# Import

New Blender file

Import FBX from Noreen

Click on Mesh – Tools > shading > smooth

# Sort blenshapes

Open Scripting view

New Script

import bpy

ob = bpy.context.object

skeys = ob.data.shape\_keys.key\_blocks

skey\_names = sorted(skeys.keys(), key=lambda v: v.upper())

for name in skey\_names:

idx = skeys.keys().index(name)

ob.active\_shape\_key\_index = idx

bpy.ops.object.shape\_key\_move(type='BOTTOM')

Click on mesh, click run script

Shape keys should be sorted

# Move shape blenshapes to top

Click on mesh,

click on mesh tab, down to shape keys section.

Move Shapes (at bottom) to top just under Basis using arrows

Make sure Basis then Shape 0-16 then pose 0-458

Save

# Rename Bones

Remove SMPLH prefix from all but root.

Save

# Export

Export as FBX using defaults