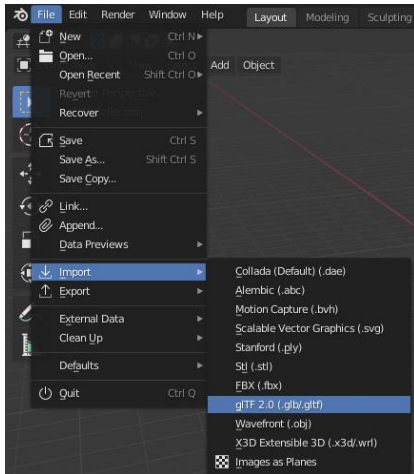
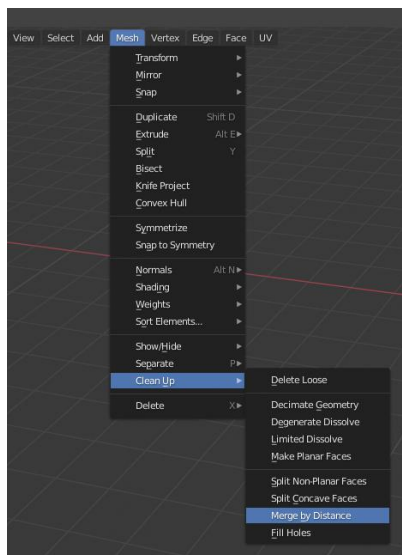


Importing GLB/GLTF Files Into Blender

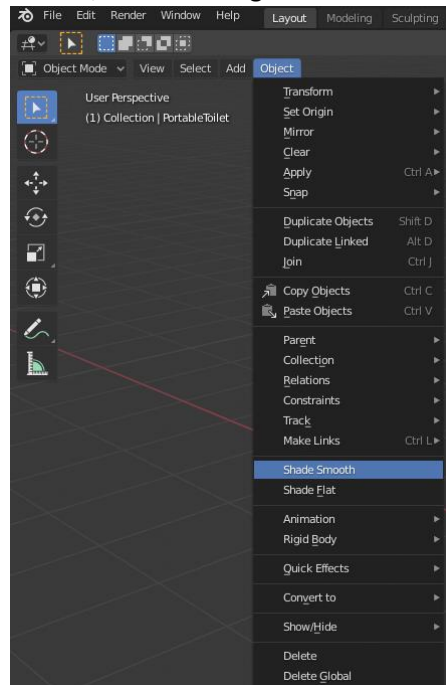
1. Open the blend file where you would like to import the object to
2. Choose **"File > Import > glTF 2.0 (.glb/glTF)"**



3. Locate the object from the file browser you would like to import
4. The object will be converted from polygons to tris upon import. If you would like to fix this go into **Edit mode** by selecting the object, holding tab, and drag your cursor to the edit mode option and then release
5. In **Edit Mode** select the entire mesh by pressing **a** and press **ALT + J** to change all tris to polygons.
 - a. Pressing **CTRL + T** will reverse this and make all polygons into tris
6. There will be a lot of doubles that could pose problems in the future. To fix this, you must merge extra vertices by distance.
 - a. Select your object and enter Edit Mode > Select the entire mesh
 - b. At the top click Mesh > Cleanup > Merge By distance



7. All edges that need to be sharp will be sharp even with smooth shading enabled
 - a. If you wish you can activate smooth shading by selecting the object, pressing the Object button, and choosing **Smooth Shading** from the menu



- b. Smooth shading should be activated by default but in the case it is not you can follow the above step
8. The material nodes will look different than the example PBR Material image since it is converted into GLTF format, but it will still work the same