[FBX Import Tips and Tricks](http://creator.imvu.com/index.php/fbx-tips/)

[FBX Import Questions and Answers](http://creator.imvu.com/index.php/fbx-faq)

[FBX Import Web Pages](http://creator.imvu.com/index.php/fbx-import/)

**Exporting FBX files from 3D Studio Max**

* You can use 3Ds Studio Max 2018, but be aware that we have seen some FBX exports that worked in 3D Studio Max 2017 crash in 3Ds Studio Max 2018
* Select the bones you wish to export (Do not export bones that exist only for building animations. In the IMVU sample max files these are typically named with the starting text CTRL\_ or ALIGN\_)
* Choose export->fbx and give the file a name
* Make the following settings:
  + Geometry
    - Check Smoothing Groups
  + Animations
    - Check animation
    - Deformation
      * Check skin
      * Uncheck morphs
  + Advanced options
    - Axis conversion
      * Up Axis: Z-Up
  + FBX File Format
    - Type: Binary or Ascii
    - Version: FBX 2016/2017
* Hit OK