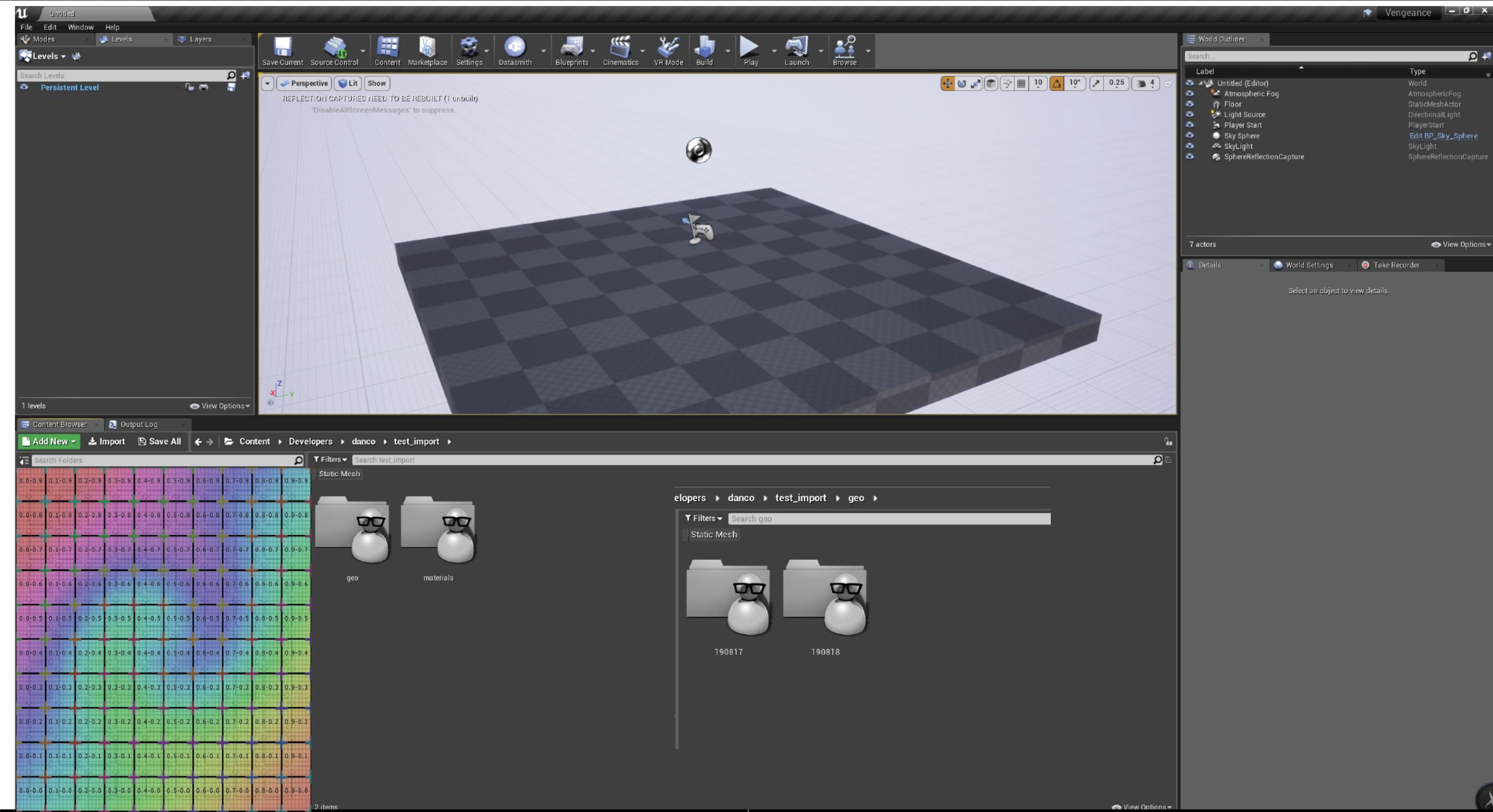


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Version: 1

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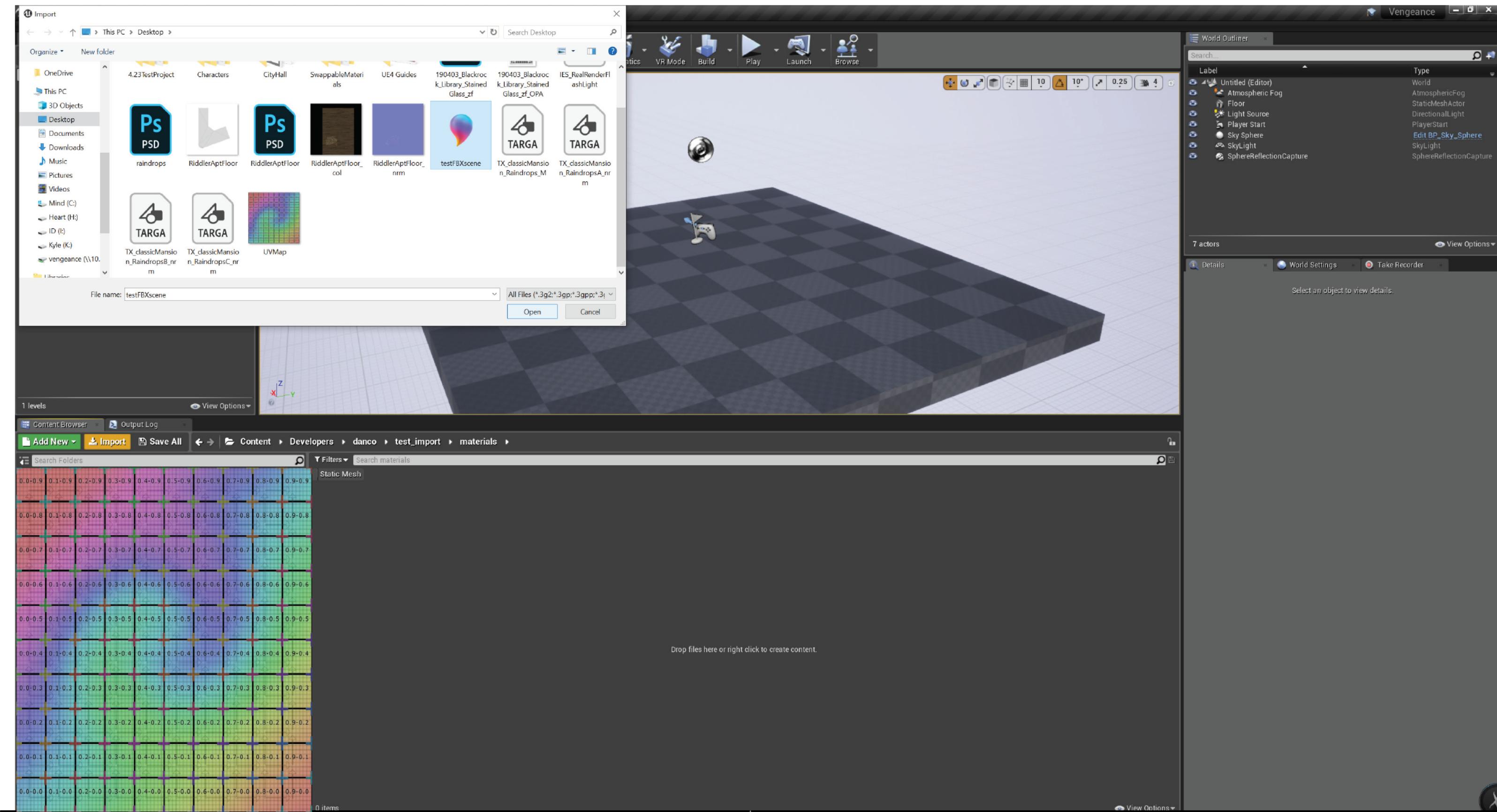
Our imports will have a geo and a materials folder for this project set up as shown. If you are importing a full set into UE or anything that needs versioning, please use dated folders inside the geo folder as shown in the insert

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Navigate to the materials folder, click the import button, find your fbx and hit open.

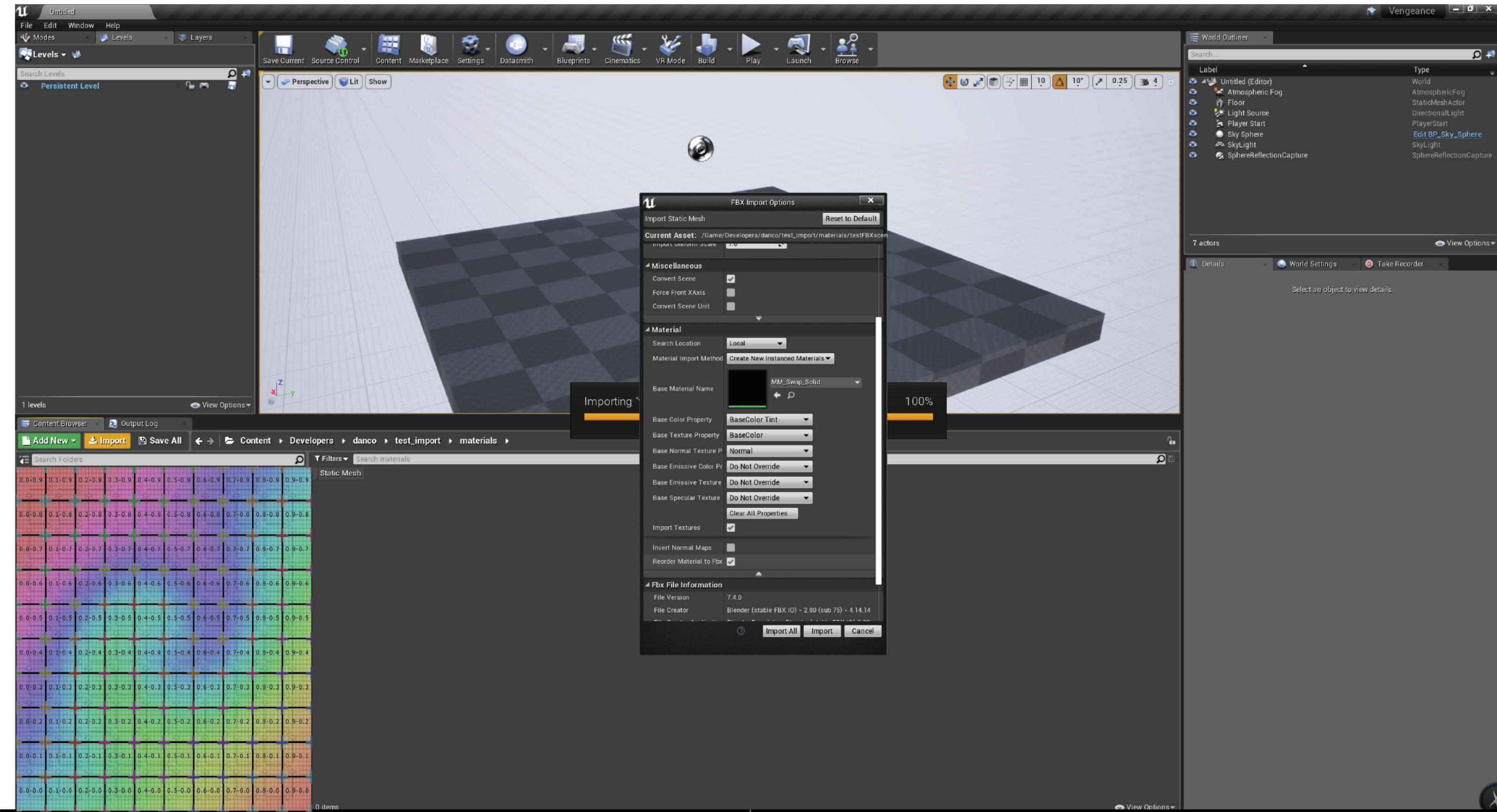
Important note: Do not drag and drop an FBX into the folder, it will mess up naming conventions.

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In the fbx import menu, scroll down to the materials options section. Change the material import method to create new instanced material and fill out the remaining parameters in that section as shown.

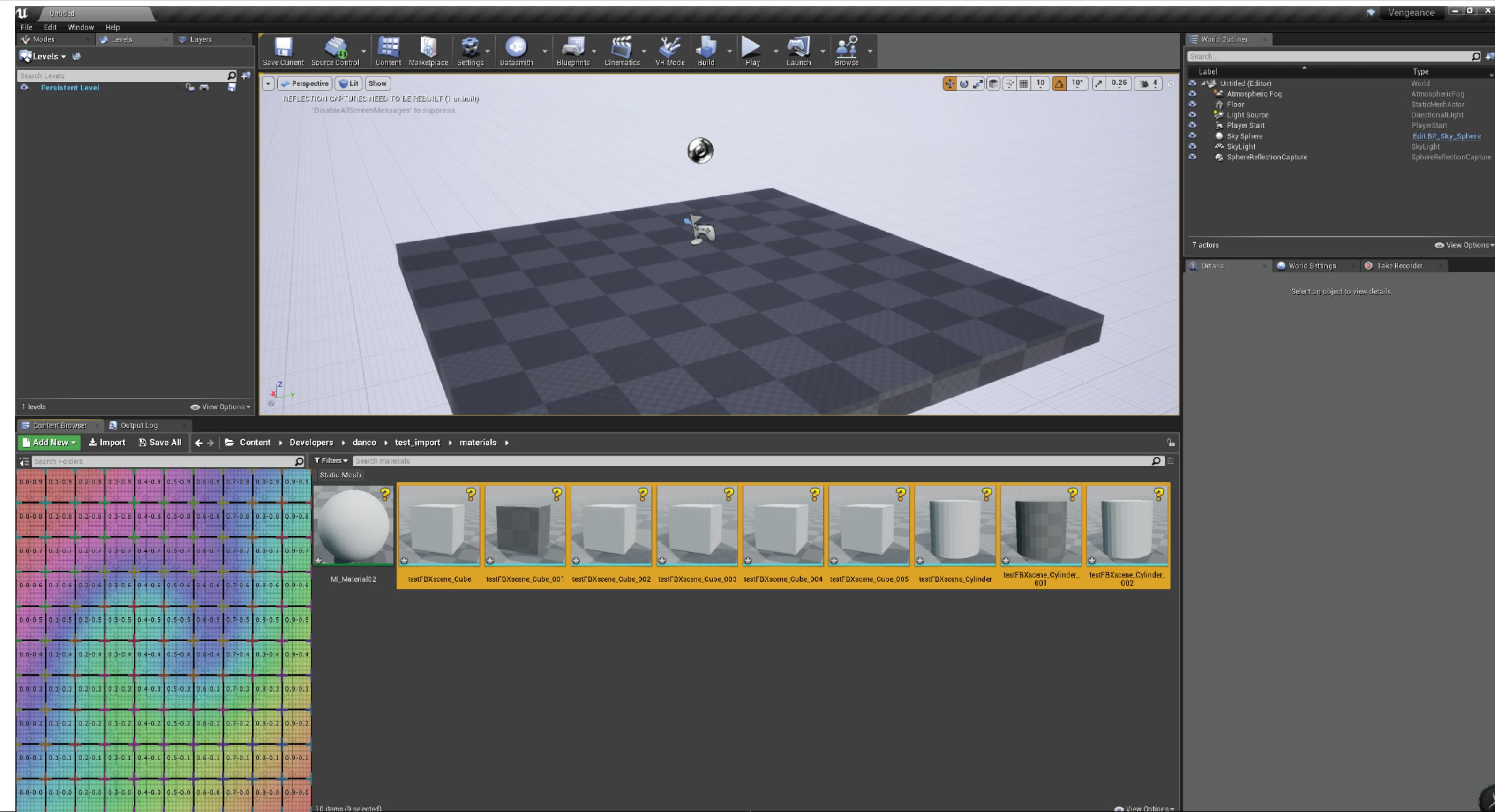
This will make all of your materials into solids, see the end of the guide for how to import extra textures and change material parents for glass/subsurface/etc.

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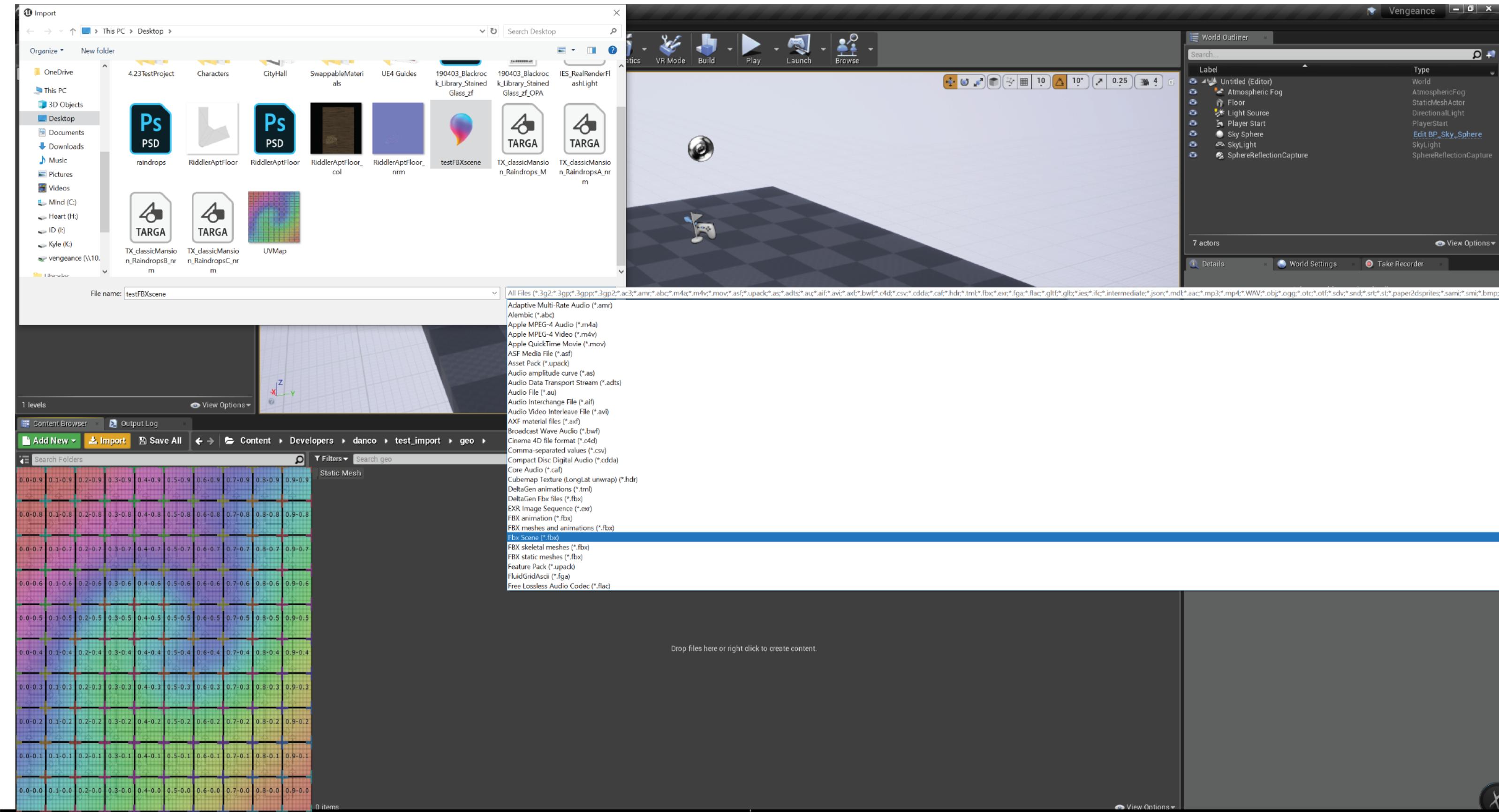


Once the import is complete, select all the static meshes in the folder, delete them and then save all

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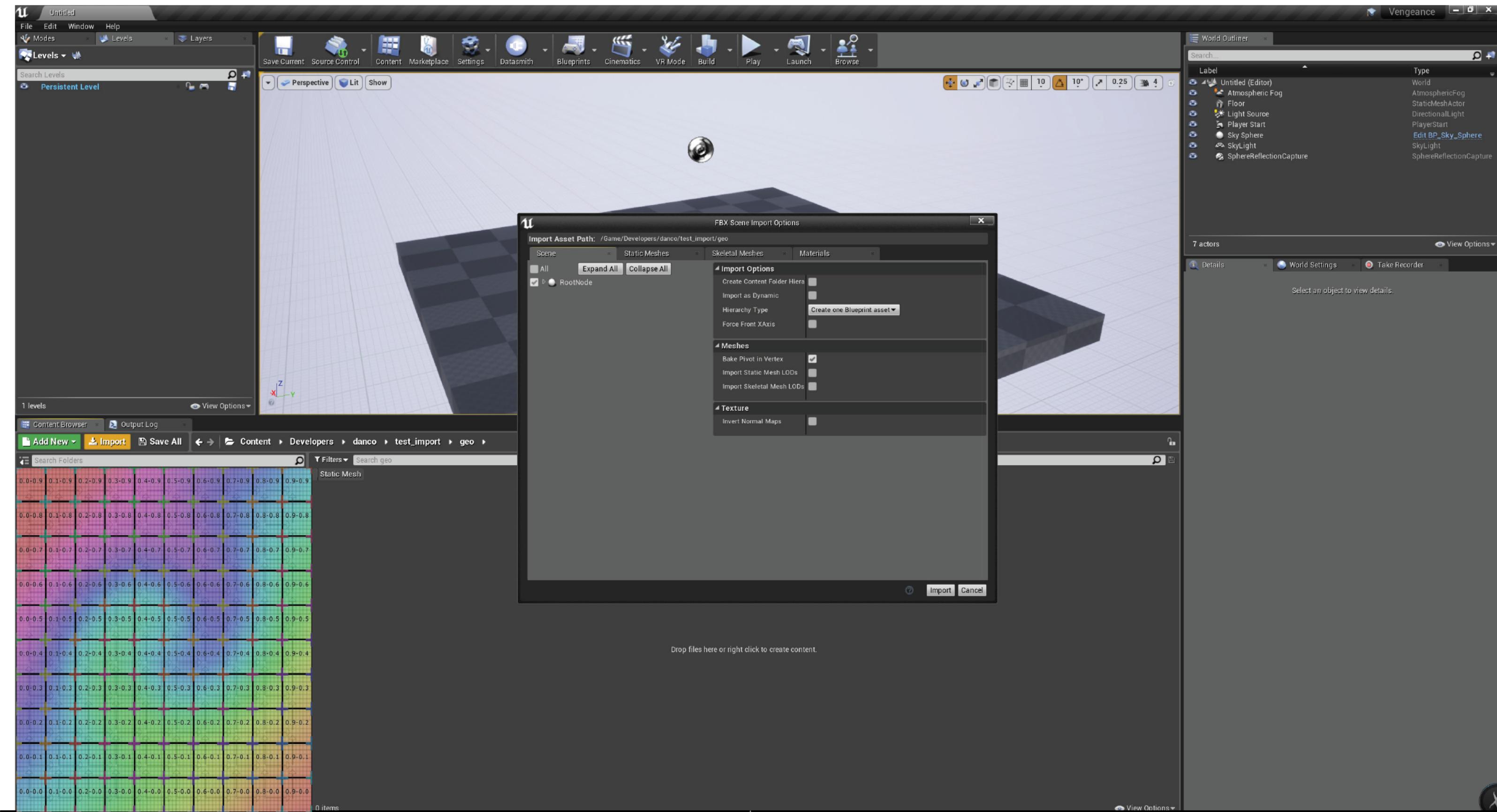


Navigate to the geo folder of your import (or dated folder for versioned imports) and click the import button again. Select your fbx and change the import type to FBX scene

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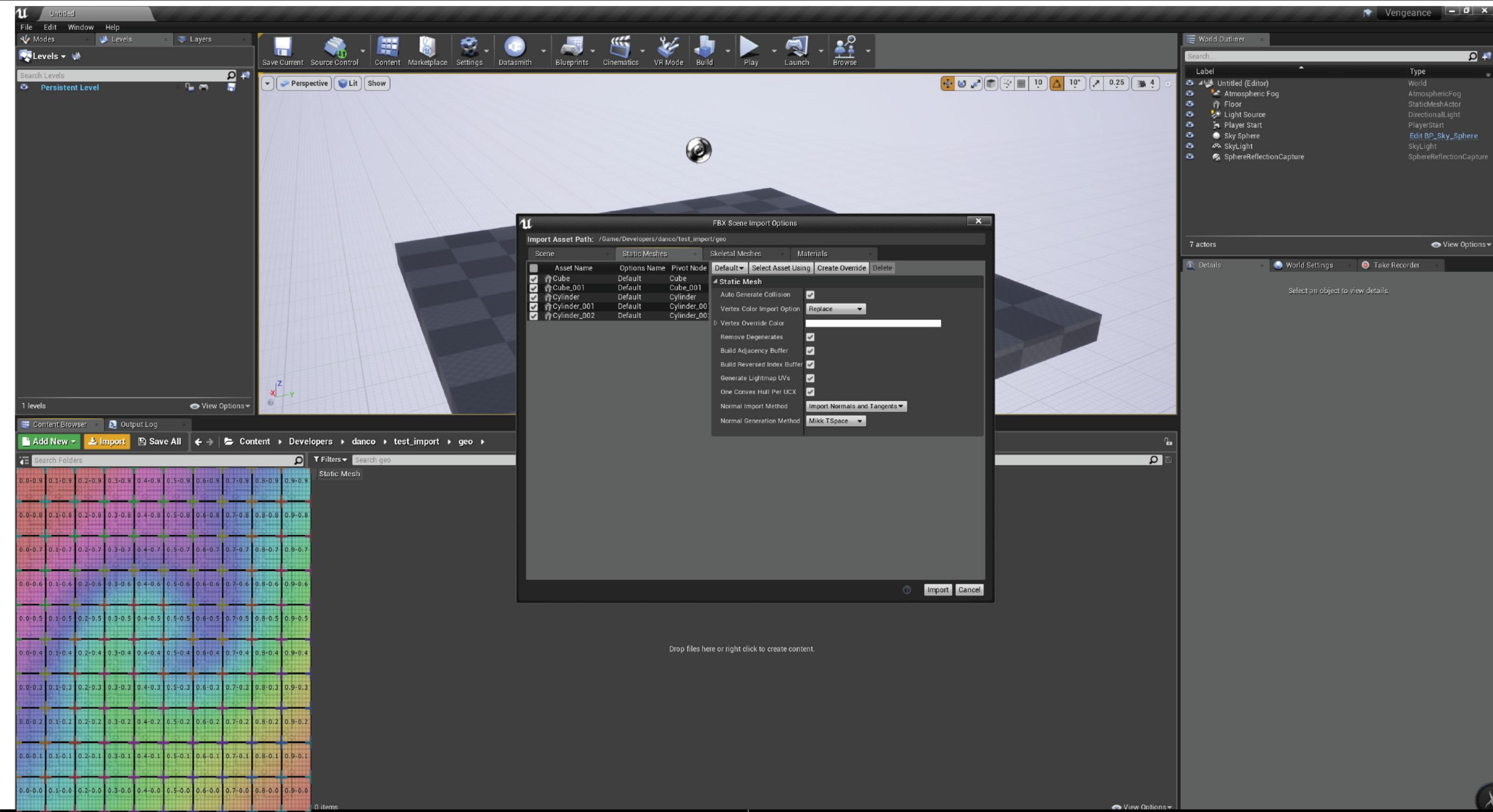
In the scene tab of the import options set hierarchy type to create one blueprint asset and bake pivot in vertex to true

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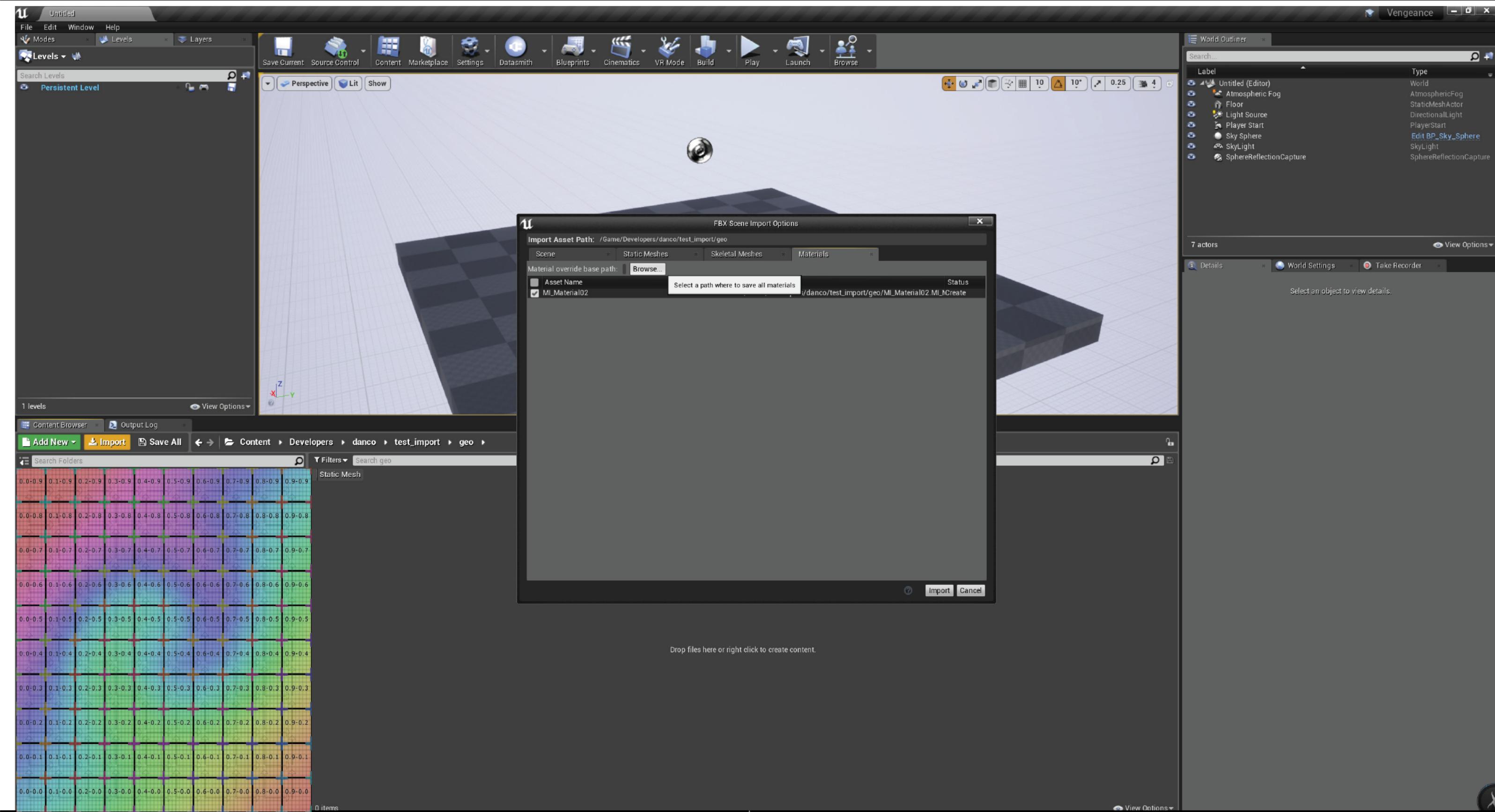
In the static meshes tab set normal import method to Import Normals and Tangents (this speeds up the import process, but only works if you set up your export correctly)

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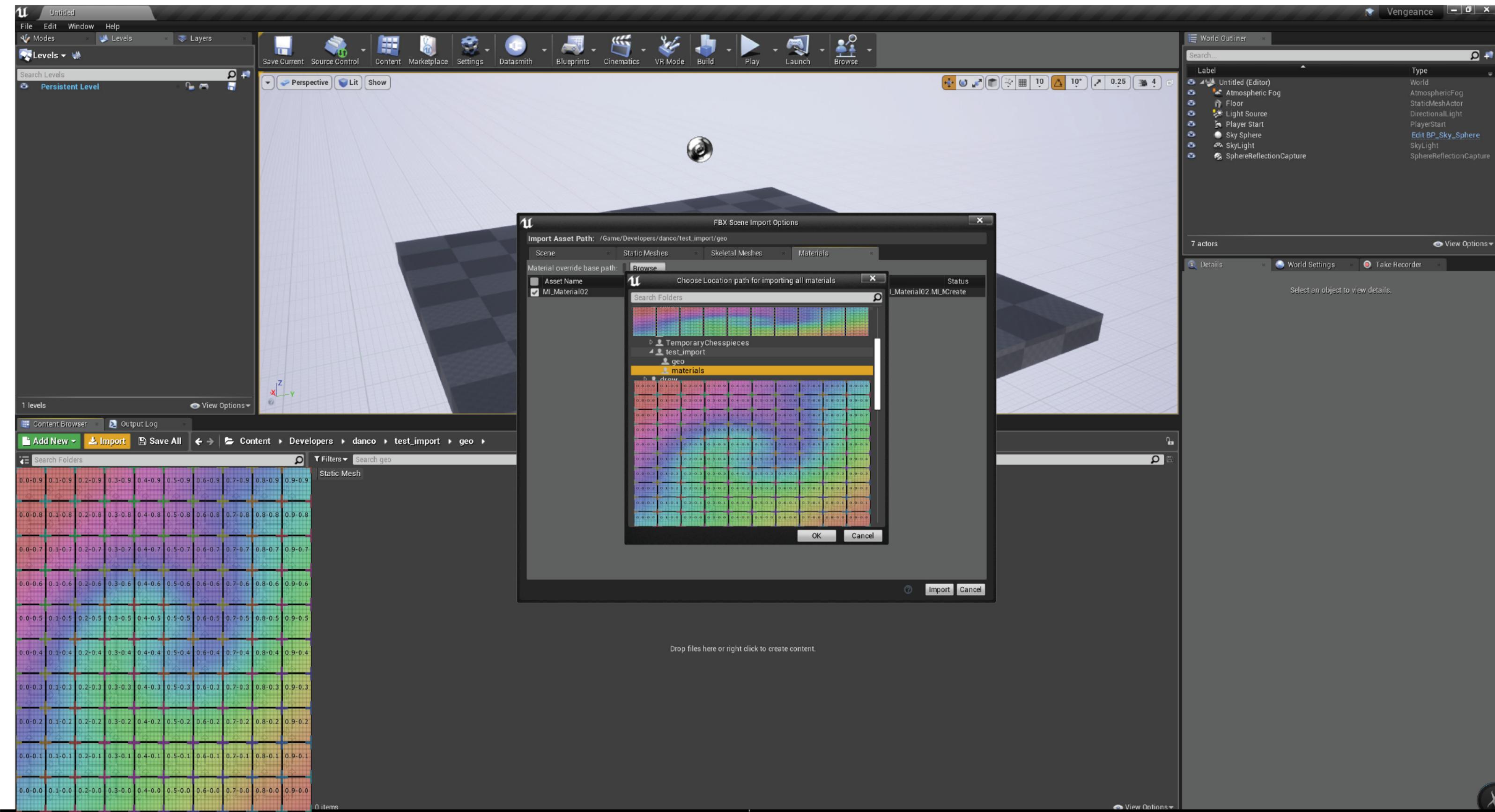
In the materials tab click the browse button

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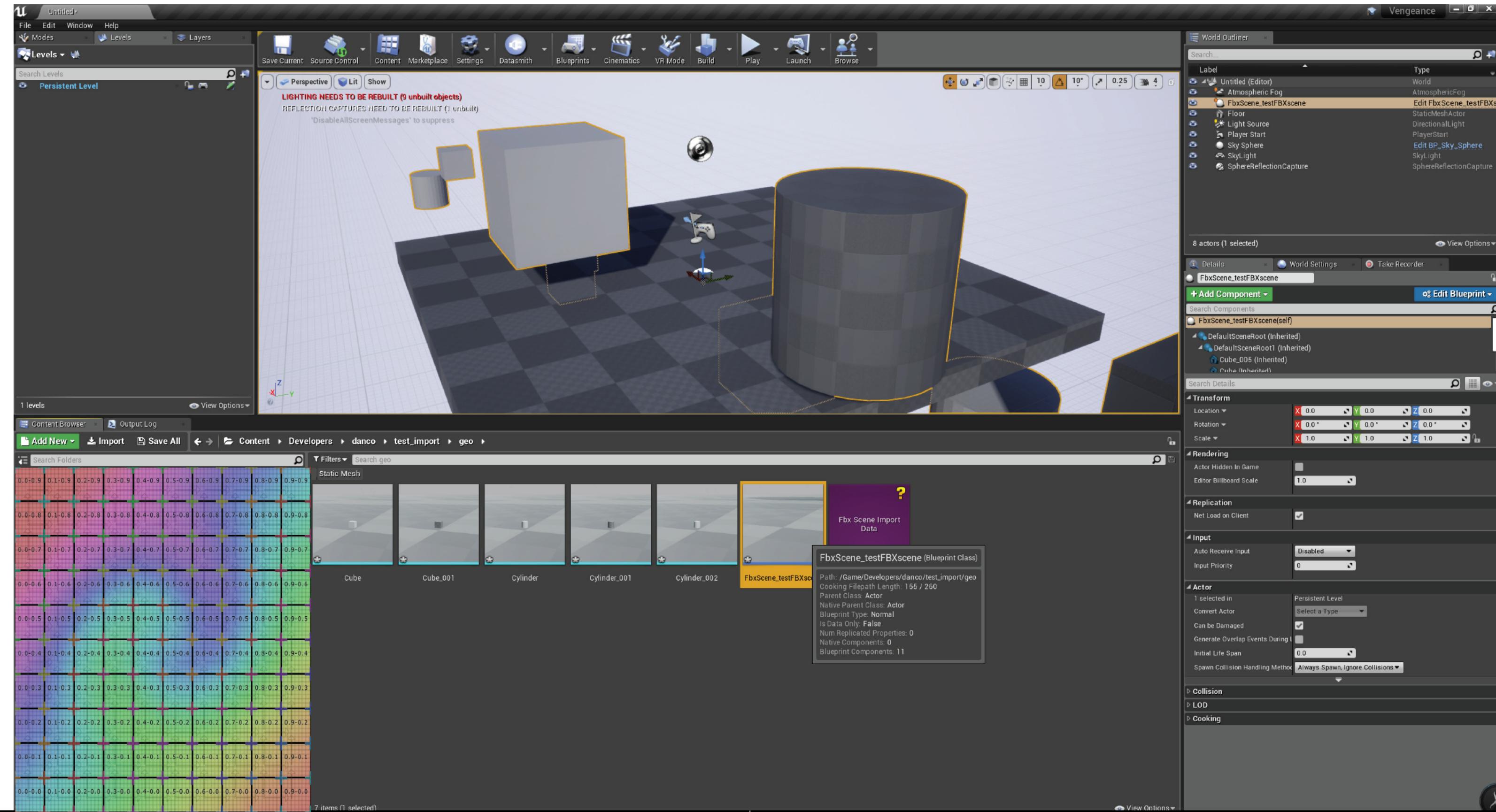
Navigate to the materials folder for this import and hit ok. Your materials should all now display use existing in the status column
Click import

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Your fbx scene will now have been imported.

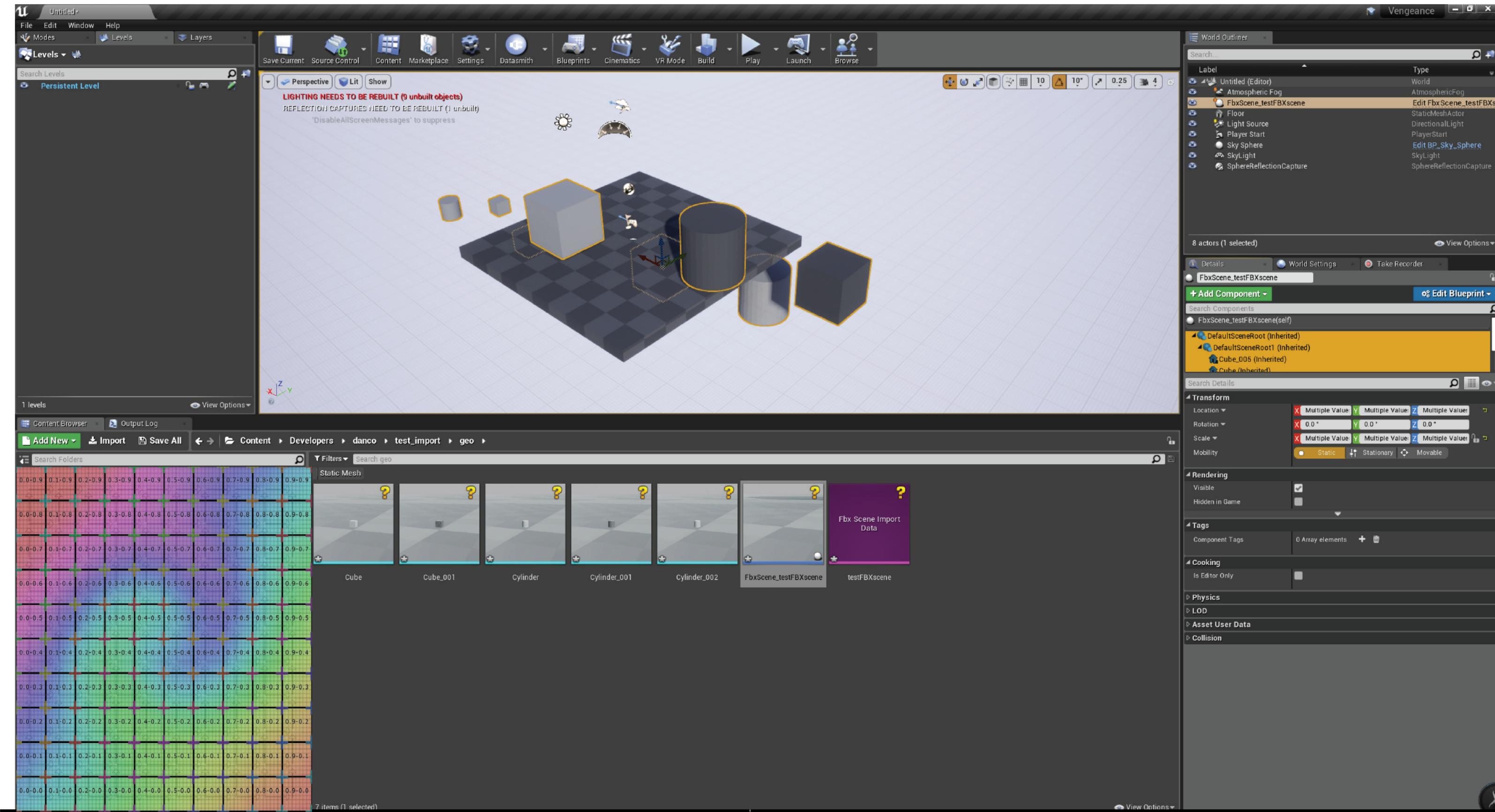
KNOWN BUG: even though import as dynamic is unchecked the fbx scene's scene components are set to movable while all of the meshes are set to static. This means you cannot move the fbx scene in the viewport and it breaks all scripting.

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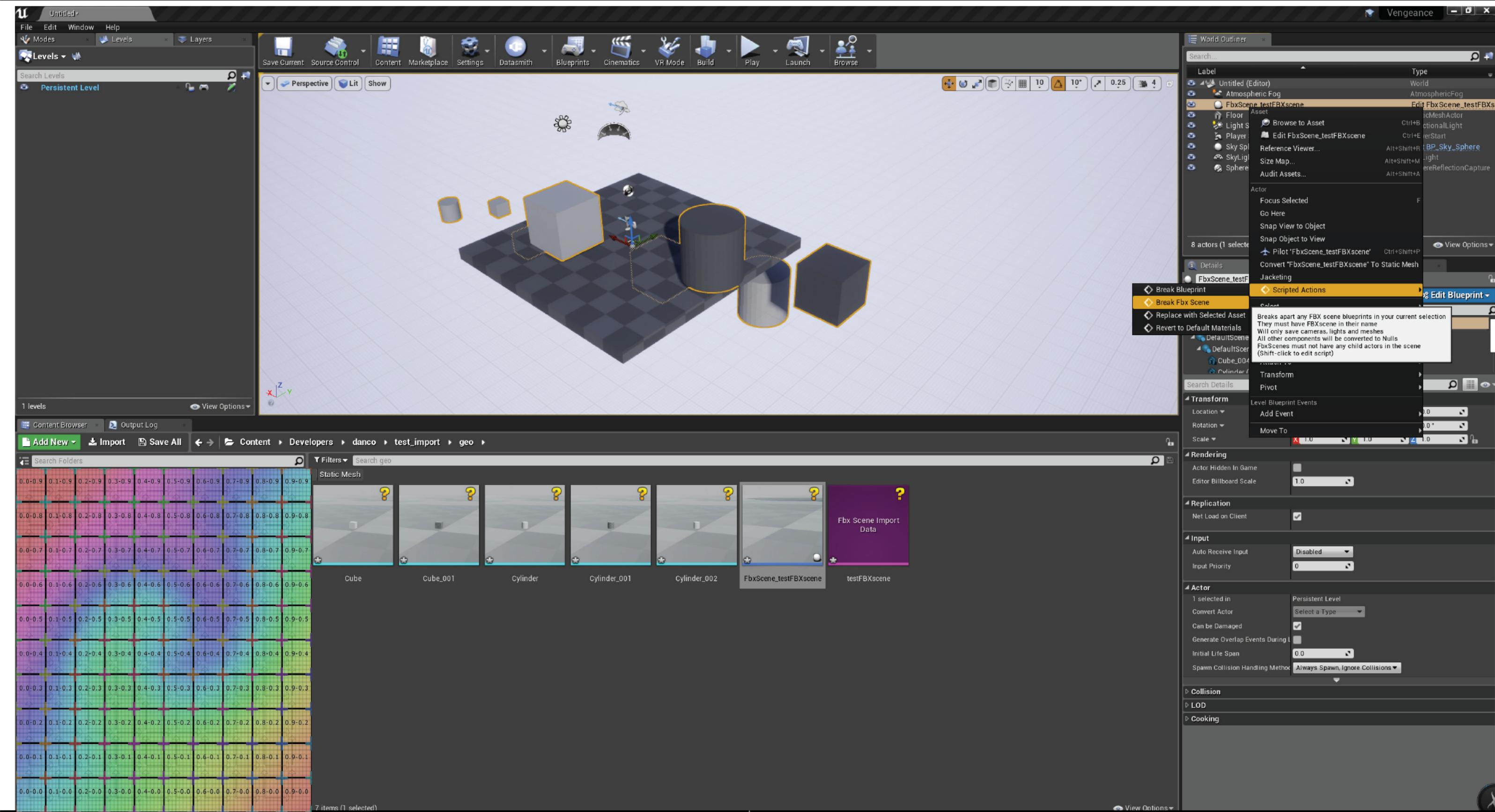
To fix this bug, select the fbx scene, and then in the components details select all the components (except the fbxScene_name(self)) With them selected, change mobility to stationary, and then back to static.

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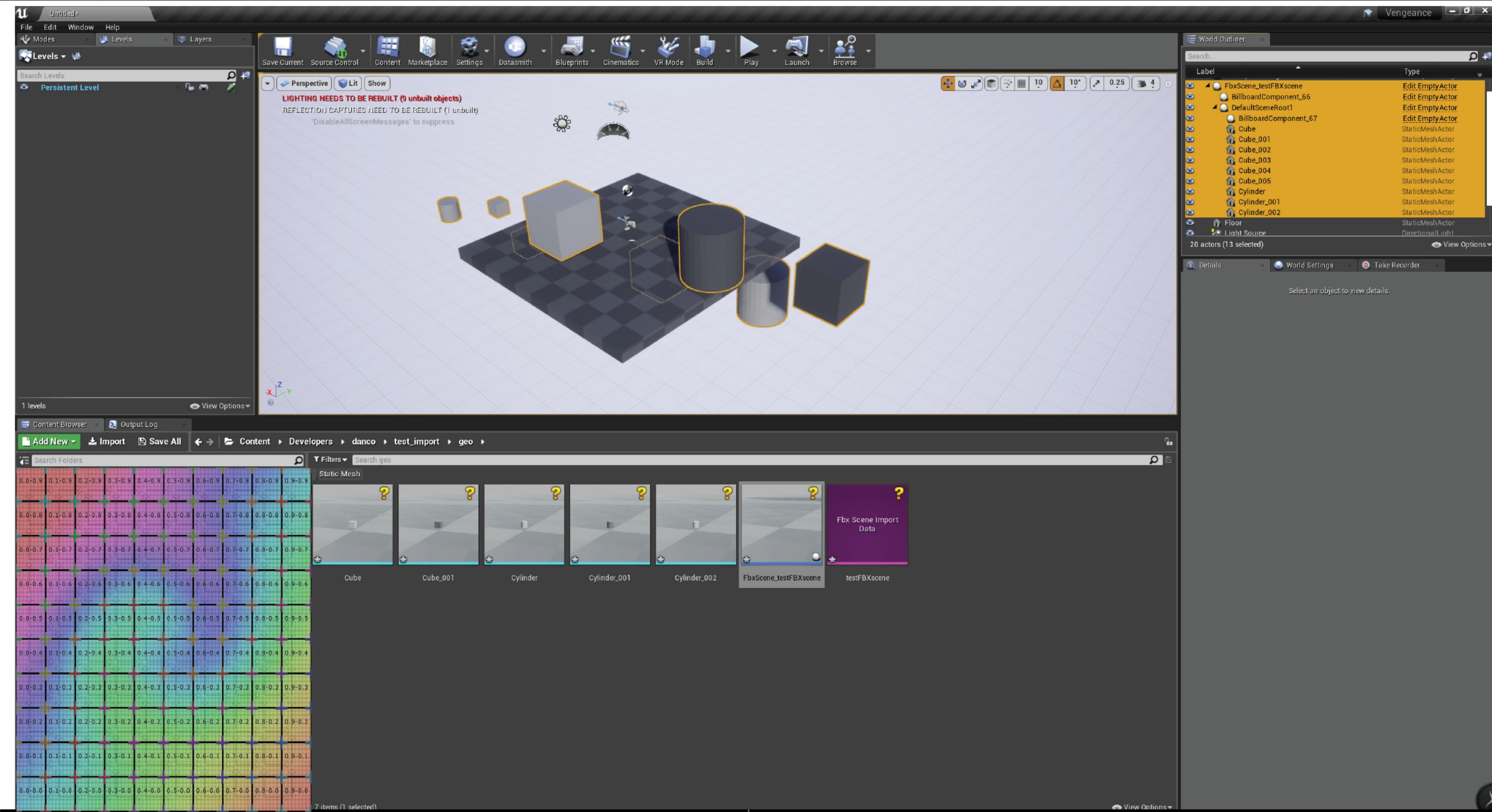


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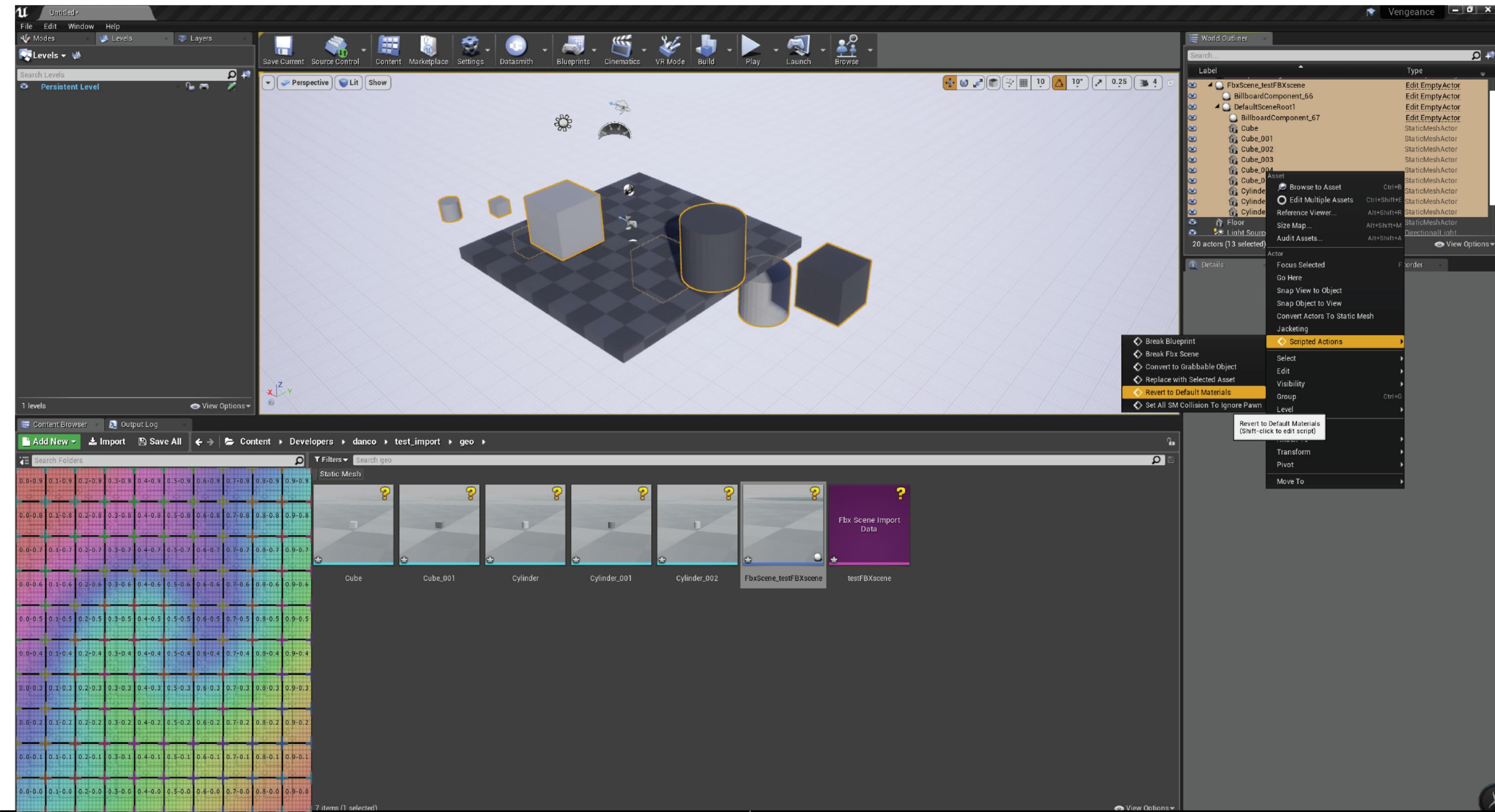
This function will make it so you can individually edit the scene components, delete and duplicate them

KNOWN BUG: the fbx scene import does mixes up material slots in the blueprint scene but not in the actual meshes. For instance, slot 9 might be incorrectly associated with the material from slot 11. See the next steps for the solution

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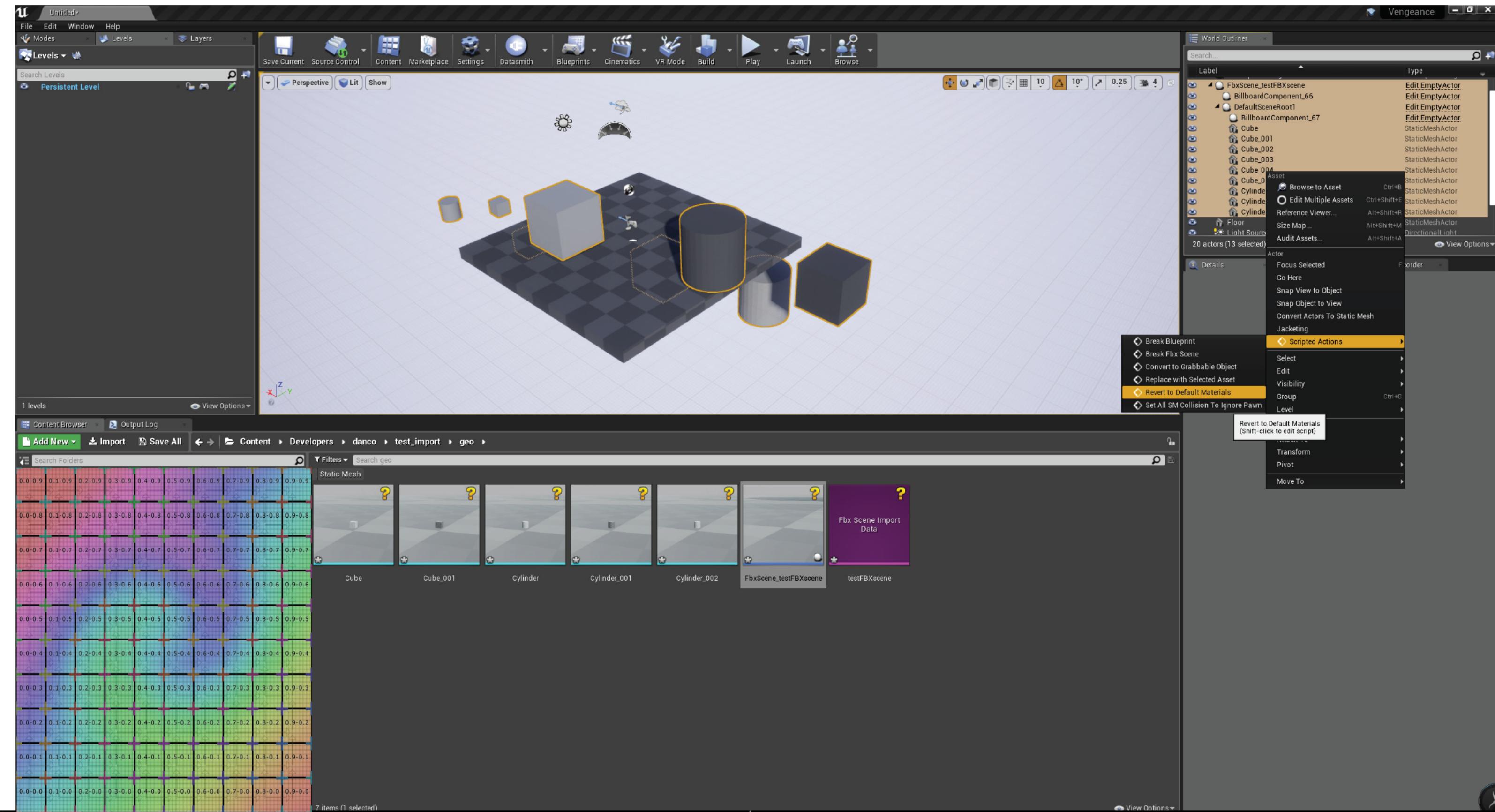


To fix the material issue, before you apply new materials you should run the revert to default materials scripted action on the newly imported geo

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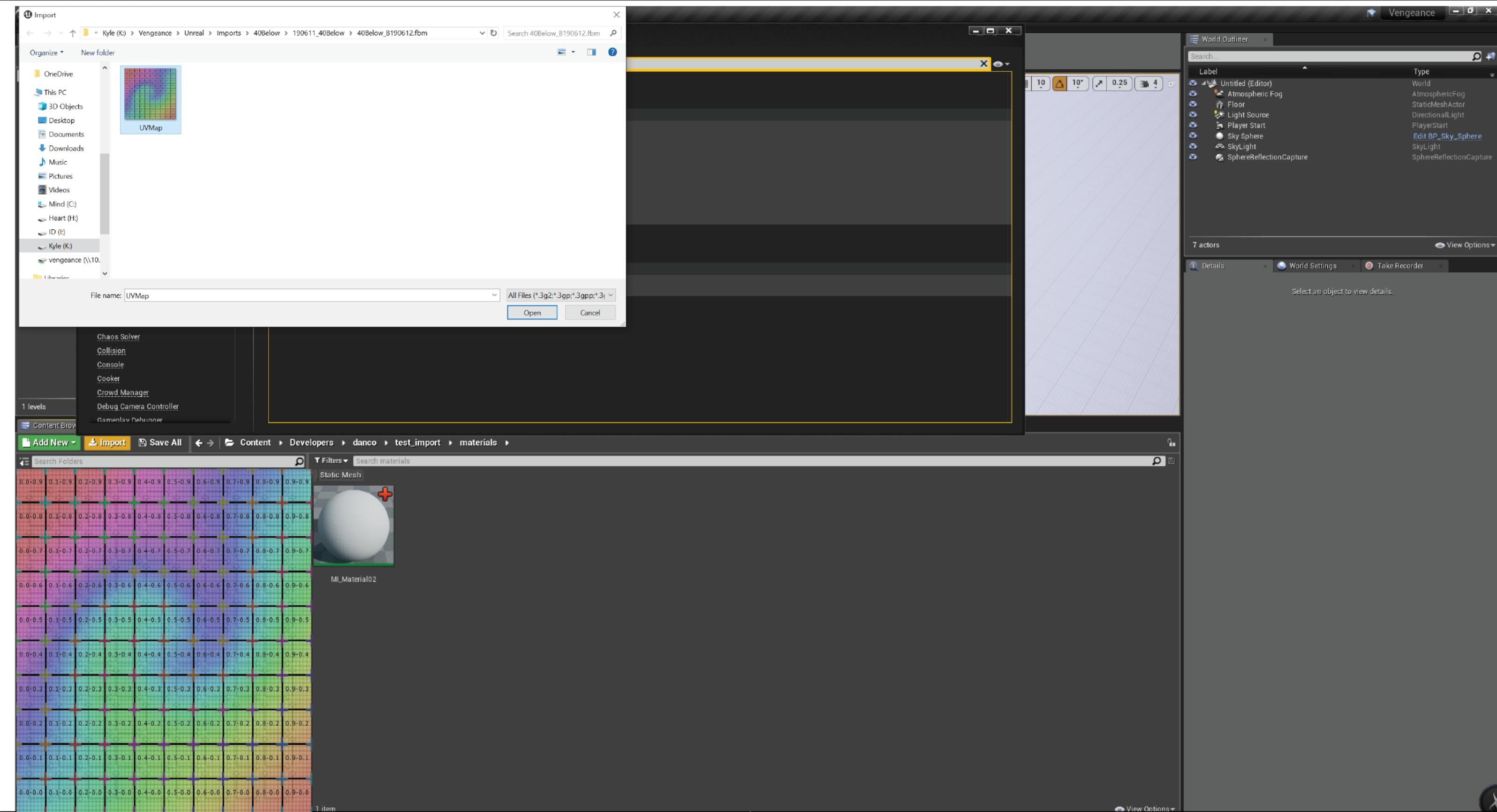
To fix the material issue, before you apply new materials you should run the revert to default materials scripted action on the newly imported geo

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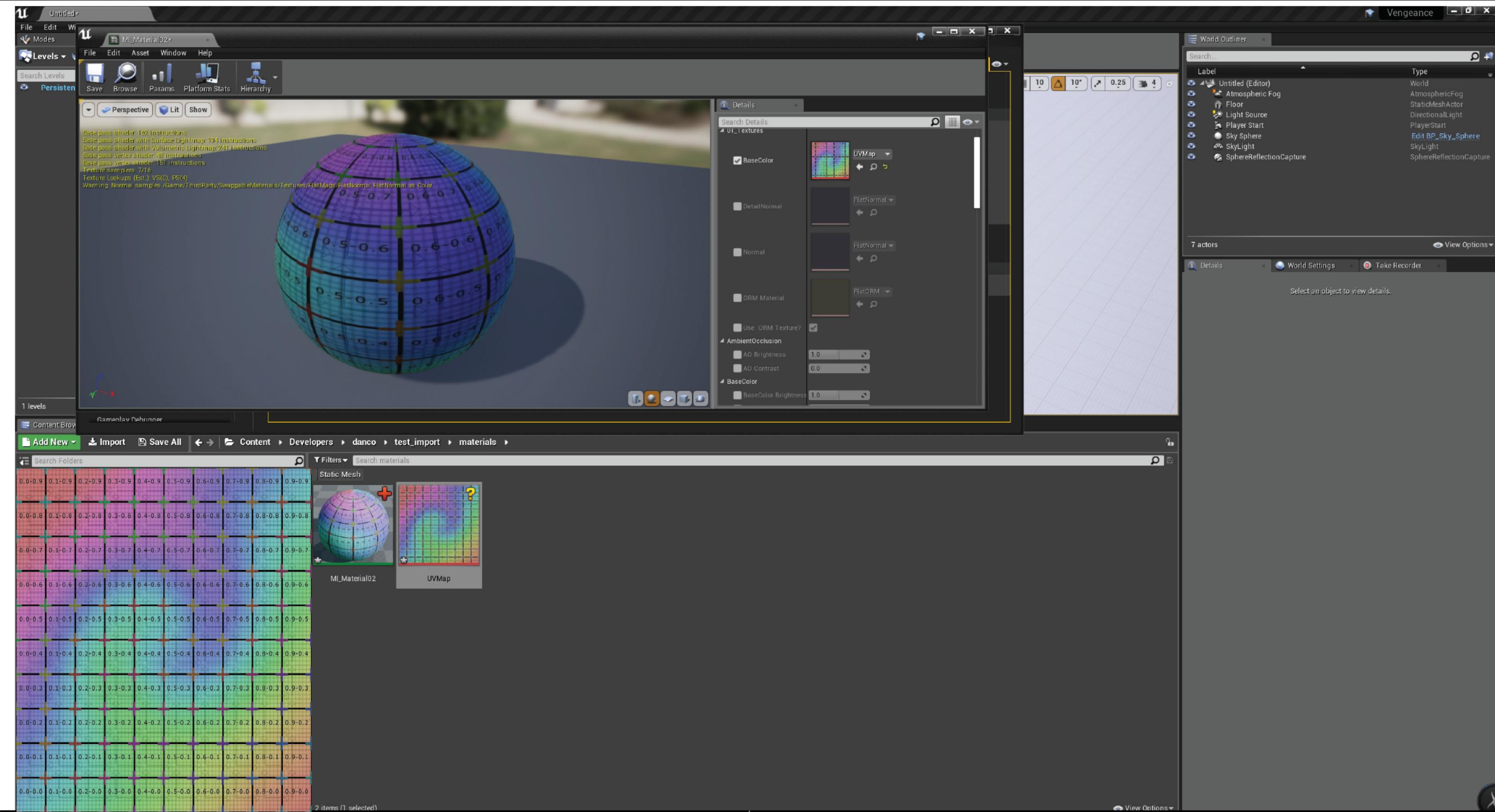
If you have extra maps (ORM, roughness, metallic, displacement, etc) that were not imported, import to the materials folder
Otherwise, you can use maps from our Assets->surfaces directory to add more detail to your model

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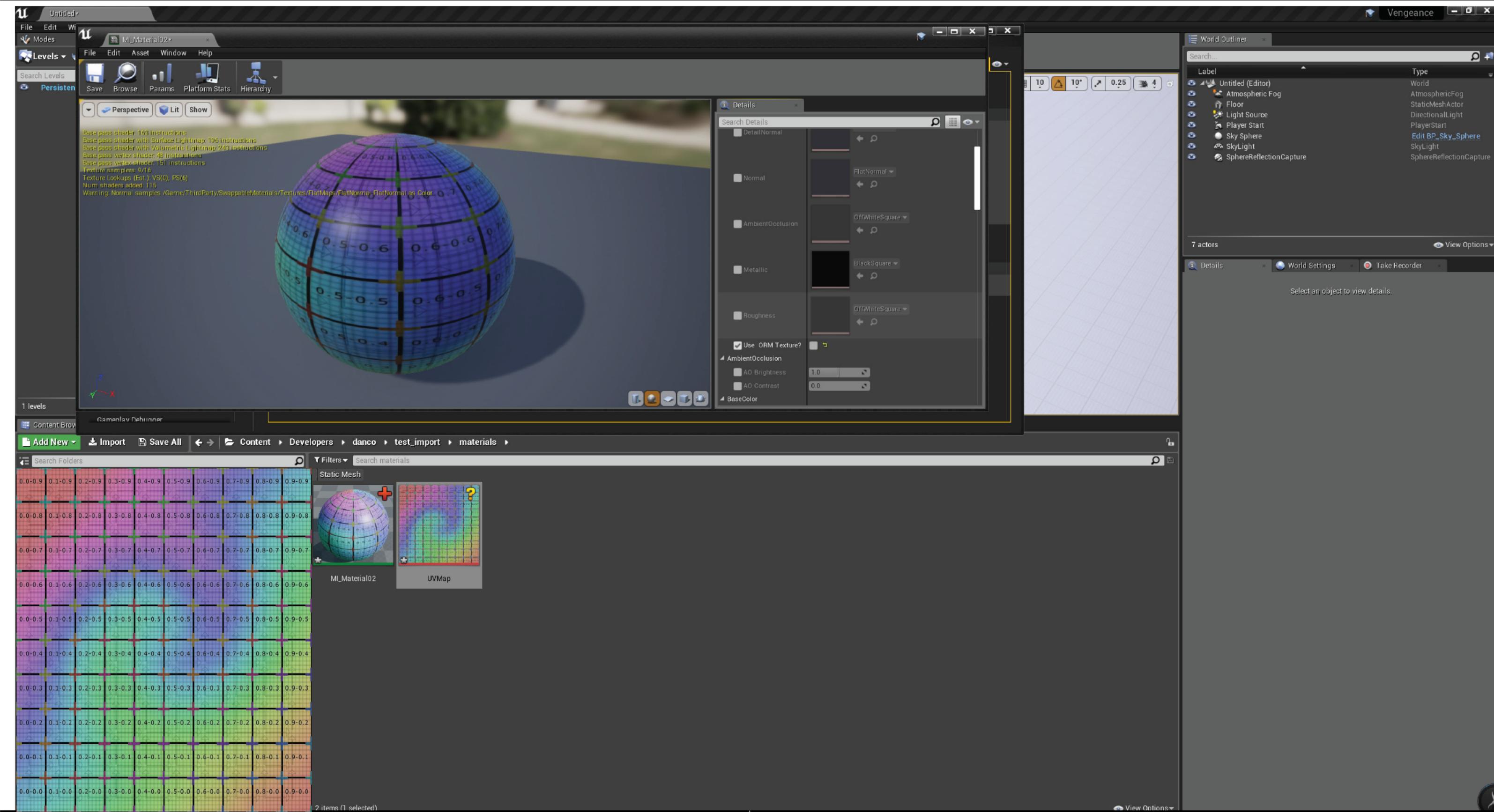
Open each material you wish to edit and fill out the textures fields.

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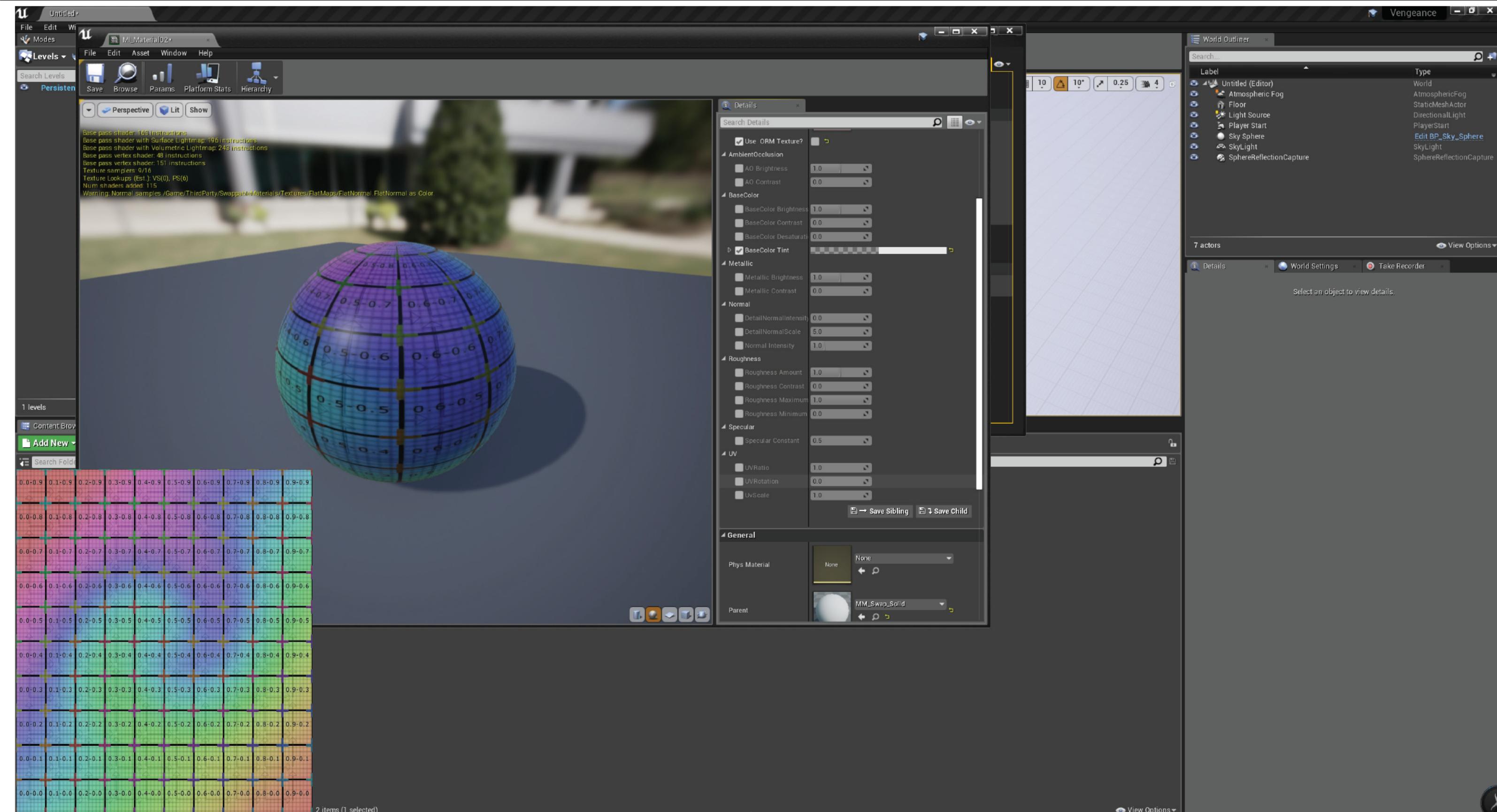
If you have a roughness, metallic or ambient occlusion map without an ORM texture, untick the use ORM texture field to show those fields

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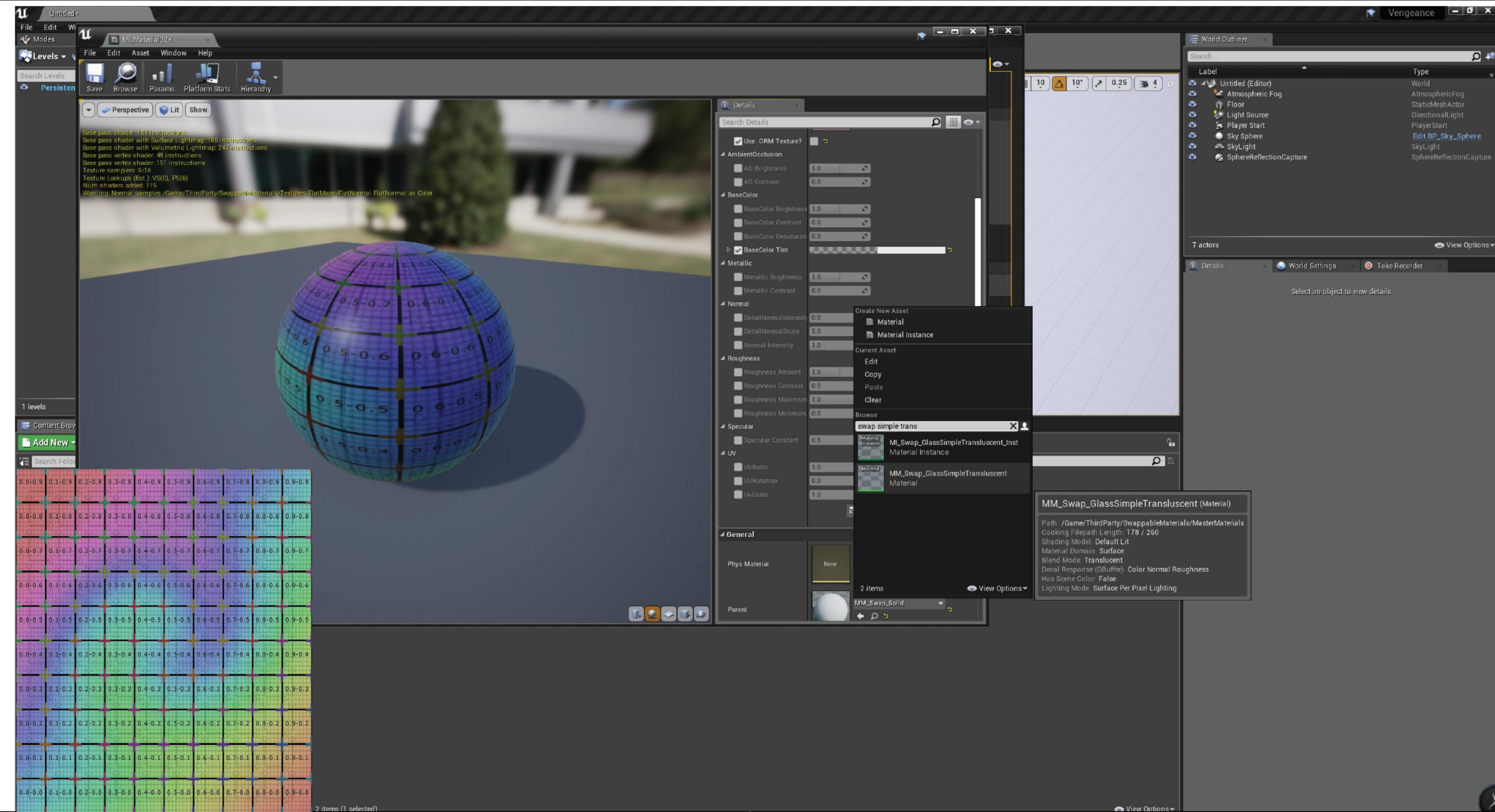


Below the texture fields are a variety of parameters to tweak your material.

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Should you need your material to be something other than a solid surface, scroll down to the bottom and change the parent to one of the MM_swap series found in the Third Party folder

MM_swap_glassSimpleTransluscent is a good glass, MM_swap_subsurface is good for materials lit from behind, MM_Swap_opacityMask is good for mesh screens/foliage
See the materials guide for more information