How to convert the orientation of models when exporting USDZ from Blender to RealityComposer Pro
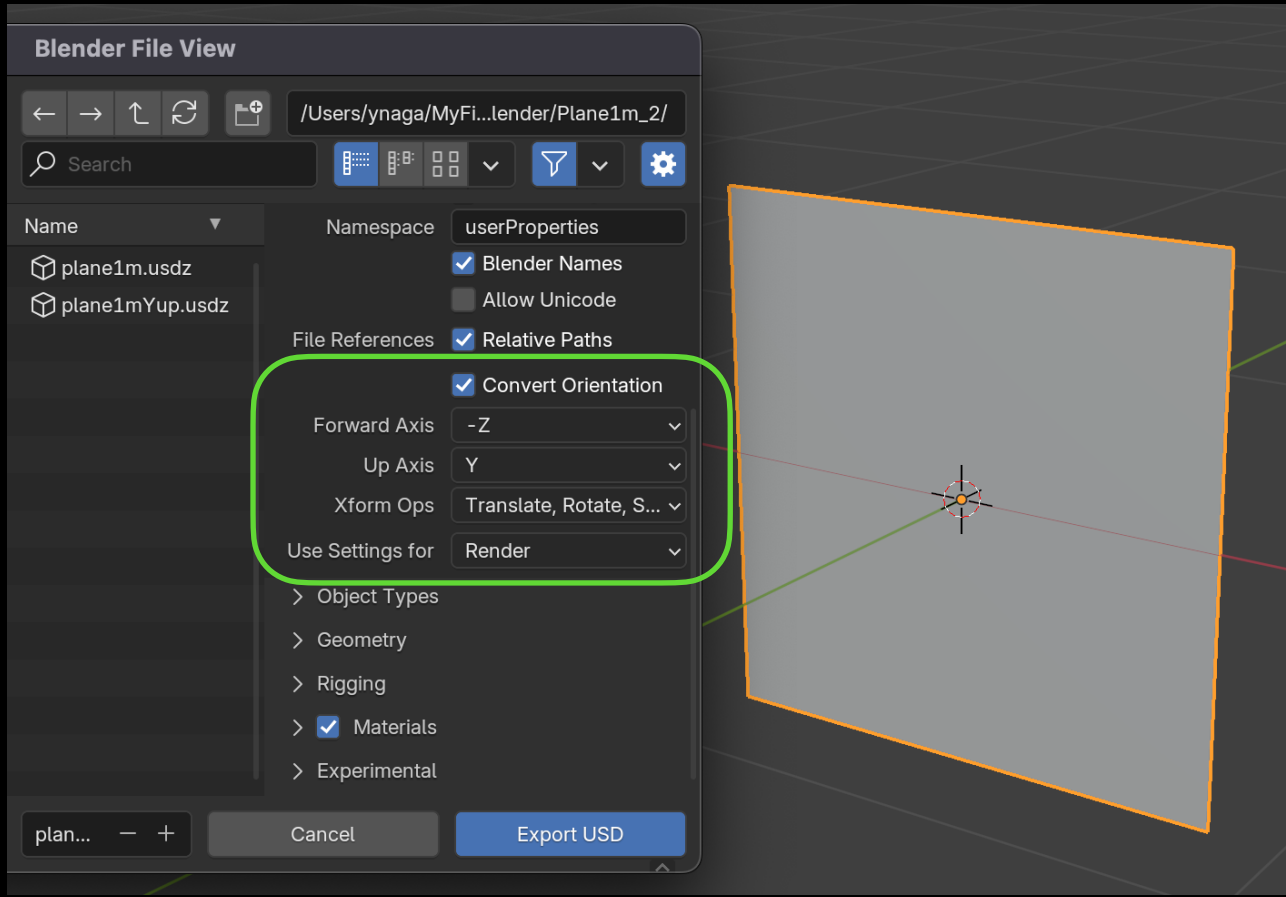
Blender 4.2

RealityComposer Pro (Xcode 16 beta 4)
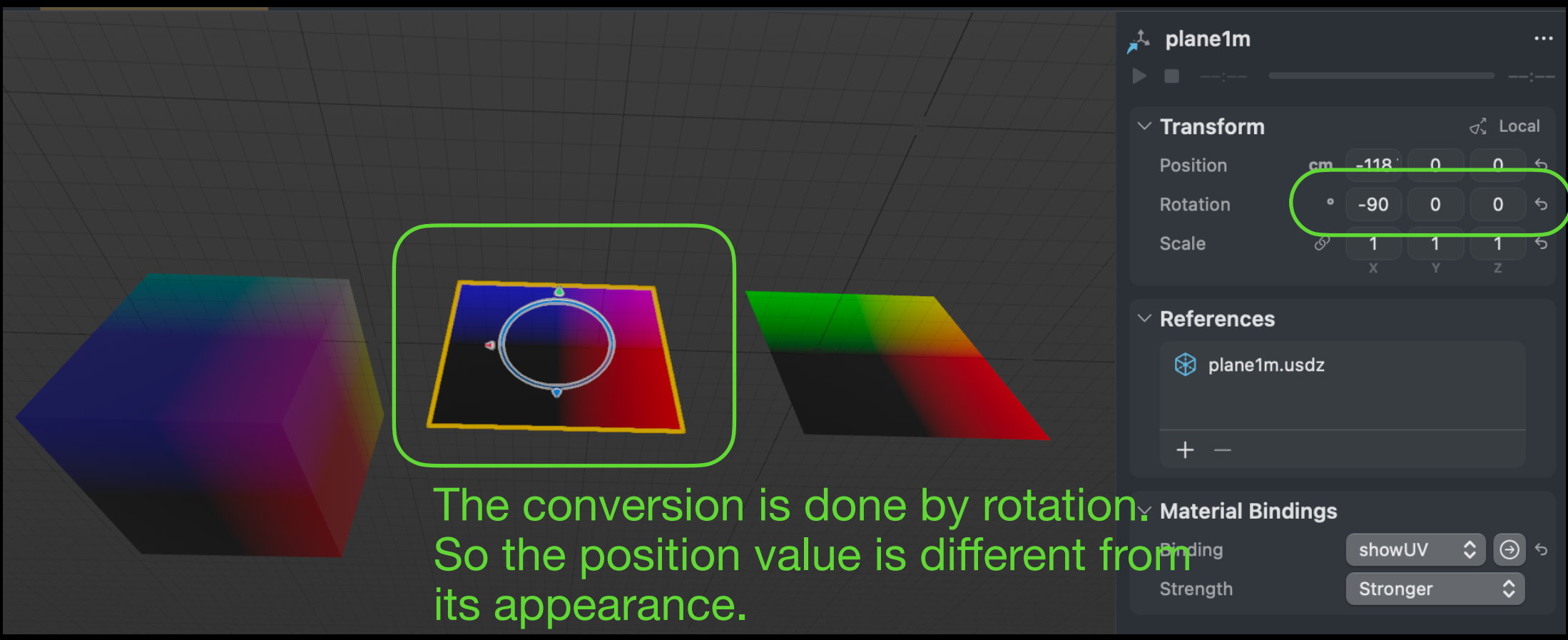
Option 1:

Using Convert Orientation

> Easy Appearance OK
> Be careful with the
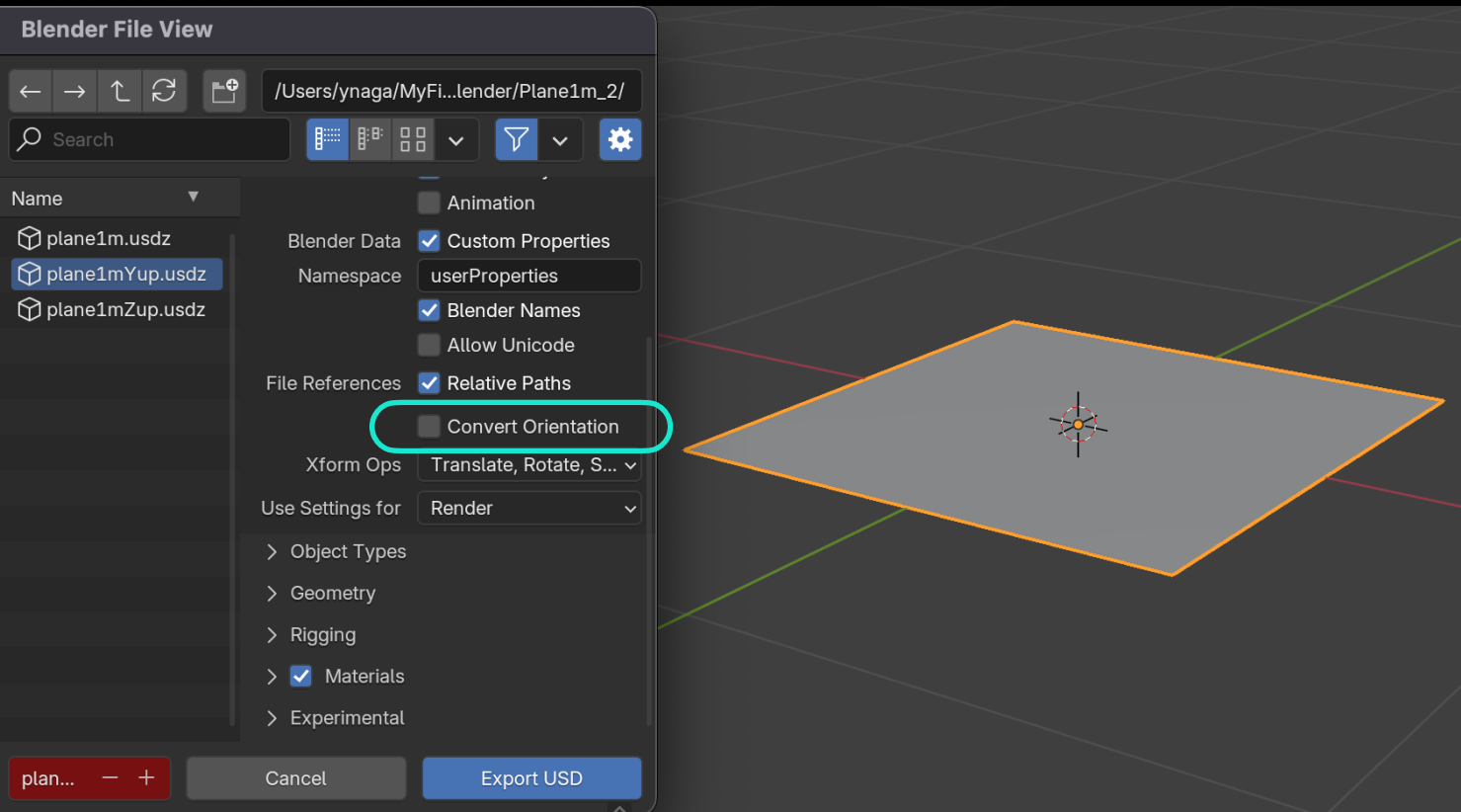> position value

export →

The conversion is done by rotation.
So the position value is different from
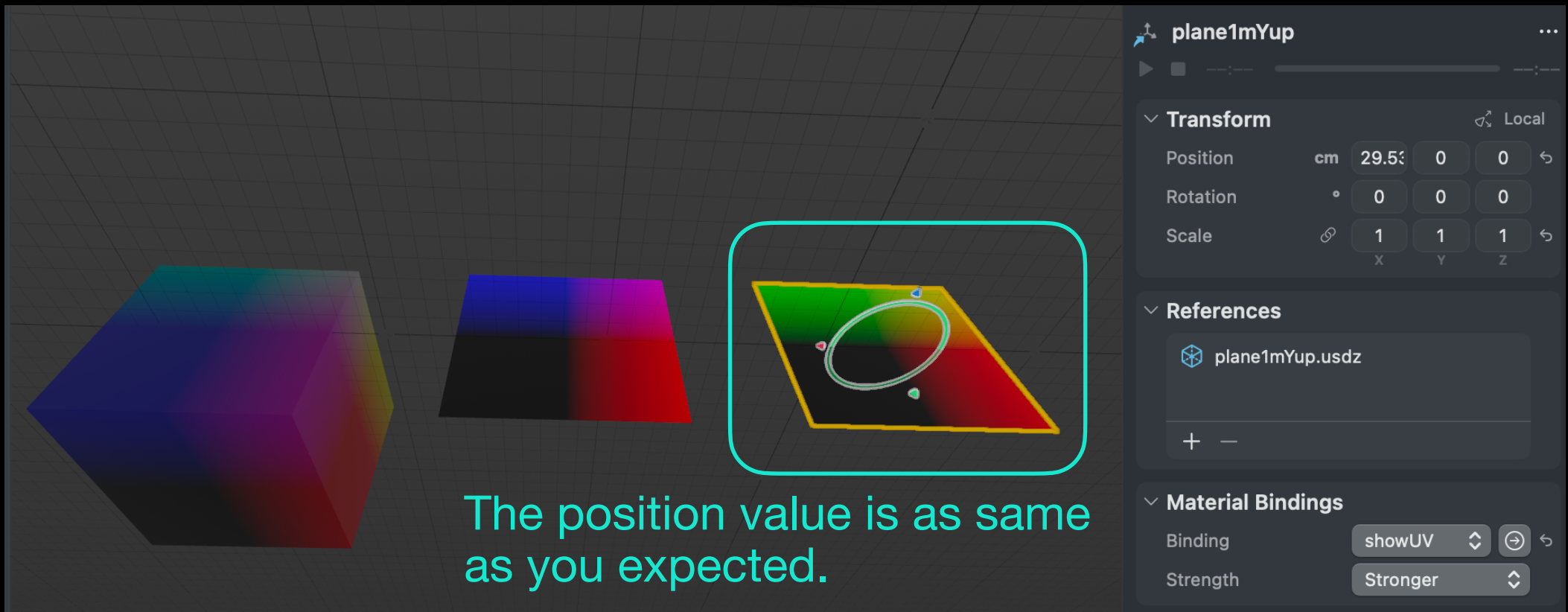its appearance.

Option 2:

Not Using Convert Orientation

Rotate -90 deg/X axis by hand
to make it Y-up

> Annoying Appearance OK
> The position value is OK

export →

The position value is as same
as you expected.

ShaderGraph Material shows point's
position in object space on the meshes as color.