

Legacy Documentation: Version **5.6** (Go to [current version](#))Language: **English**[Importing Objects From Maya](#)[Importing Objects From Cinema 4D](#)[Importing Objects From 3D Studio Max](#)[Importing Objects From Cheetah3D](#)[Importing Objects From Modo](#)[Importing Objects From Lightwave](#)**[Importing Objects From Blender](#)**[Importing Objects From SketchUp](#)[How to do Stereoscopic Rendering](#)☐ [Graphics Tutorials](#)☐ [Physics](#)☐ [Scripting](#)☐ [Multiplayer and Networking](#)☐ [Audio](#)☐ [Animation](#)☐ [UI](#)☐ [Navigation and Pathfinding](#)☐ [Unity Services](#)☐ [Virtual Reality](#)☐ [Open-source repositories](#)☐ [Asset Store Publishing](#)☐ [Platform-specific](#)☐ [Experimental](#)☐ [Legacy Topics](#)☐ [Best practice guides](#)[Expert guides](#)[Unity User Manual \(5.6\)](#) / [Graphics](#) / [Graphics HOWTOs](#) / [How do I import models from my 3D app?](#) / [Importing Objects From Blender](#)

Importing Objects From Blender

[Other Versions](#)

Unity natively imports Blender files. This works under the hood by using the Blender FBX exporter.

To get started, save your **.blend** file in your project's Assets folder. When you switch back into Unity, the file is imported automatically and will show up in the **Project View**.

To see your model in Unity, drag it from the Project View into the **Scene View**.

If you modify your **.blend** file, Unity will automatically update whenever you save.

Unity currently imports

1. All nodes with position, rotation and scale. Pivot points and Names are also imported.
2. Meshes with vertices, polygons, triangles, UVs, and normals.
3. Bones
4. Skinned Meshes
5. Animations

See [Using Blender and Rigify](#) for more details of how to import animated, boned characters into Unity for use with Mecanim.

Requirements

- You need to have Blender version 2.60 or later (in some earlier versions of Blender the FBX export was broken).
- Textures and diffuse color are not assigned automatically. Manually assign them by dragging the texture onto the mesh in the Scene View in Unity.

[Leave feedback](#)

Copyright © 2017 Unity Technologies. Publication: 5.6-001N. Built: 2017-07-12.

[Tutorials](#) [Community Answers](#) [Knowledge Base](#) [Forums](#) [Asset Store](#)