Bring your 3D model into Blender, Unity and Unreal

Import a rigged GLB and its FBX version into Blender, Unity and Unreal Engine, and fix what breaks: textures, pivots, axes, clip names, root motion and bone names.

GUIDE · Step 1 · Learn

IN SHORT

- Start with the GLB: it keeps the mesh, textures, skeleton and clips in one file, and Blender and Unreal read it directly.
- Unity needs the free glTFast package; the FBX version lost its textures and its clips in the test.
- Check the scale and the floor, every texture, the clip names and the root motion before you build on the import.

You need ✓ A rigged and animated model, as from lessons 4 and 5
✓ Blender, Unity with the glTFast package, or Unreal Engine

This lesson takes a rigged, animated character from Scenario into Blender, Unity and Unreal Engine.

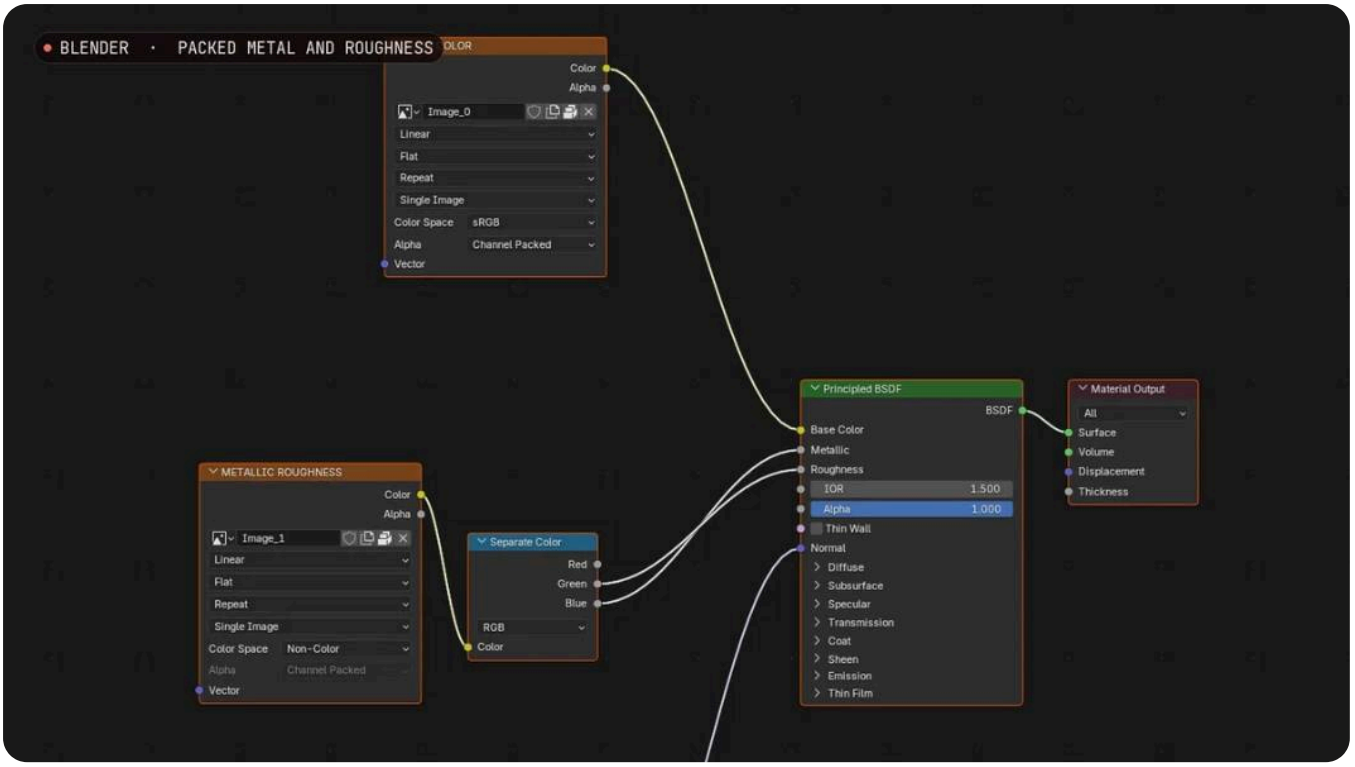
GLB or FBX



Lessons 4 and 5 left the character rigged and animated, with 52 bones and five clips.

Scenario gives you a **GLB**, and can also convert it to **FBX**. A GLB keeps the mesh, textures, skeleton and clips in one file. Blender and Unreal read it directly. Unity needs the free **glTFast** package.

Blender



In Blender, choose **File** > **Import** > **glTF**, with the defaults.

- The character comes in about two meters tall, centered on the origin, with Z up, and the five clips arrive as separate tracks.
- The Scenario plugin lives in the same sidebar, so you can generate more assets without leaving Blender.
- **Material:** a GLB packs roughness and metalness into one texture, in the green and blue channels. In the FBX version, that texture was dropped.
- In the run clip, the hips travel three meters forward. There is no root bone, so the motion lives on the hips.

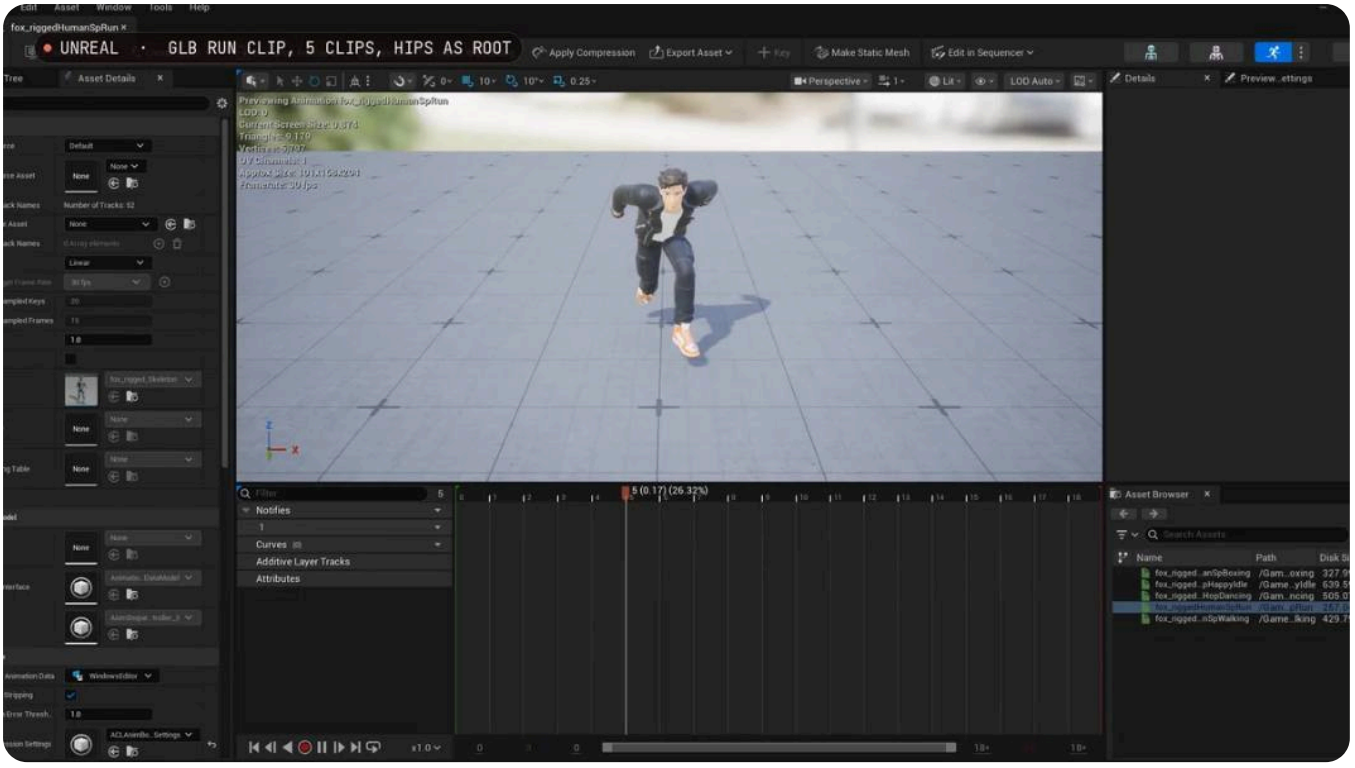
Unity



Add **glTFast**, then import both files.

- The GLB arrives with all its textures. The FBX arrives with no textures, stuck in its first pose, and its parts rotated 270 degrees on X from the axis conversion.
- Both stand half in the floor, because the pivot sits at the center of the body. Lift the character one meter, or place it under a parent at floor level.
- In the FBX, every clip name starts with **Armature**. Rename the clips, and use **Bake Into Pose** for clips that should stay in place.

Unreal Engine



Drag the GLB into the **Content Browser**. **Interchange** shows its settings; keep the defaults.

- The character sinks to the waist and faces the side, because Unreal uses X as forward. Raise it 100 centimeters and turn it 90 degrees, or use **Offset Translation** and **Offset Rotation** on import.
- The GLB brought all five clips, with the hips as the root bone. The FBX brought none: Unreal rejected every clip because its length did not land on a whole frame. Turn on **Snap to Closest Frame Boundary**, or stay with the GLB.
- Bone names: the rig calls the thumb bones Thumb 1 to 3, and the Cartwheel clip calls them Thumb, Thumb 1 and Thumb 2. Match by name, and every finger shifts one joint. Retarget instead.

Before you import



- Start with the GLB.
- Check the scale and the floor.
- Check every texture.
- Rename your clips.
- Decide on root motion.

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Verified in Scenario on Nov 11, 2026.