

# MMD FBX



MMD  Unity  [MMD !\[\]\(ae1936640fabdea8c18f922ca69733fe\_img.jpg\) Unity - Blender Young Blog](#)

## Blender

### 1 Blender 2.93

[index of /release/ \(blender.org\)](#)

 2.93 

### 2

Github [Releases · absolute-quantum/cats-blender-plugin \(github.com\)](#)



Github [cats-blender-plugin-0-19-0.zip](#)

### 3

 Blender        



# 1

delete“x“

# 2

MikuMikuDance Model “

# 3 Fix

<“CATS“ Fix Model“

(“FBX“)



# 1

[https://docimg10.docs.qq.com/image/AgAABg8ypEETsVvUNZJMNboSIRg\\_F16F.webp?w=248&h=411](https://docimg10.docs.qq.com/image/AgAABg8ypEETsVvUNZJMNboSIRg_F16F.webp?w=248&h=411)

“Create Eye Tracking“

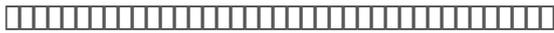
# 2

[https://docimg10.docs.qq.com/image/AgAABg8ypEHKfmF\\_Sc9Kf5M8C0H9-xvH.webp?w=387&h=204](https://docimg10.docs.qq.com/image/AgAABg8ypEHKfmF_Sc9Kf5M8C0H9-xvH.webp?w=387&h=204)

“Create Visemes“

# 3

“FBX“



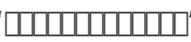
1 

 "Model Options" 

2  Body

 "Body"

3 

 CTRL " "Model Options"  "Join Meshes-Selected" 

 Body  "Body"   " "Body"

4 



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Revision #1

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