This document is a walkthrough of the documents and code in the folder to develop and scale a 3D model using data output from MorphometriX or CollatriX, and also explains the process to identify the optimal models for a given dataset.

Start with the document **How to construct a 3D model in Blender**, whichcontains instructions and screenshots of the model building process in Blender.

Use MorphometriX and CollatriX to generate a file

If you haven’t already, open **1\_scale-models\_output-SA-V.blend**, whichis a blender file that scales a 3D model using width measurements and height-width ratios.