[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/)

To create this invisible furniture “Pose” that contains an animation for the standing avatar, follow these steps:

1) Derive from furniture (12908)

2) Import the “3ds Furniture Animated Idle Pose Spot” fbx file

3) Import an avatar animation: you can import the sample “3ds Animation Female Monster Animation” fbx file.

* You need to select the 2nd available skeleton to get the animation:

RootNode/Female03MasterRoot/Female03MasterRoot (86 bones, 10 meshes)

* Uncheck the meshes and textures and just import the animation file

4) In the config tab, set the **skeleton** to “RootNode%2Ffurniture.RIG%2FRoot.xsf”

5) Add an action as follows

**Trigger**: stance.MyPose

**Type**: Avatar

**# ensembles played**: 0

**After playing:** Pick same Ensemble

For **Skeletal Animation**, select: Take%20001.xaf

After saving your changes, sitting the avatar in the new pose node will animate your avatar like a monster.