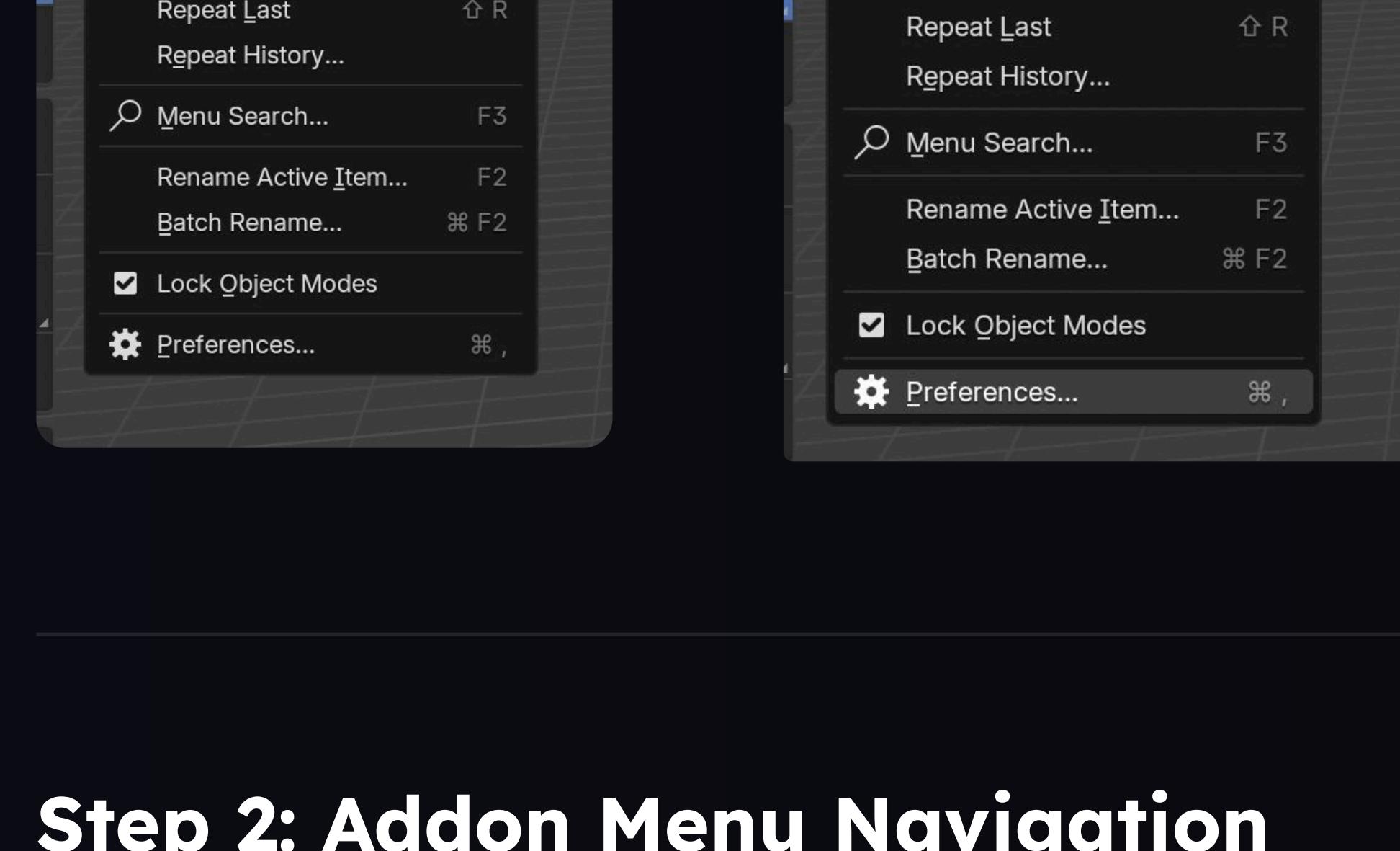


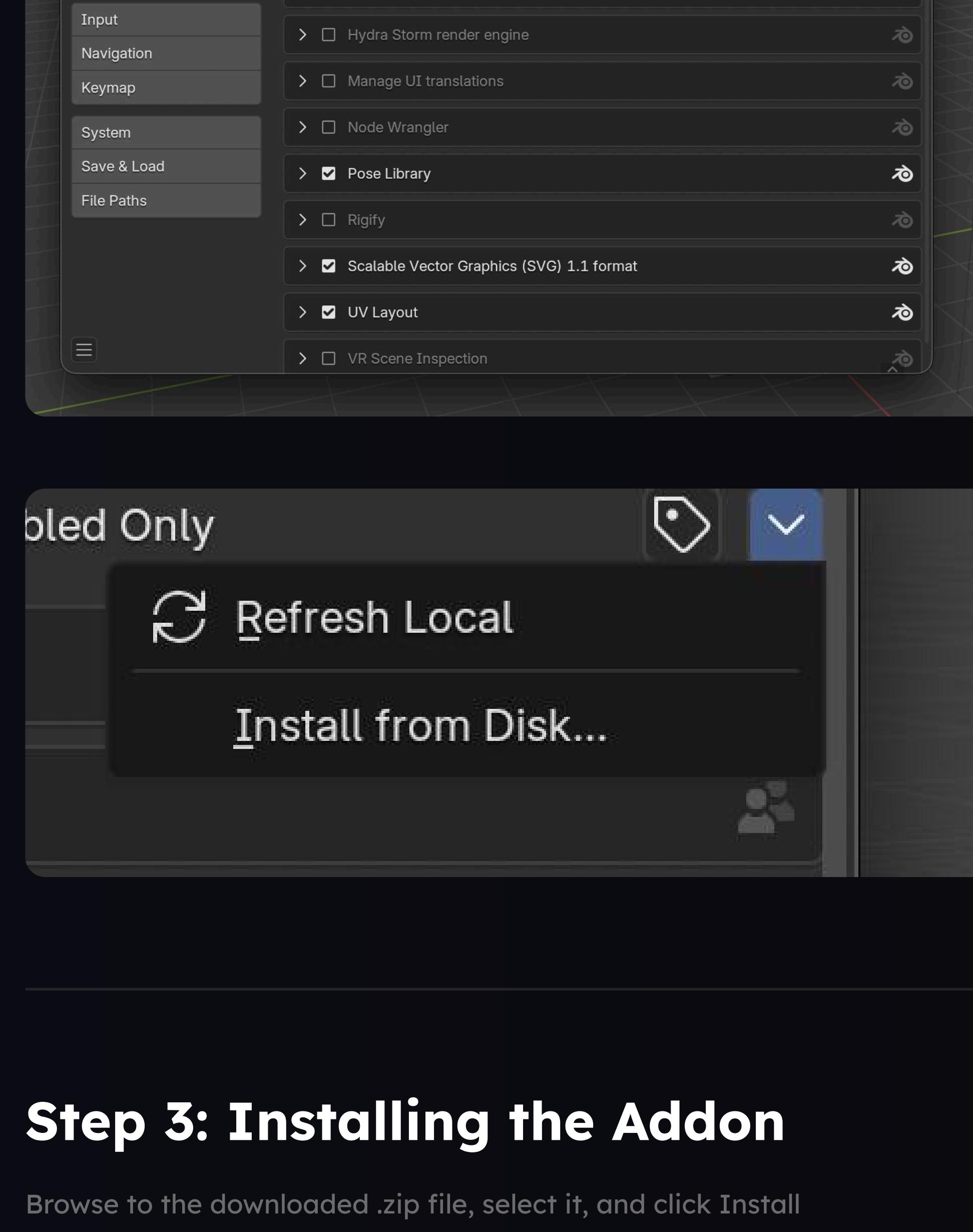
Maptur in Blender

Step 1: Blender Settings

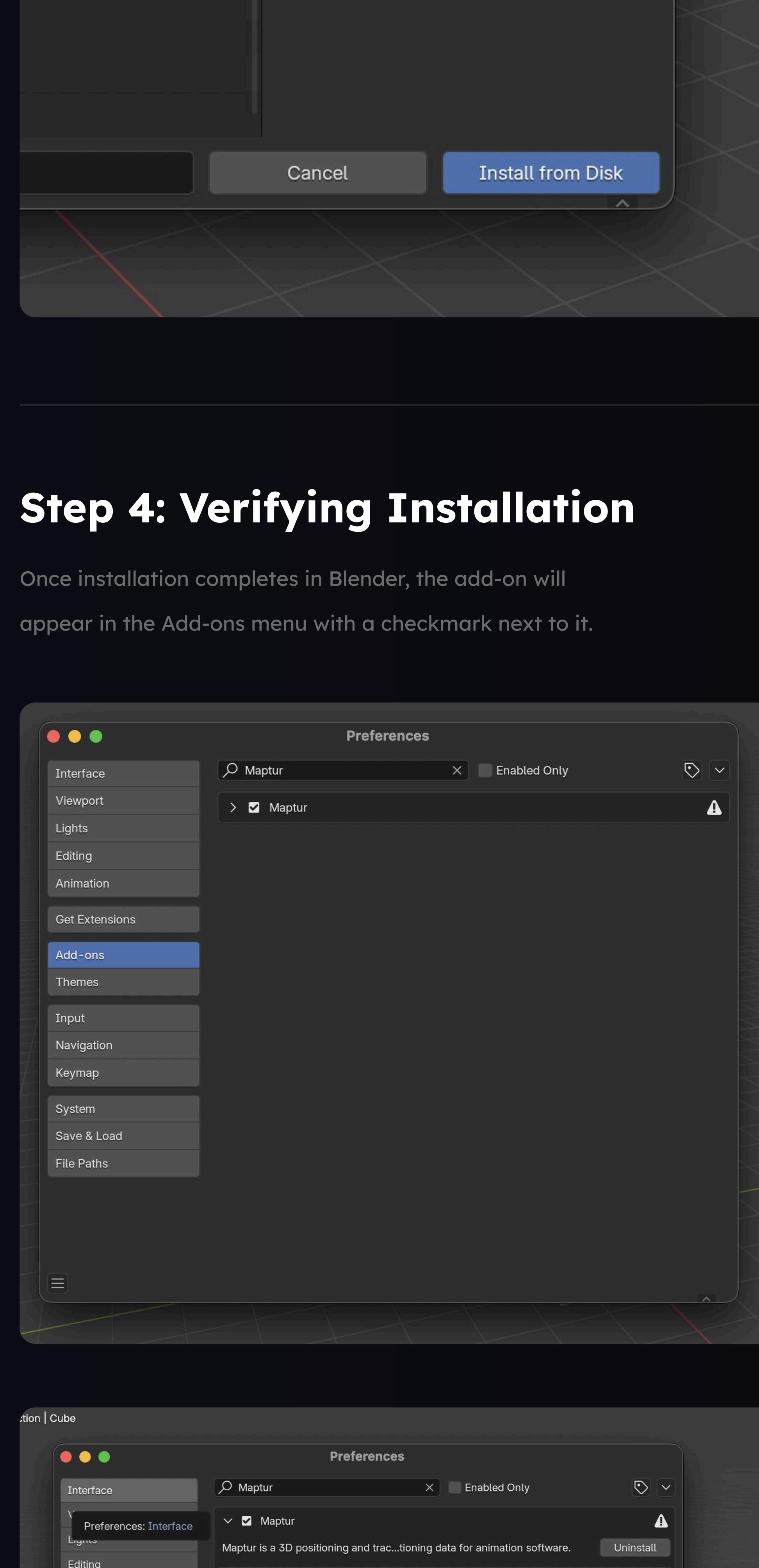


A screenshot of the macOS Dock at the bottom of the screen. The Dock has a dark grey background with three colored circular icons on the left: red, yellow, and green. To the right of these icons, the word "Preferences" is written in a white, sans-serif font.

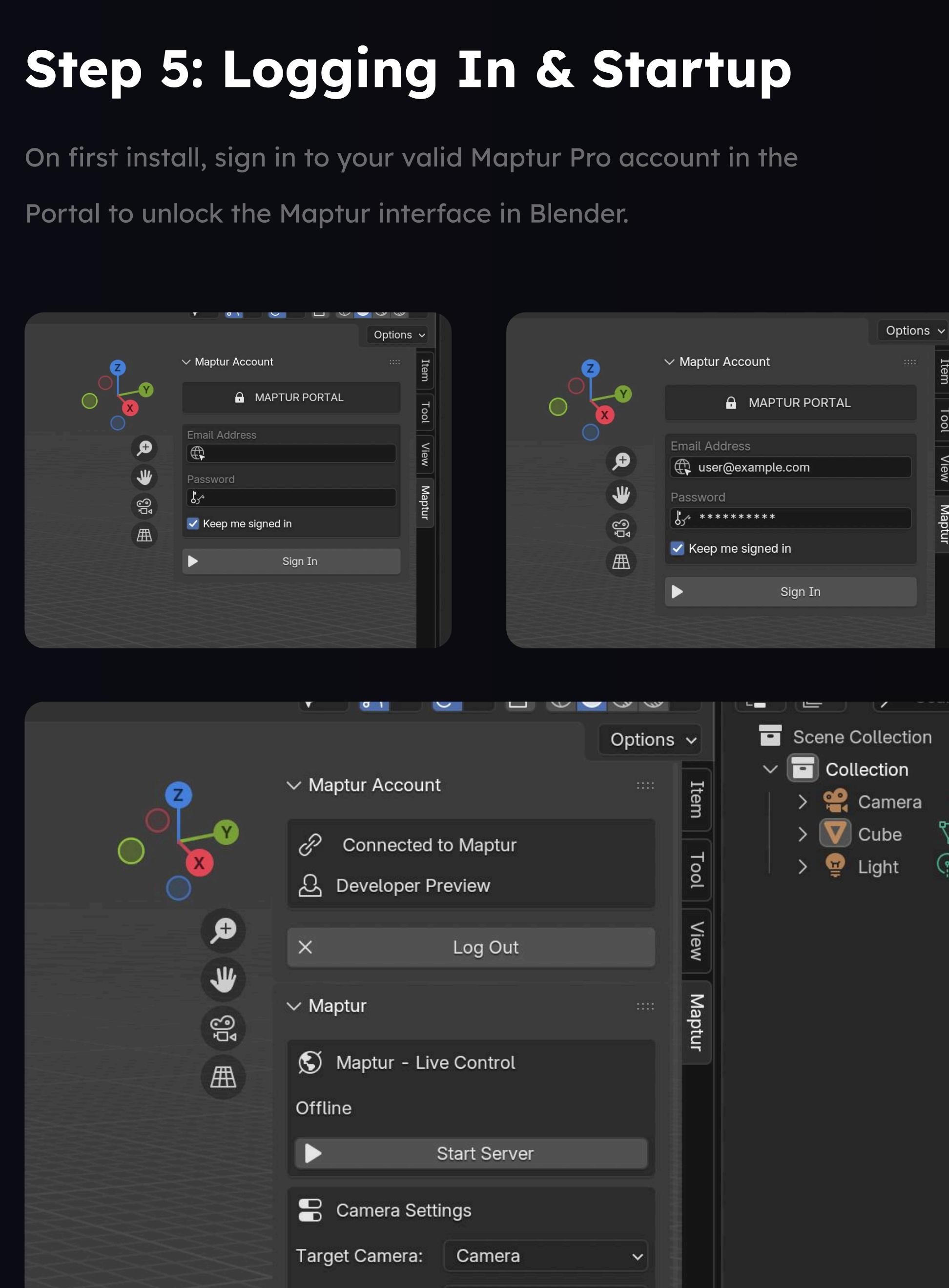
- > BioVision Motion Capture (BVH) format
- > BlenderKit Online Asset Library
- > Copy Global Transform



Name	Date Modified
maptur-macos-v1.zip	Today 15:58



Themes	Version 1.0.0
Input	Warning  Beta Version
Navigation	File /Users/marlettau/Library/Application ...ons/maptur - v100 - ma
Keymap	
System	



A screenshot of a 3D modeling application interface. On the left, a 3D view shows a perspective grid and a green line segment. On the right, a dark gray panel titled "Camera Calibration" contains a "Position Offset:" section with three input fields: X 0 m, Y 0 m, and Z 0 m. The "Position Offset:" section has a small icon above it. The top right corner of the screen shows a vertical toolbar with icons for camera, crop, and image.

A screenshot of the Substance Painter software interface. On the left, a dark gray canvas displays a white wireframe grid texture. On the right, a dark gray settings panel is open. At the top of the panel are two buttons: a left arrow labeled "Reset All" and a checkmark labeled "Apply". Below these are two rows of controls. The first row contains a label "Position Scale" followed by a numerical input field set to "1.00". The second row contains a checked checkbox labeled "Auto - Adjust Resolution".