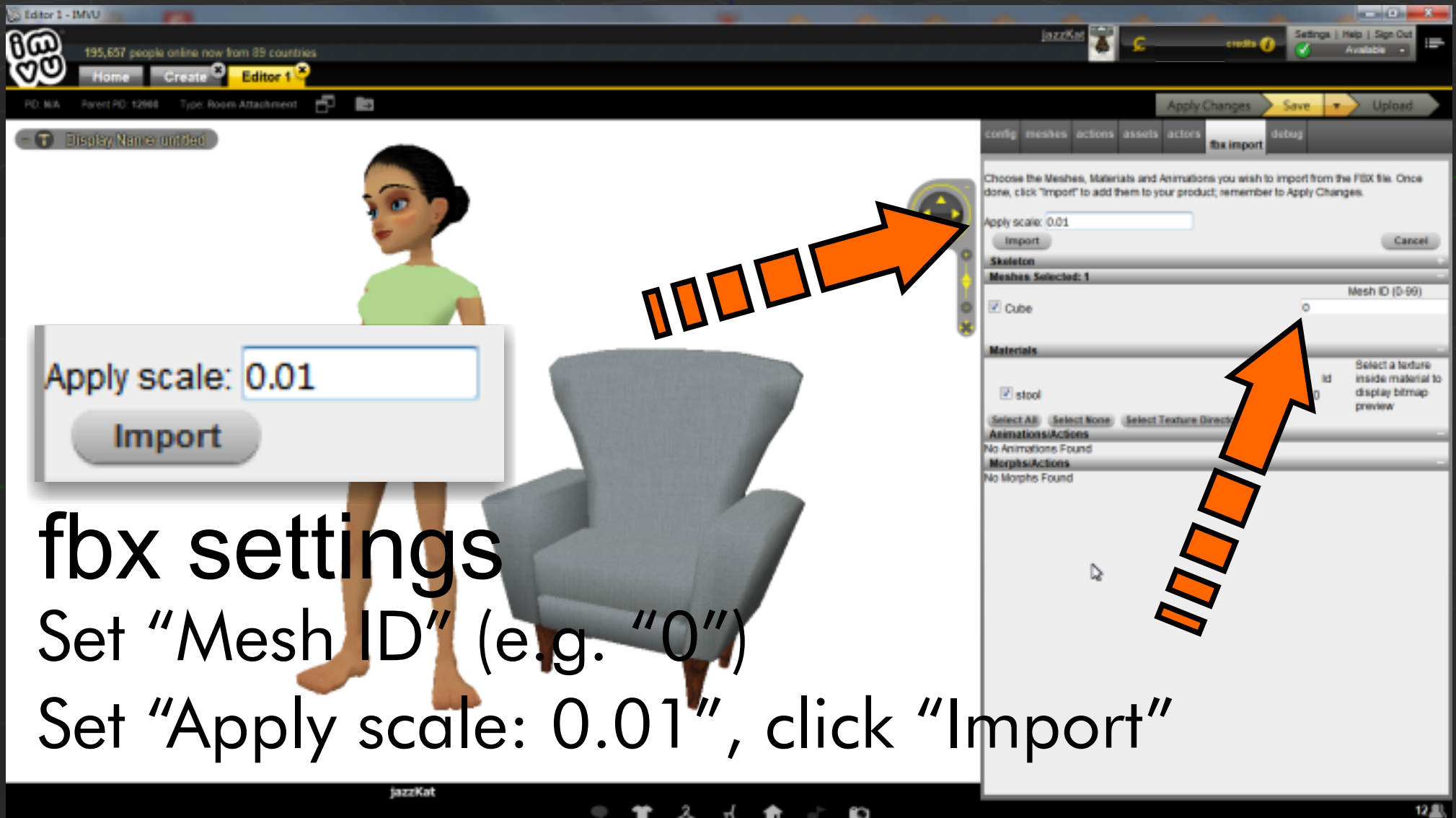
# Project: wonky stool

## Create a new derived furniture product



# Project: wonky stool

## Change the fbx files properties



Apply scale: 0.01

Import

fbx settings

Set "Mesh ID" (e.g. "0")

Set "Apply scale: 0.01", click "Import"

fbx import

Choose the Meshes, Materials and Animations you wish to import from the FBX file. Once done, click "Import" to add them to your product; remember to Apply Changes.

Apply scale: 0.01

Import

Skeleton

Meshes Selected: 1

Mesh ID (0-99)

0

Materials

stool

Select a texture inside material to display bitmap preview

Animations/Actions

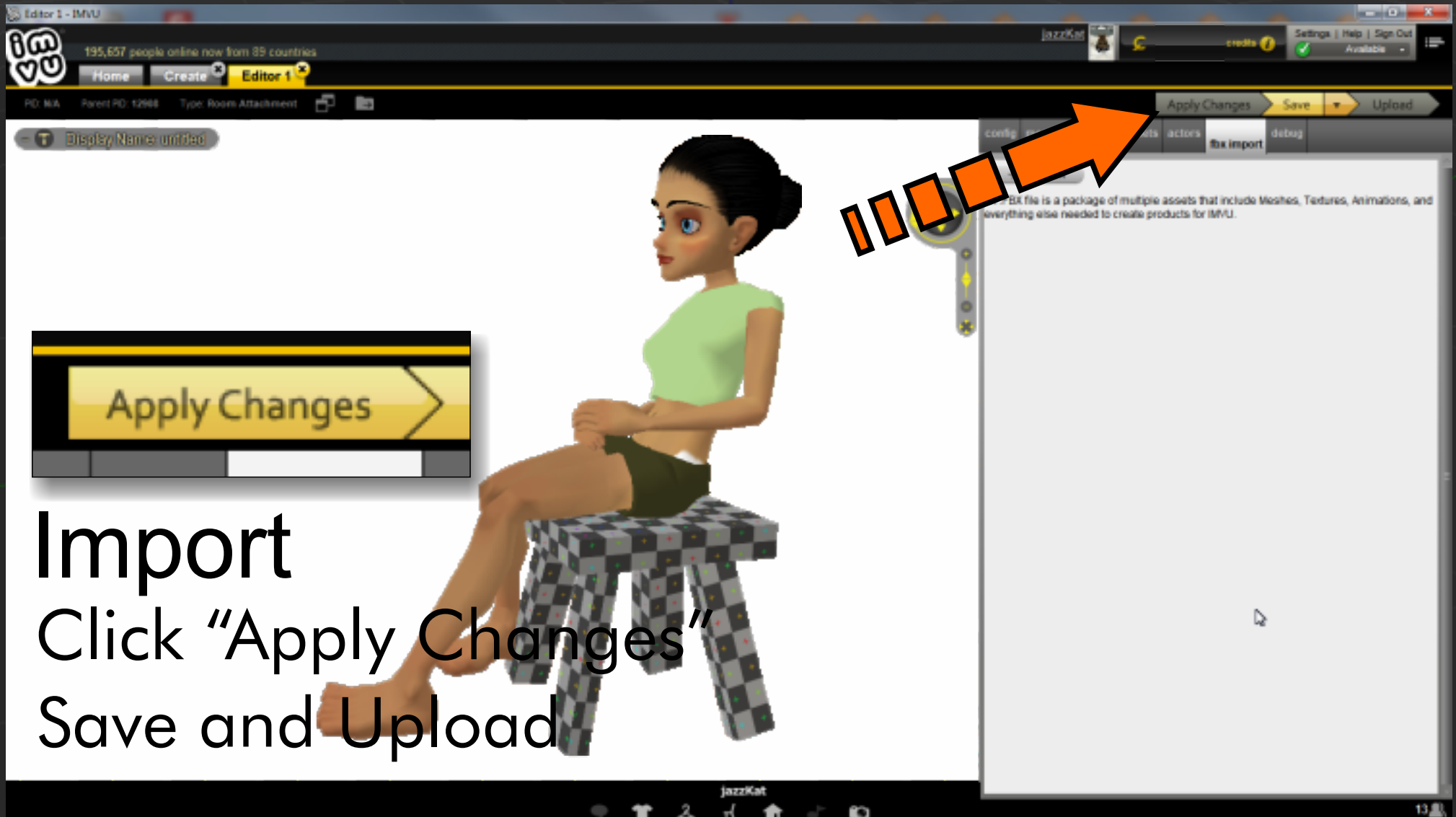
No Animations Found

Morphs/Actions

No Morphs Found

# Project: wonky stool

## Complete import and apply to project





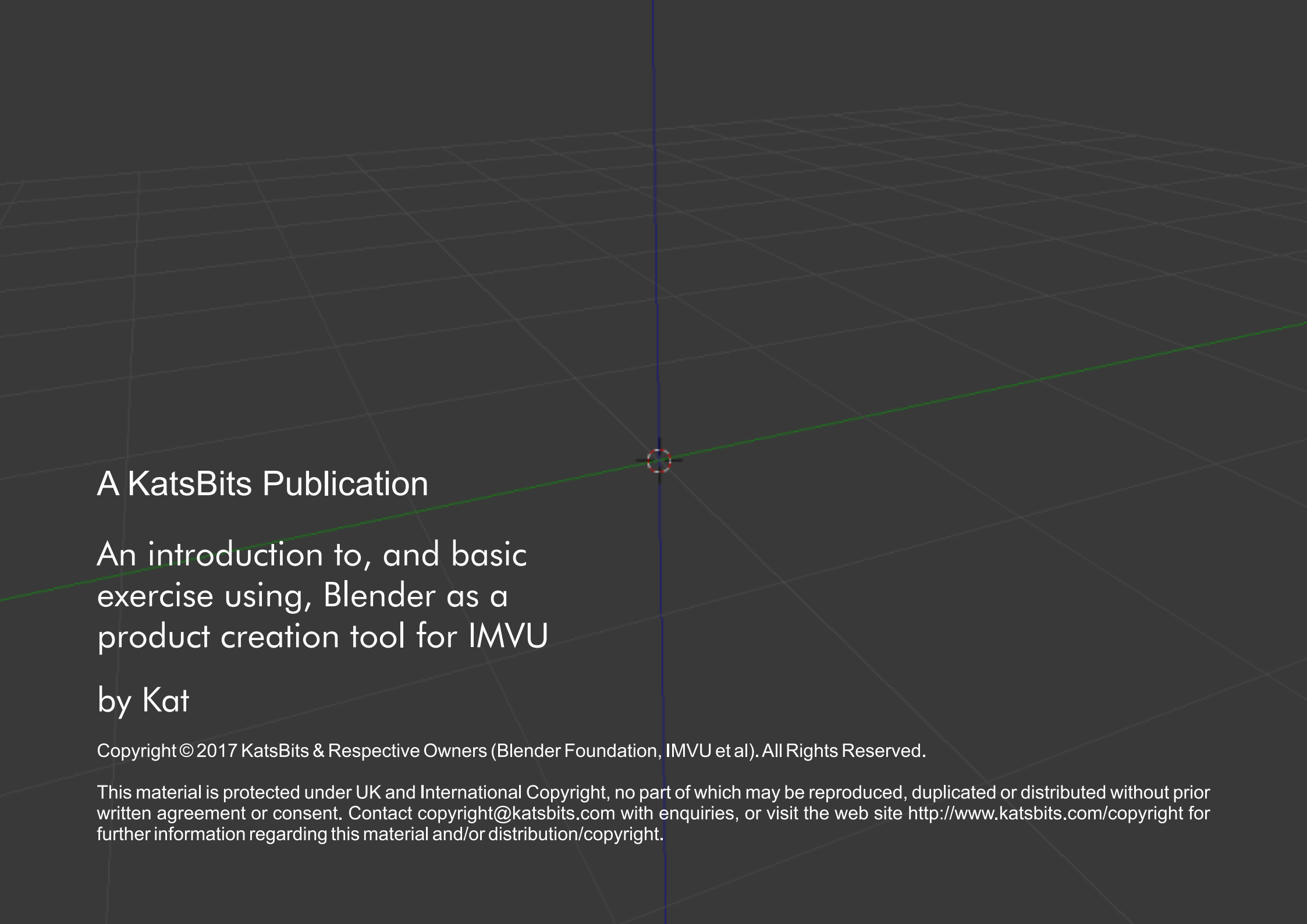
# Project: wonky stool

## Stool as product shown in Client



# Learn more...

- Go here for tutorials
- Go here for starter files
- Go here for help



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by Kat

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