

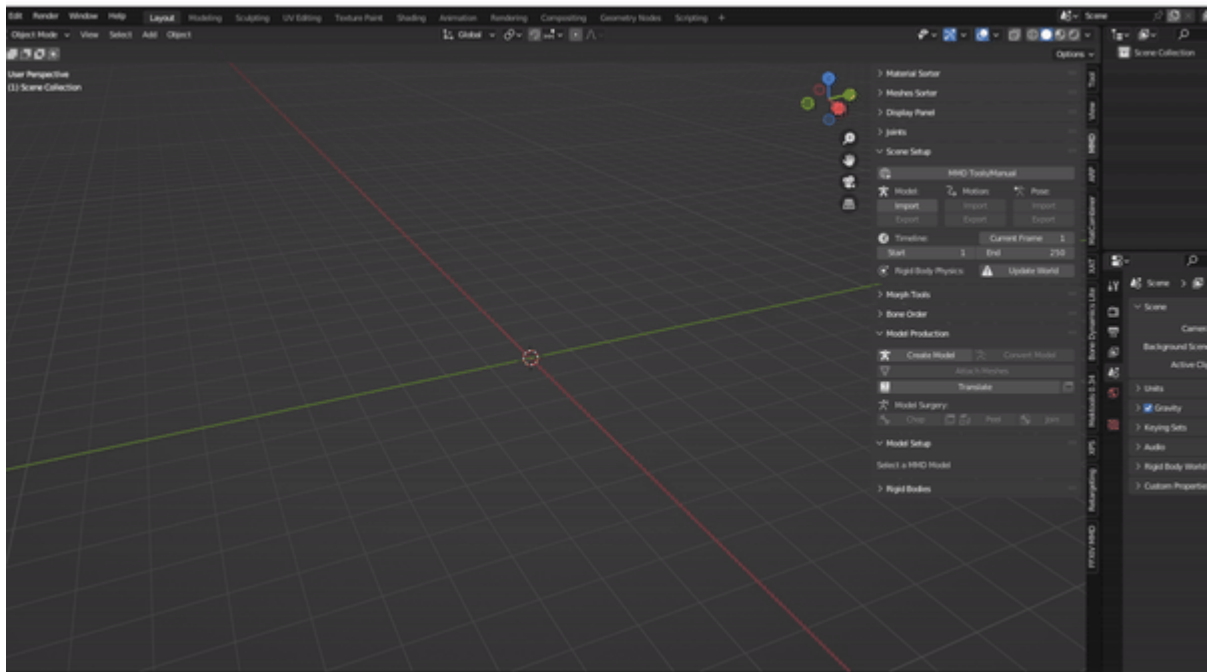
Chapter 2: Loading in MMD Model and Motion

This chapter covers how to load in MMD model and motion.

- [Loading in the MMD Model](#)
- [Loading in MMD Motion](#)

Loading in the MMD Model

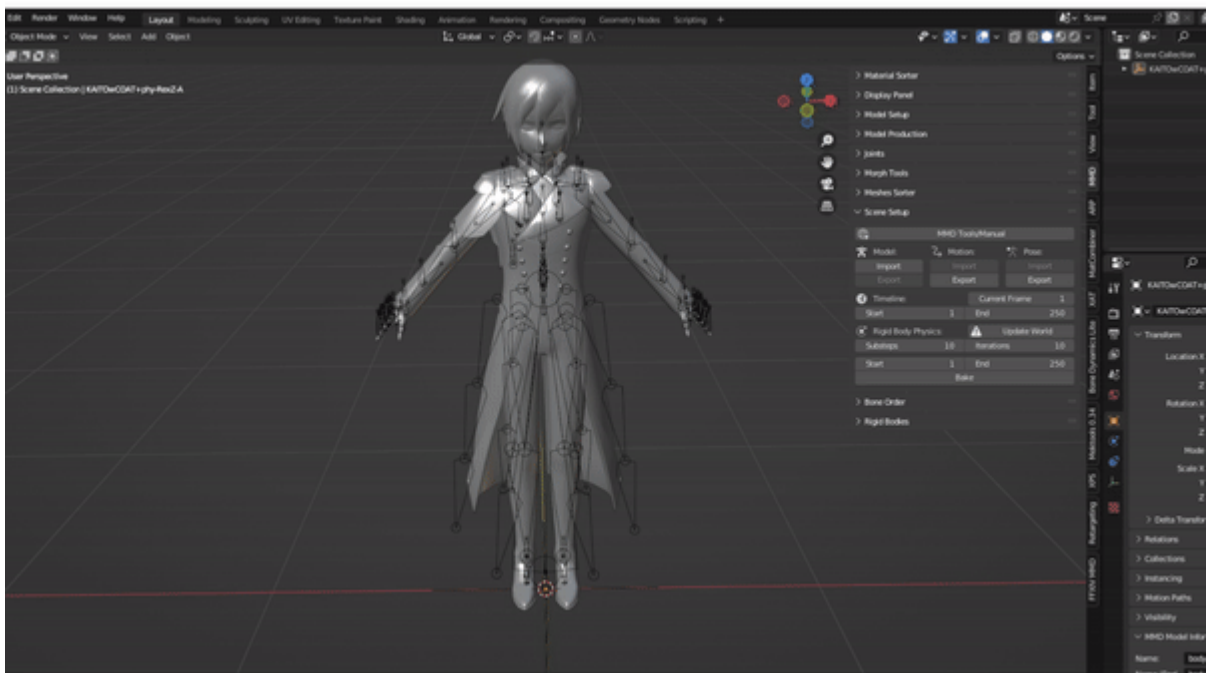
1. Locate/open the MMD Tool menu and find the Scene set up section.
2. Click on the Import button in the Model section.
3. Find your MMD model.
4. Before clicking the import model file, there a few settings that will need to adjusted.
 - Scale - MMD models can come in a variety of sizes. To determine the closest size that roughly fits the FFXIV model, go to this sub chapter.
 - Enable the following settings:
 - Remove Doubles
 - Fix IK Links
 - Apply Bone Fixed Axis
 - Rename Bones - User under score
 - In the Rename bones to English, click on the drop down menu and select Internal Directory.



Loading in MMD Motion

With the MMD model loaded in, next is importing the motion onto the model.

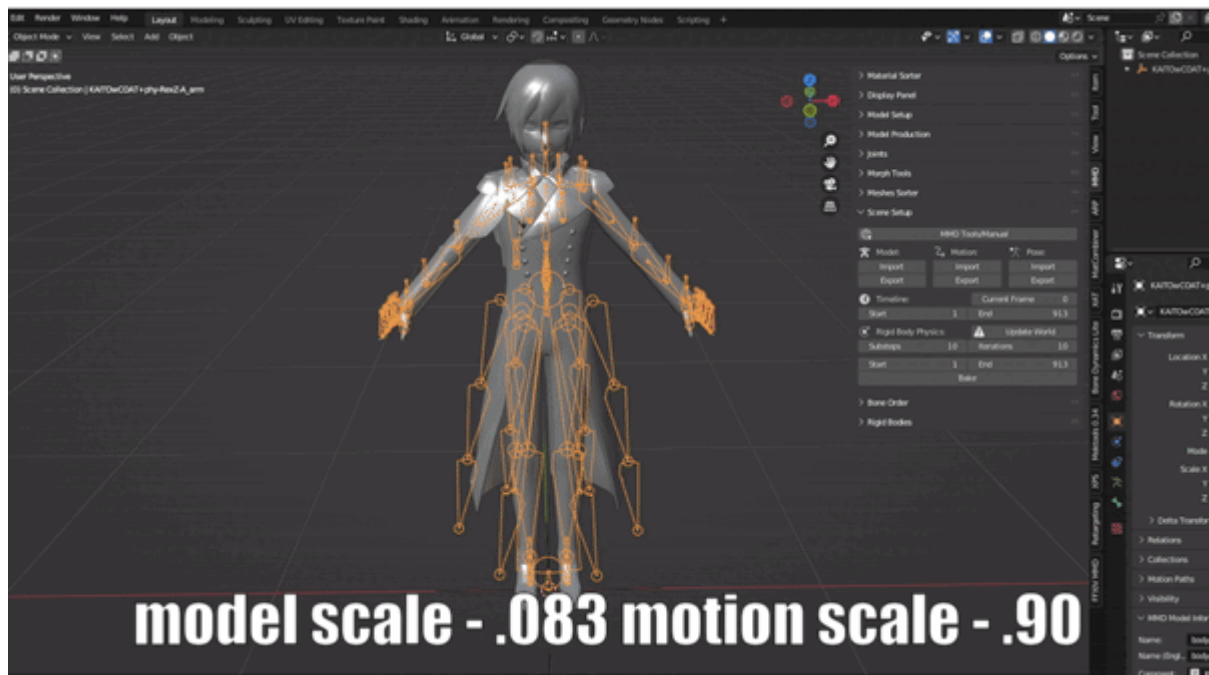
1. Select the skeleton of the MMD model.
2. In Scene set up section , find the Motion section.
3. Click on import button.
4. Locate the MMD motion.
 1. Most MMD motions will have a .vmd file extension
5. Before clicking on the Import VMD File, the scale value will have to be the same scale value the model was imported at.
 1. It is best to remember what scale the model was imported at.



2.

3. This what happens when a motion is imported at the wrong model scale

4.



Congrats on loading the MMD motion into Blender!

If your motion seems to be playing weirdly, the IK constraints may need to be enabled/disabled. Most MMD authors will note if motion uses IK or not

1. Click on the MMD armature and go into pose mode. Yellow bones have constraints on them

