

**Blender 2.79**

<https://download.blender.org/release/Blender2.79/>

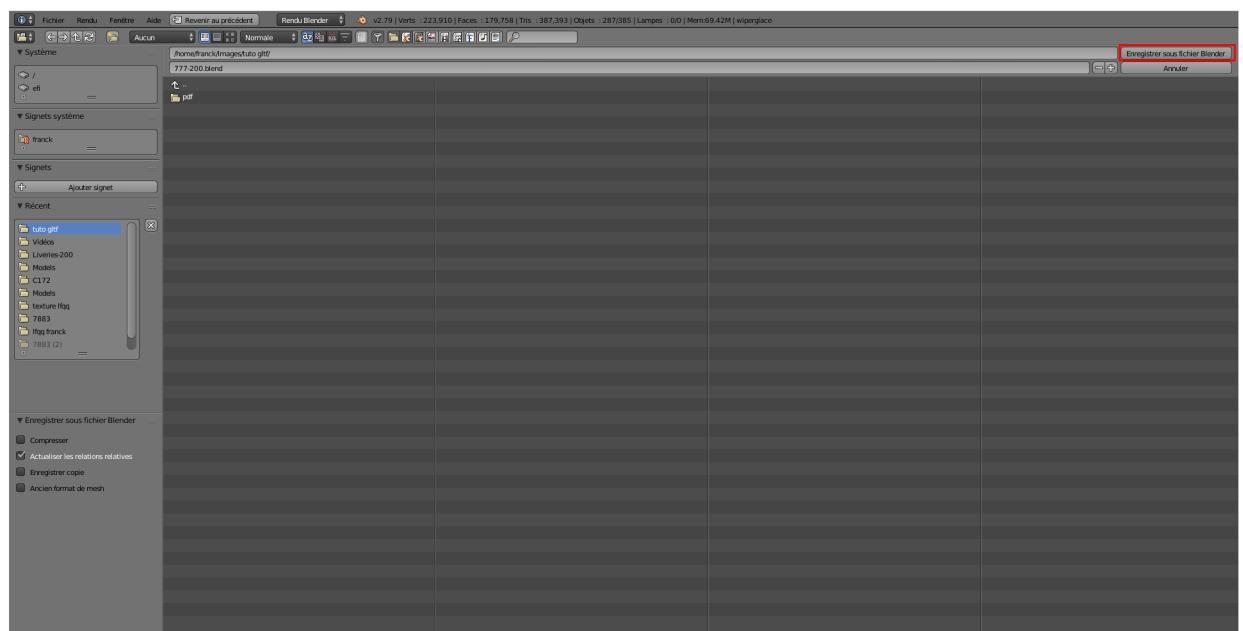
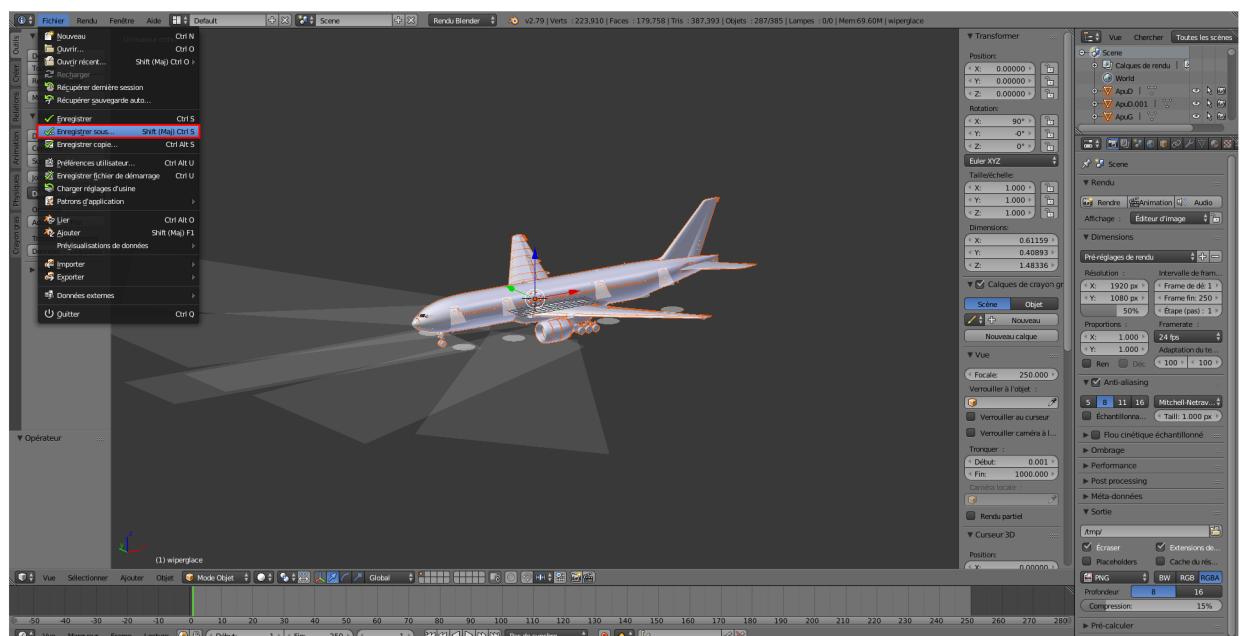
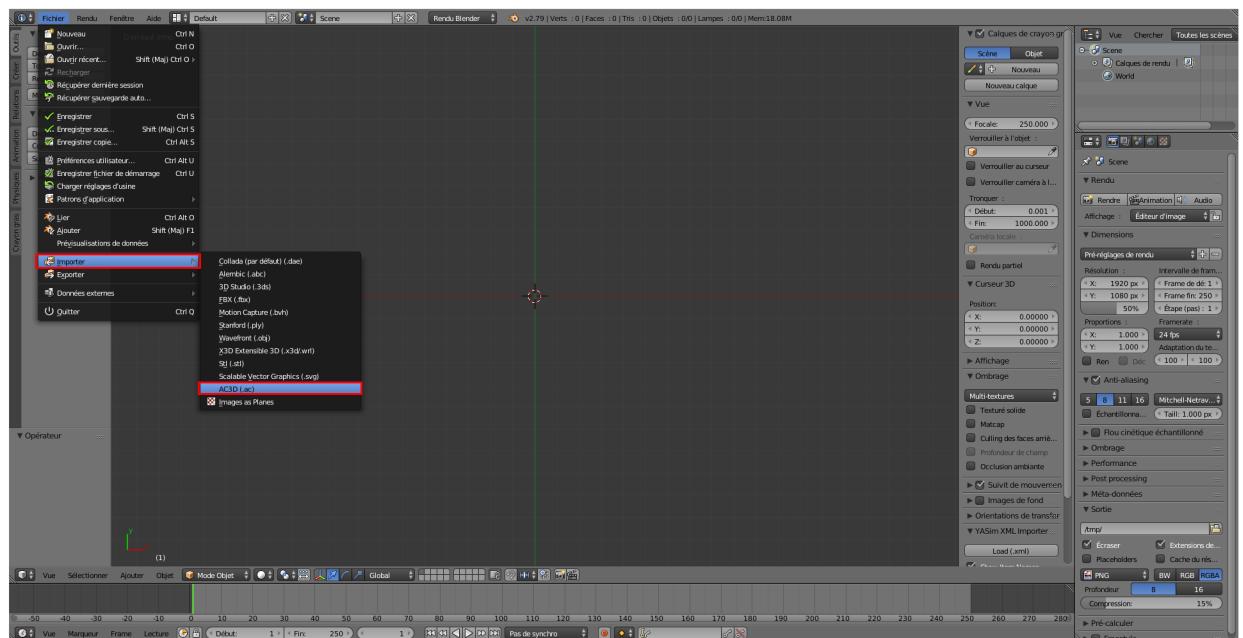
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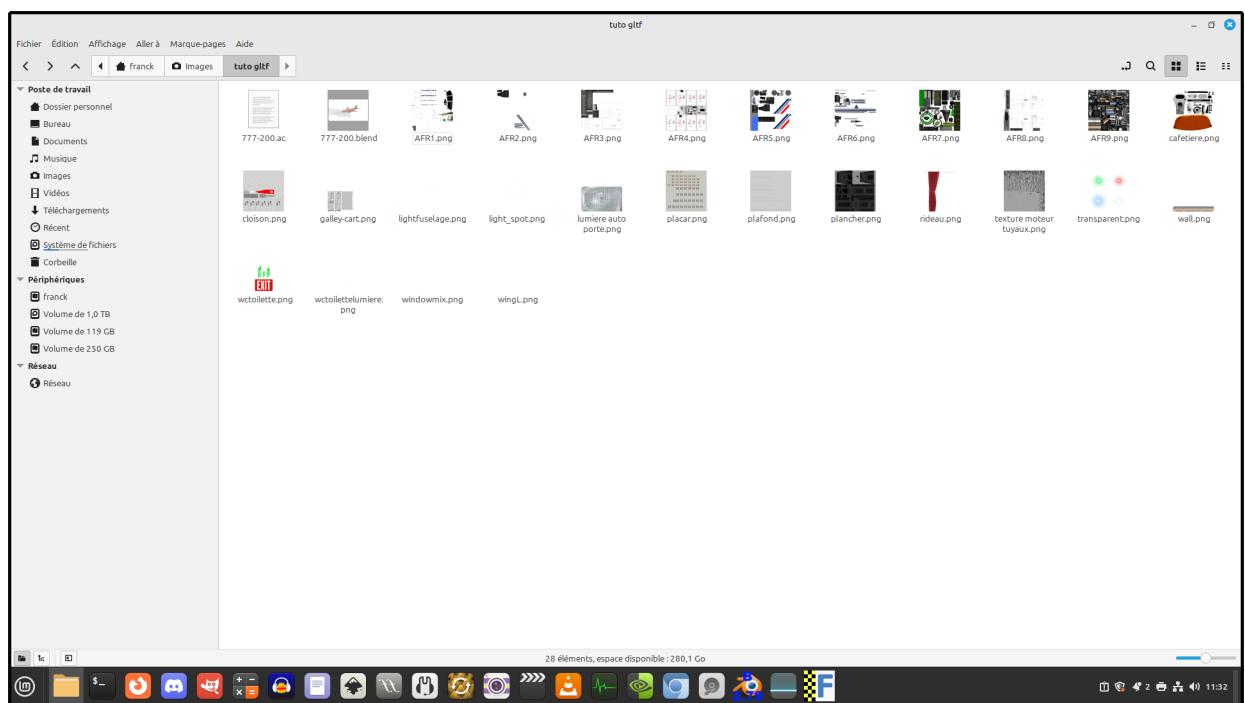
**Blender 4.4.0**

<https://www.blender.org/>

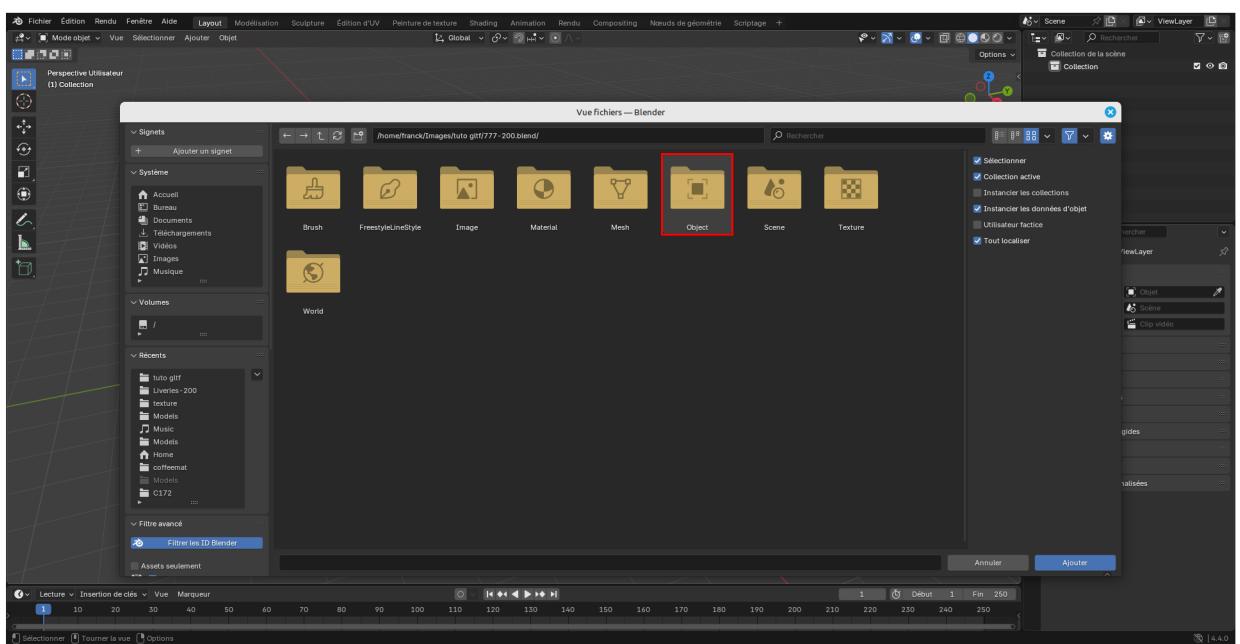
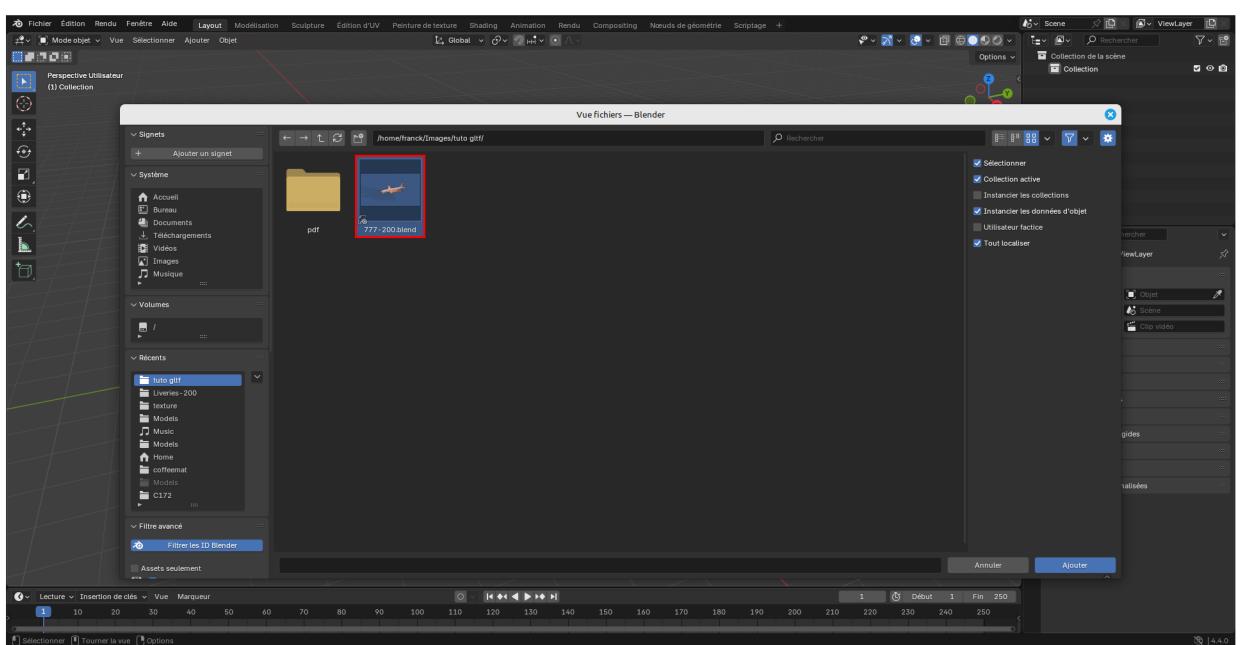
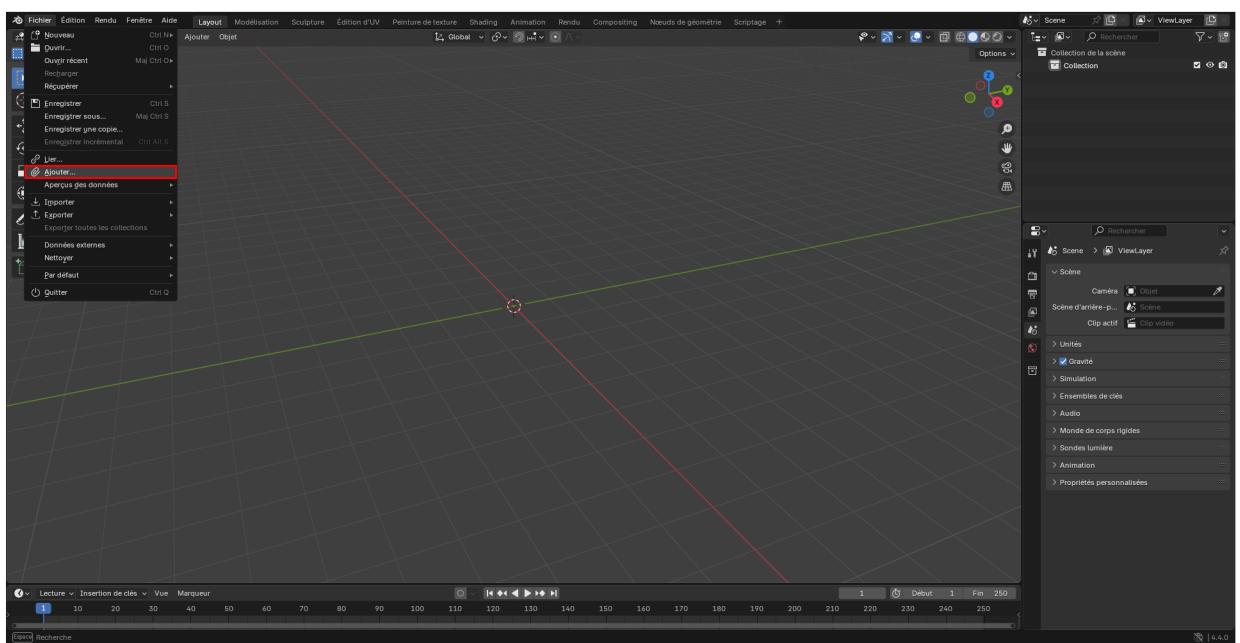
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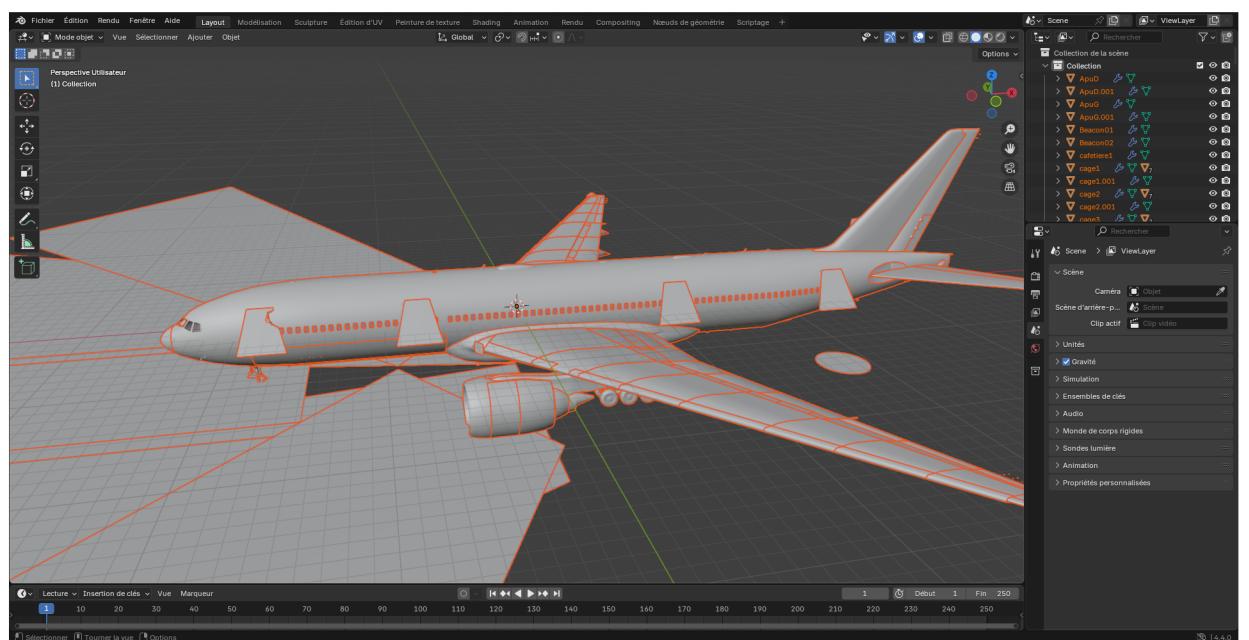
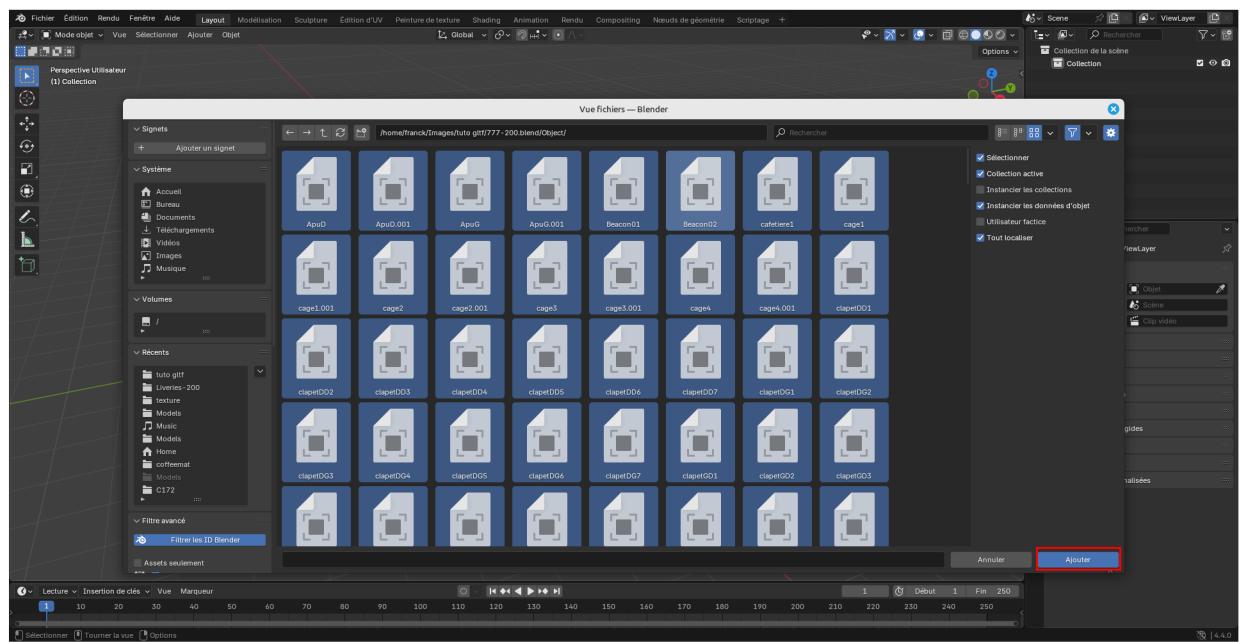
**Première chose à faire : sauvegarder le point AC ainsi que le blender dans un dossier importé le point ac, l'exporter en point ac et enregistrer le blender, vous aurez toutes les textures du modèle, le point ac ainsi que le blender au cas où**



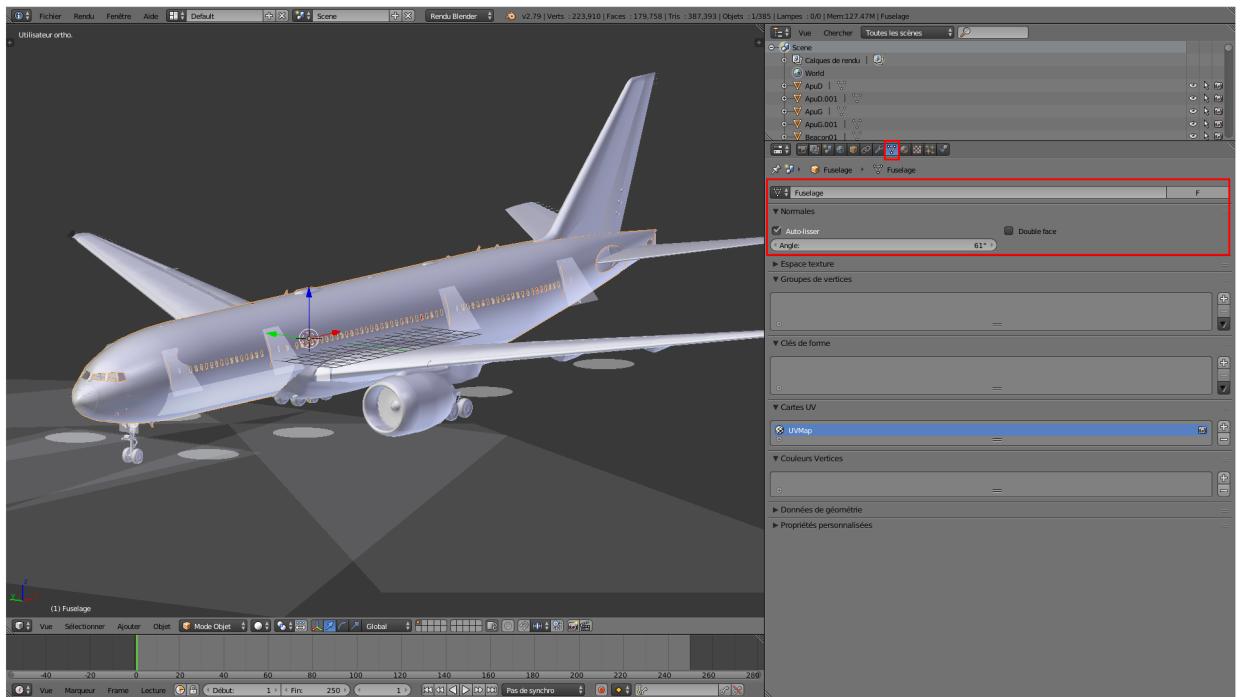


# Dans Blender 4.4.0, ajouter les objets du Blender 2.79 faits auparavant

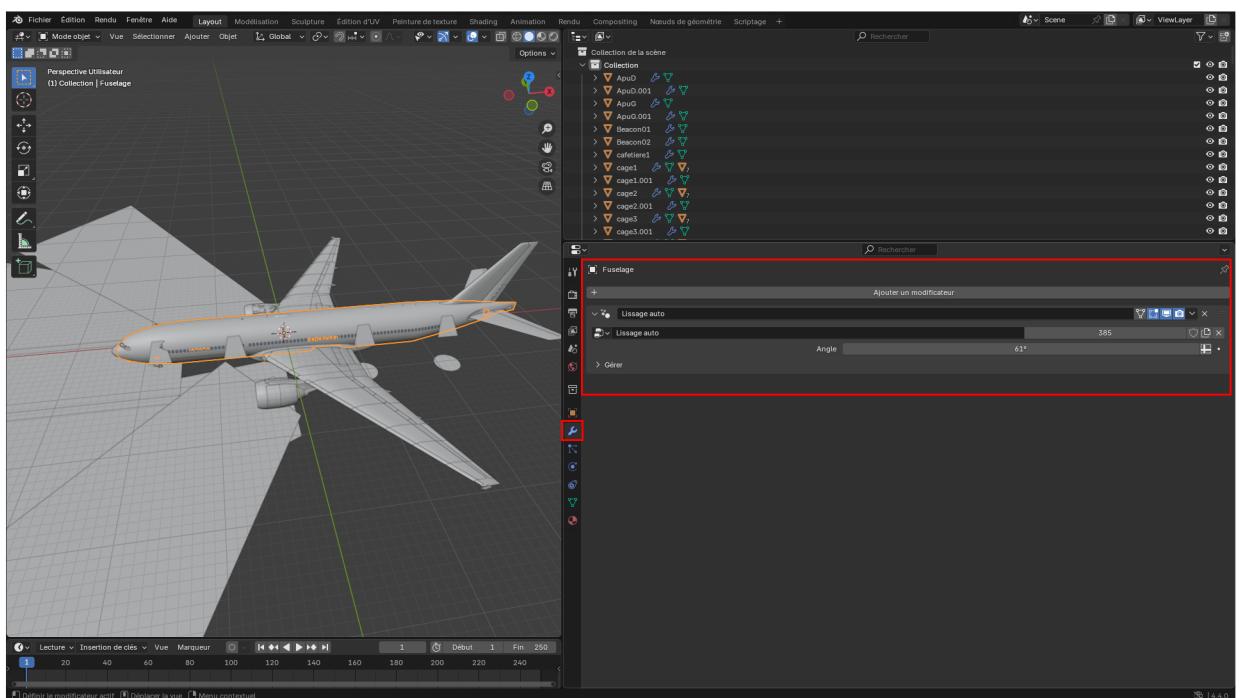


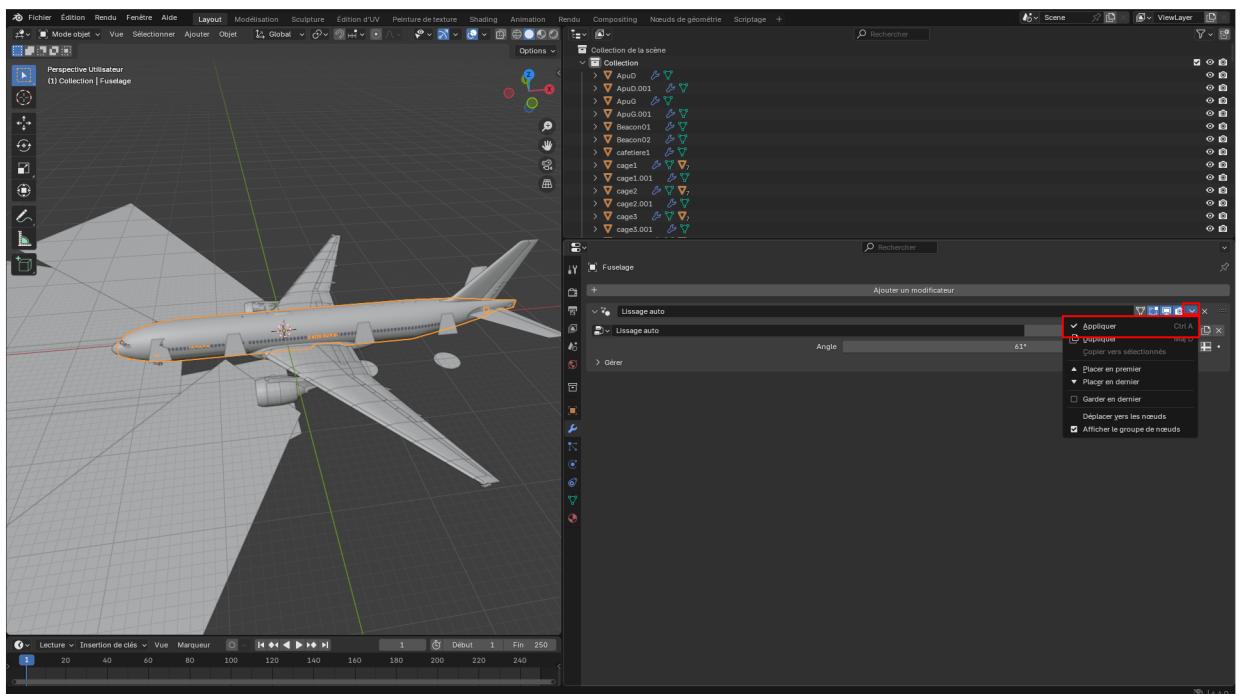


## Dans Blender 2.79 on a Normales Auto-lisser

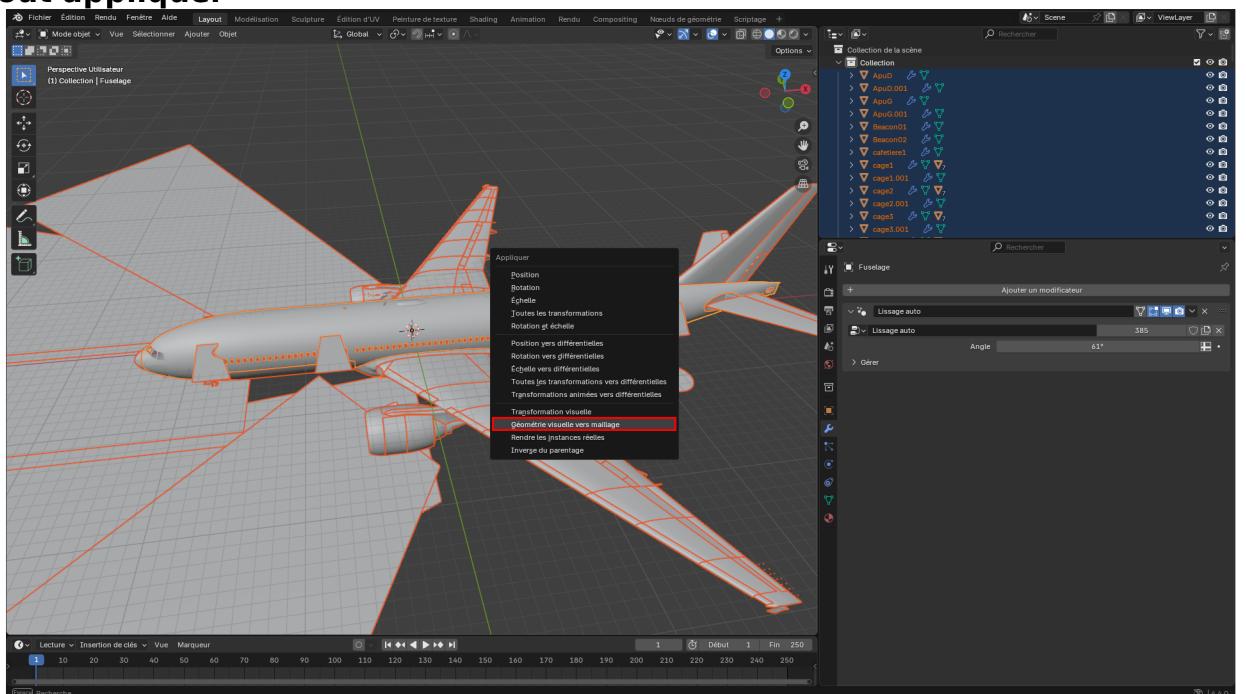


## Dans Blender 4.4.0, ils se trouvent dans modificateur

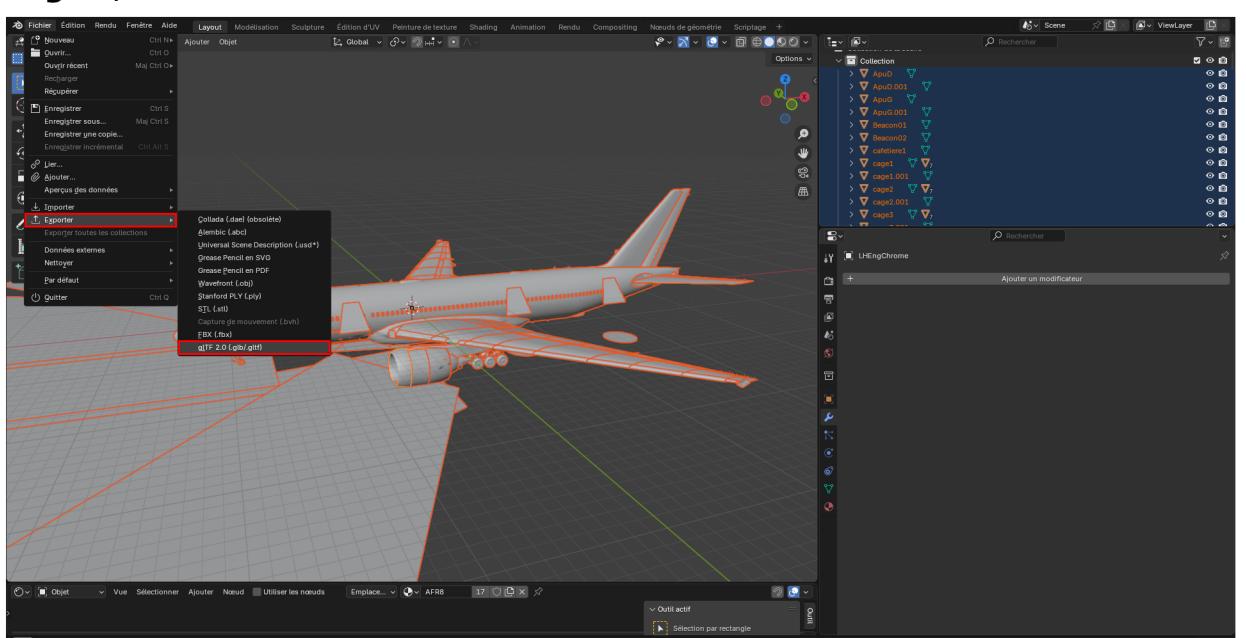


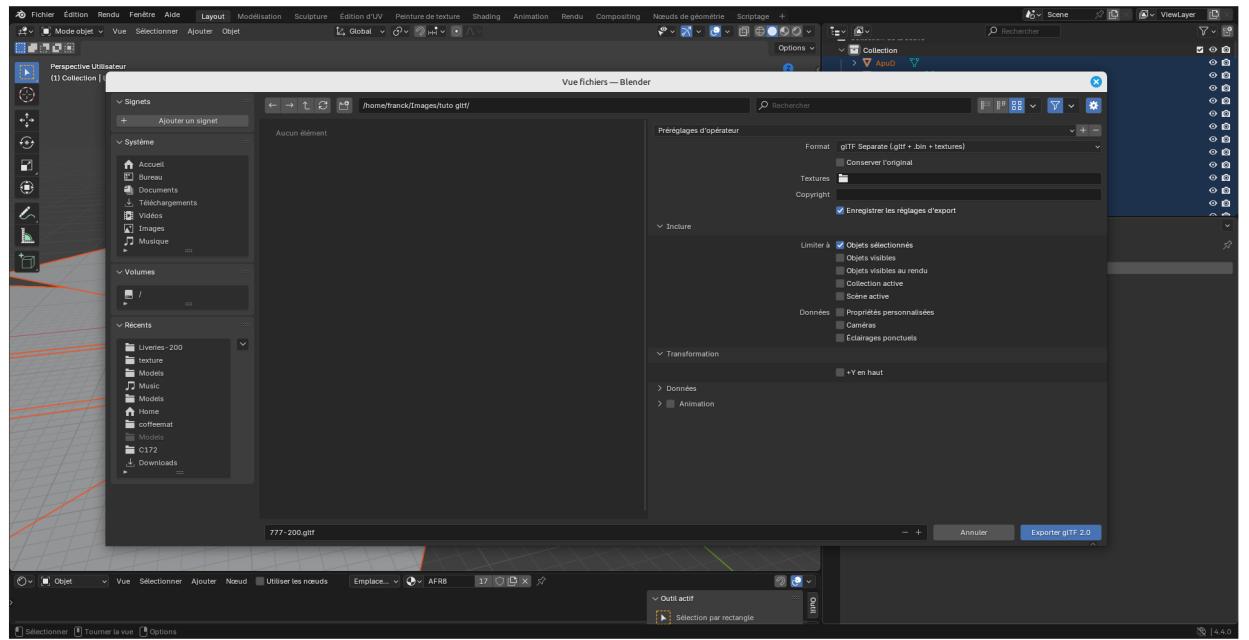


soit on applique le modificateur à l'unité par objet ou tout sélectionner les objets et faire un Ctrl+A pour tout appliquer

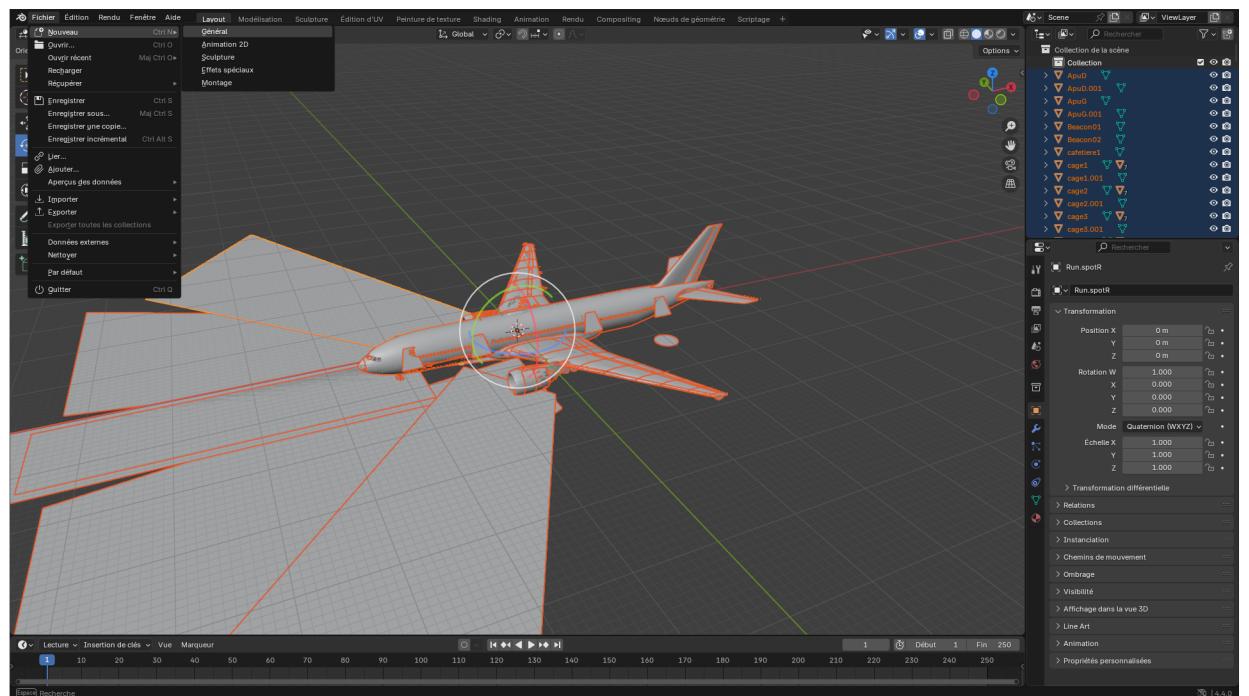


Exporter en point gltf , dans le même dossier

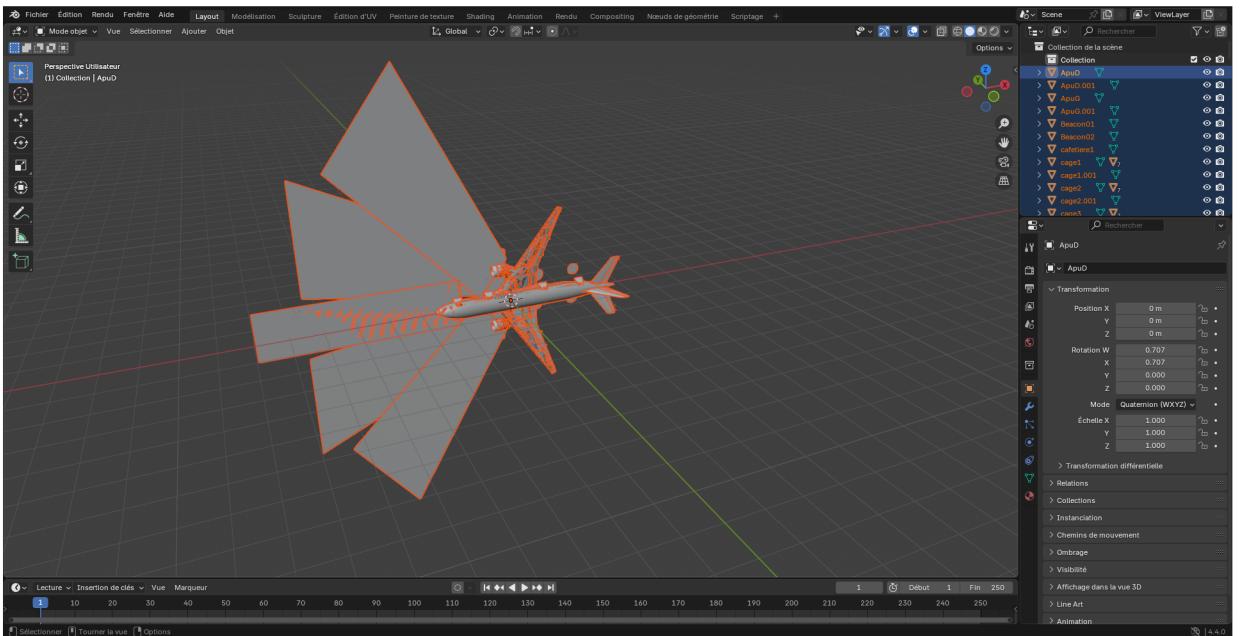




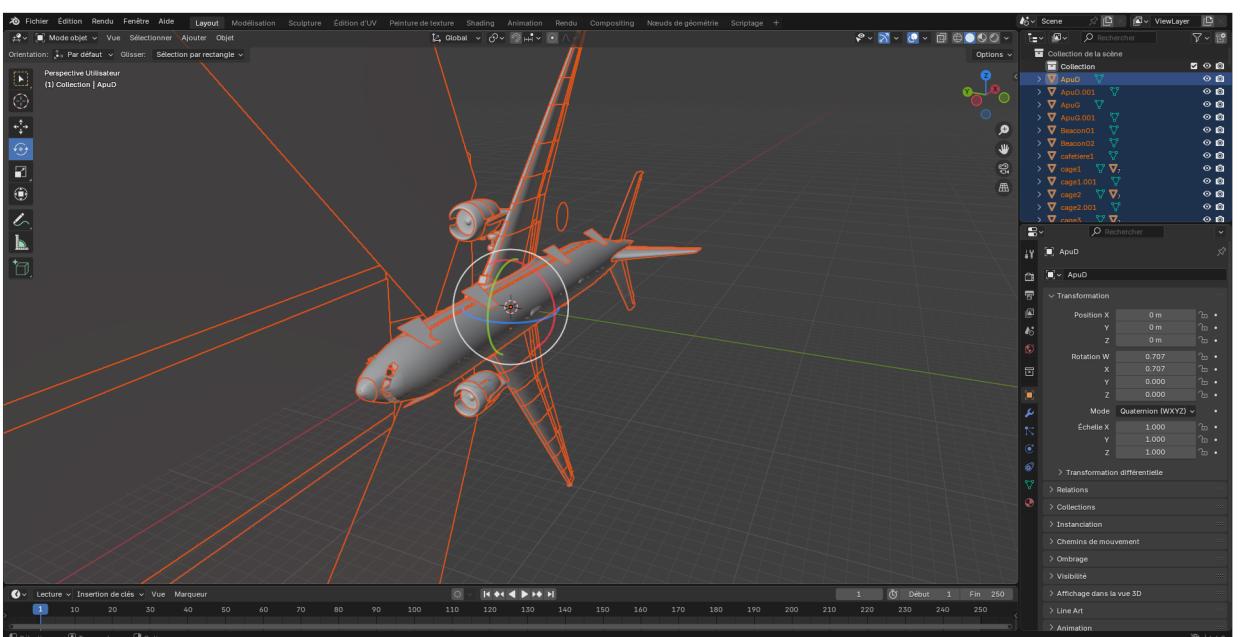
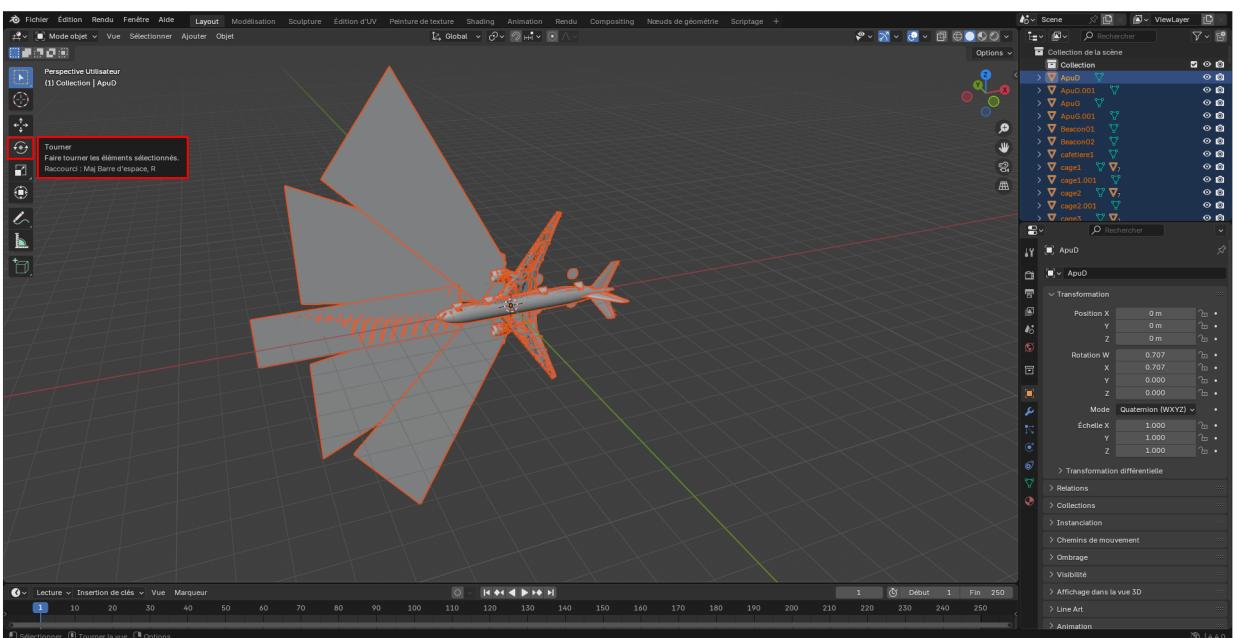
Fait Fichier ---> Nouveau ----> Général

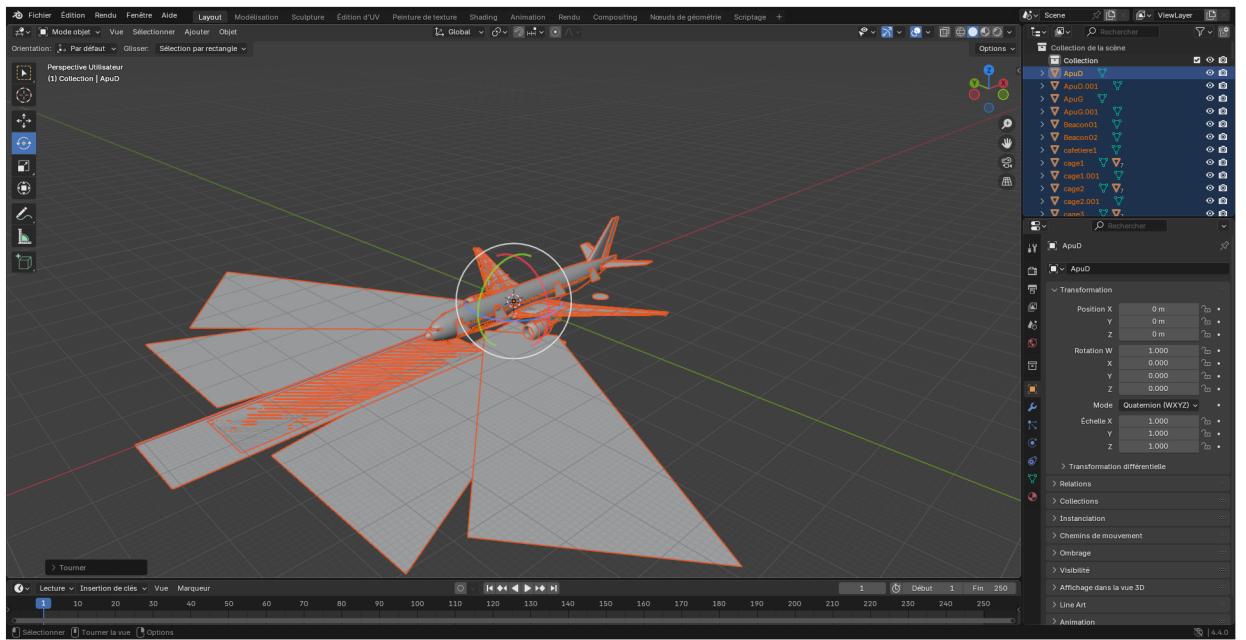


## Importer le point gltf fait avant

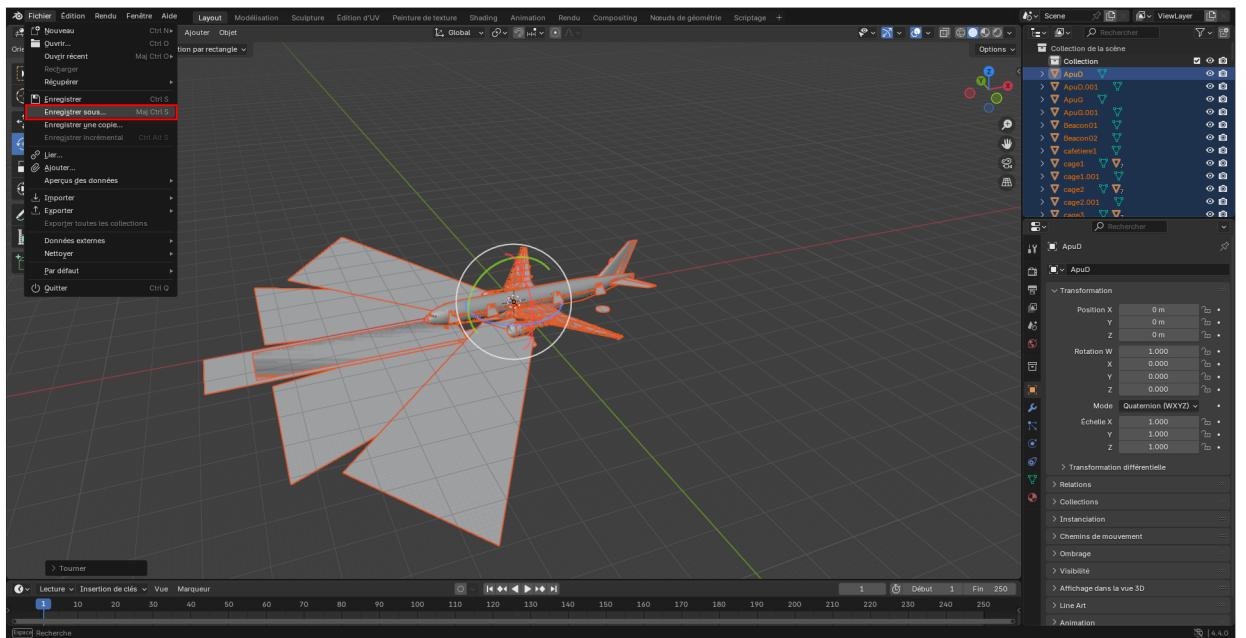


## Orienter le modèle

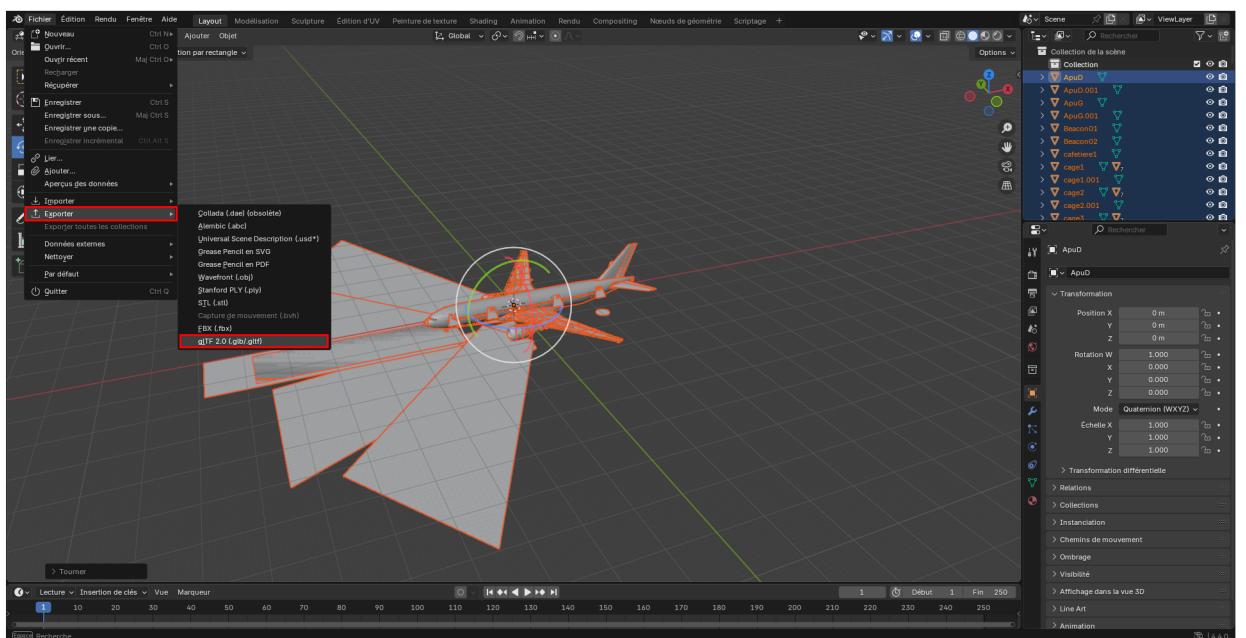


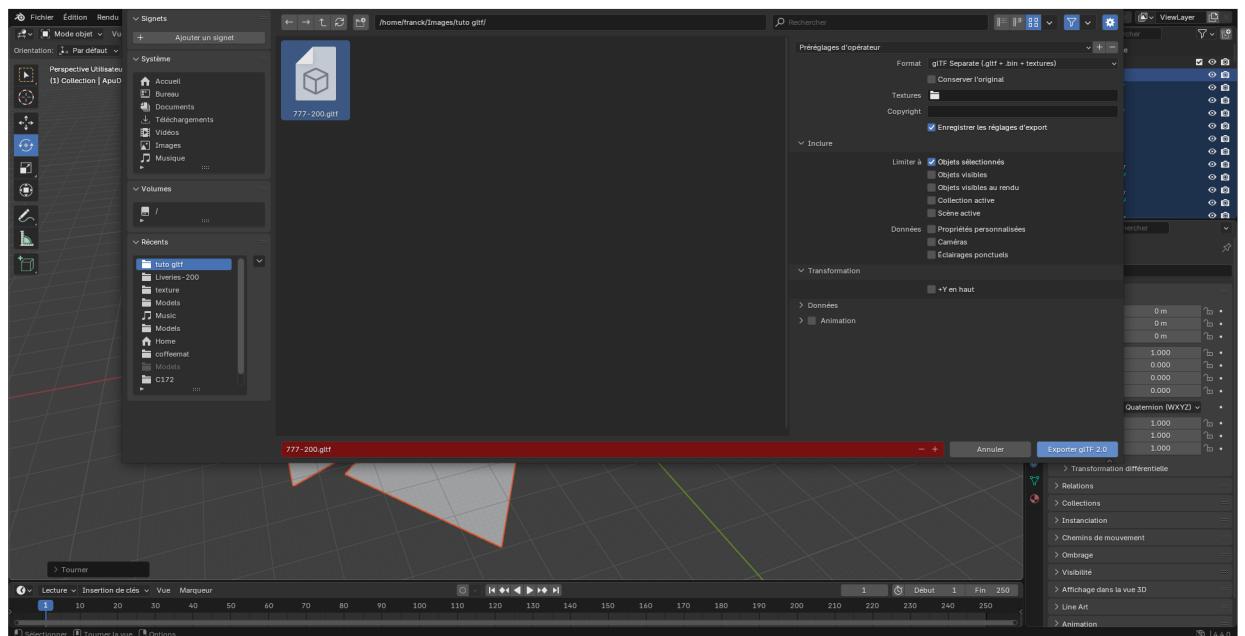


## Sauvegarder le Blender 4.4.0

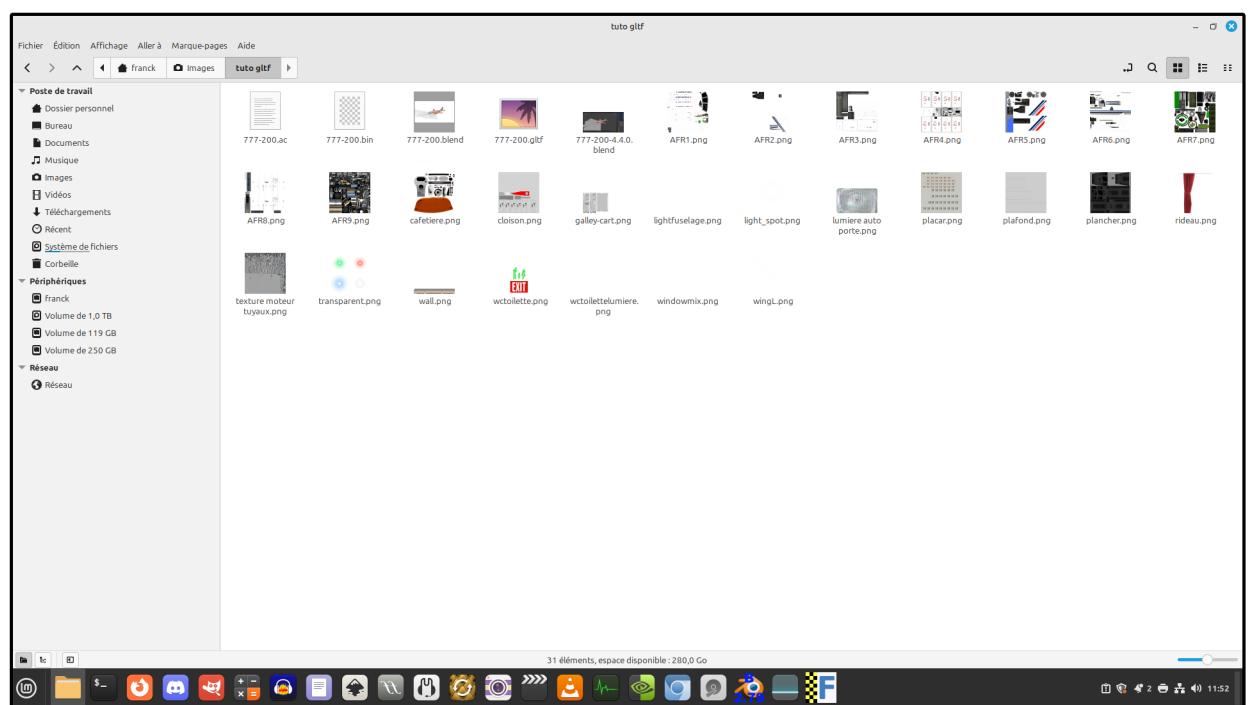


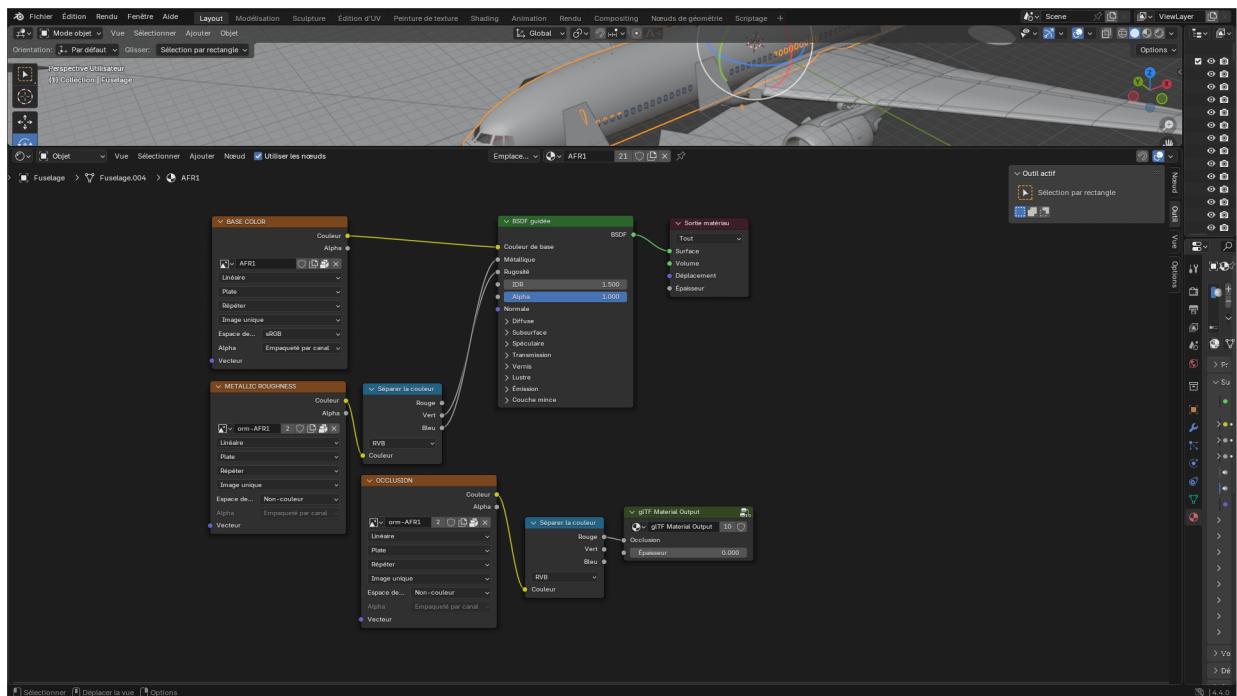
## Réexporter le point GLTF





**On a un point AC avec toutes ces textures, le Blender 2.79 enregistré du point AC, un point gltf de Blender 4.4.0 correct dans le même dossier, pour les matériaux pour les faire ou les modifier ou toute autre opération sur le point gltf veuillez ouvrir le blender 4.4.0 du modèle et l'exporter sur le gltf créé**





**Pour les matériaux, ils doivent être ainsi**

## vue dans Blender



## vue dans Flightgear

