

Exporting from Blender

You can export meshes, lights, cameras, transformations (scale, rotation, or location), UV layouts, pivot points, object hierarchy, and material slots from Blender to Qt Design Studio.

When you import 3D graphics to Qt Design Studio, the scenegraph is converted into Qt Quick 3D types.

For best results, export 3D graphics to the GL Transmission Format (qTf2), as instructed in the [qTf2](#) section of the Blender documentation.



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