[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/)

* Start with either a female or male attachment product to derive from
* Remove the mesh for the sunglasses
* Load the donut fbx file, choosing the skeleton AttachmentRoot
* Set the scale to .01
* After importing the donut, go to the config tab and in the “attachment node” field, enter lfHand to attach the donut to the avatar’s left hand.
* Add an action as follows
  + **Trigger**: stance.Idle
  + **Type**: Avatar
  + **# ensembles played**: 0
  + **After playing:** Pick same Ensemble
  + For **Skeletal Animation**, select: Take%2001.xaf