[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/)

This sample shows a cube that can morph (grow and shrink). The morph and skeletal animations were created in 3ds Max and exported to fbx. Here is how you import it into IMVU.

1) Derive from furniture (12908)

2) Load & import the “3ds FBX - Furniture Morphing Animated Cube” fbx file

-- Choose the “root” skeleton

3) Add an action to spin the cube as follows

**Trigger**: stance.Idle (we’ll make it spin all the time)

**Type**: Room

**# ensembles played**: 0

**After playing:** Pick same Ensemble

For **Morph Animation**, select: “Take%20001-stretch.Exclusive-squash.exclusive.xpf”

4) Apply changes and watch the cube morph