[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 shows a cube with a morph animation, created in Maya. To import it:

* Start by creating a new IMVU furniture product, deriving from Furniture (12908)
* Load the fbx file, “Maya - Furniture Morphing Animated Cube-v01.FBX”
  + Choose the “root” skeleton
* Set the import scale to .01
* Import the FBX and apply changes
* Add an action to morph the cube as follows
  + **Trigger**: stance.Idle (we’ll make it spin all the time)
  + **Type**: Room
  + **# ensembles played**: 0
  + **After playing:** Pick same Ensemble
  + For **Morph Animation**, select: “Take%20001-stretch.Exclusive-squash.exclusive.xpf”
* Apply changes and watch the cube morph