[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/)

When creating a new female avatar full body product, you will want to extend from product 80. Please refer to the IMVU Creator tutorials for more details.

This model was exported from Maya.

To import this model:

* Derive from product 80
* Load the file “Maya Avatar 80 Female Full Body-v01.FBX”
* **Set the scale to .01**
* Import the FBX
* Go to the config tab, under skeleton variables and set your skeleton to Female04\_Anime01\_SkeletonMASTER.xsf in the dropdown list
* Apply changes