[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/)

Here are some helpful tips for the shoes sample:

* Derive from Shoes (11956)
* Remove the previous shoe mesh
* Load the fbx file: **3ds Shoes Female Blue Sneakers-v01.FBX**
  + The skeleton root will be **Female03MasterRoot**
* Go to the config tab, in the “Clothing Override - Body Part IDs” section, and make sure only 8 and 9 are checked