[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 contains a room exported from Maya.

To import it:

* Start by creating a new IMVU furniture product, deriving from Room (10860)
* Load the fbx file, “Maya - Room Church-v01.FBX”
  + Choose the “skeleton.Room” skeleton
* Set the import **scale to .01**
* Import the FBX and apply changes

Notice that your avatar can move to the various seats that were built into this room