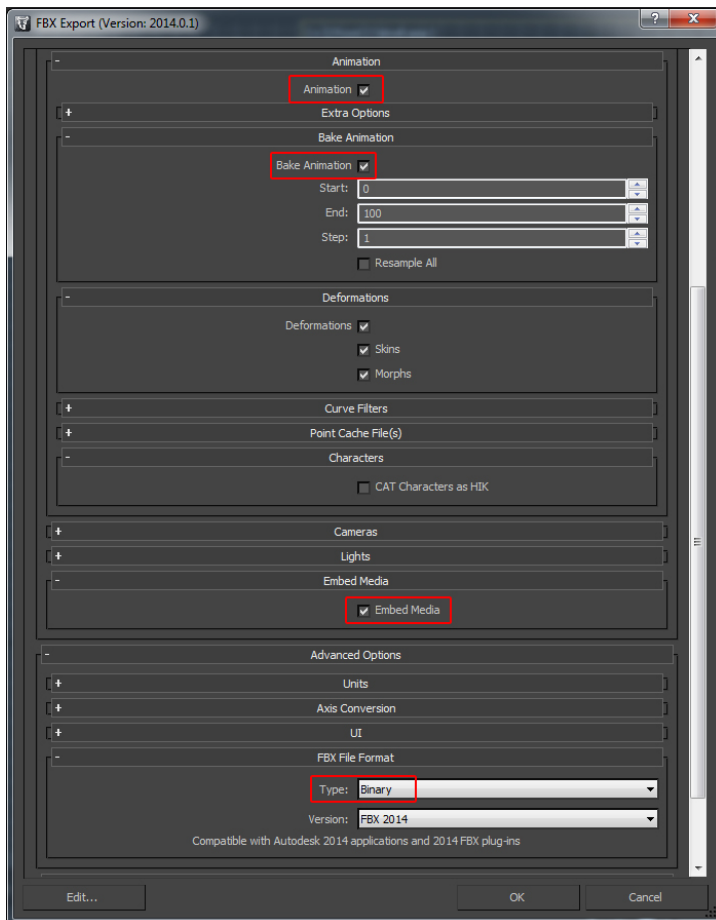
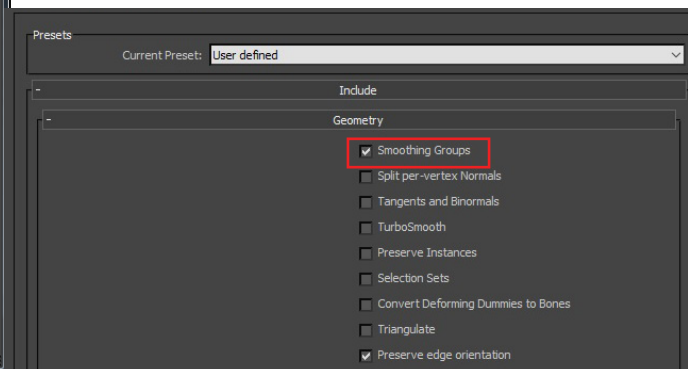


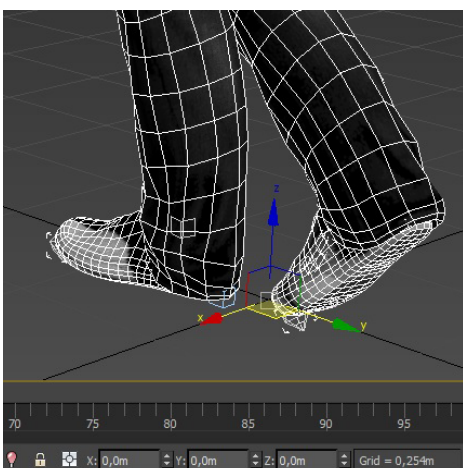
FBX Settings



- Bake Animation
- Embed Media
- File Format: Binary
- Export Smoothing Groups



Specifications



- Preferably loop animations
(for a smooth result, the last frame should be exactly the same as the first one)
- Placing: lowest starting height should be $Z = 0$
- Make sure you animate the controllers and not the mesh itself because it will not be recognised by the editor.

Modeling

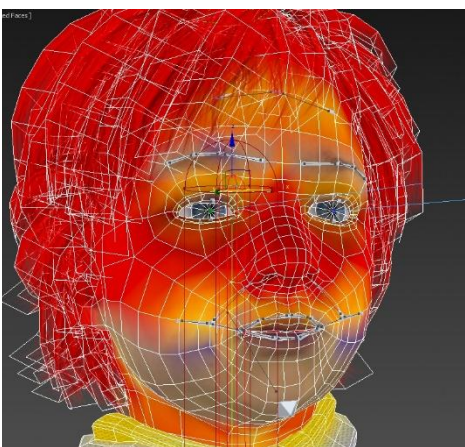
- Hair/eyelashes modeling using the transparency mapped method.
(Hair dynamics are not supported)
- Cloth simulation is not supported.
- Your model must be at (0,0,0) or try to stay as close as you can to the zero axis so that you will not have any problems in the editor.



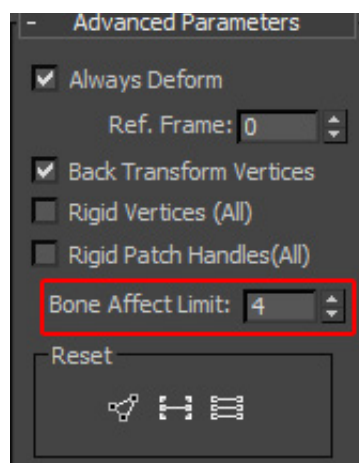
Materials

- Use standard materials with JPG or PNG maps
 - Layered materials are not supported
 - All materials should be named differently. (Unique material names)
- Keep textures in relatively small sizes, (e.g 256x256, 512x512 etc, to avoid uploading delays) and remove unnecessary detail from your models, in order to achieve faster results.
- Each material with an opacity map needs to be unique so that the mesh material id's can be processed in the material editor each one separately. (For example eyelashes material under id:5 and hair material under id:6!)

Rigging



- Use bone objects and skin
(blend shapes, morpher etc. are not supported)



- Limit the maximum bone influence per vertex to 4 bones
- Controls should be editable splines and so that they do not appear in the editor.
If the controls are mesh or a shape you can assign a transparent material to them so that they do not appear in the editor.

fbx size

- fbx size should not exceed 40mb. Preferably keep it around 25mb to avoid delays in the 3d preview editor.