[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/)

Rooms are great for demonstrating the power of the FBX Import tool. Notice that loading the room takes care of setting up all the meshes and textures for you.

To import this room FBX

* In create mode, choose the product to derive from, room (10860)
* Remove the existing mesh and apply changes
* Load the FBX “3ds - Room Church-v01.fbx”
  + For the Skeleton Root, choose “skeleton.Room”. This will bring in all the bones in the room.
* Leave the **“Apply Scale” value at 1**
* Import the FBX
* Apply changes

You can move your avatar to the various seats that were build into the room.