Prologue: What you'll need

Before we get started, there is a checklist of files you'll need to have prepared:

- Blender
- XAT
- MMD Motion
- MMD Model
- FFXIV Player Model
- .sklb (Skeleton) file
- .pap file
- Retargeting add on and configuration
- Determination!

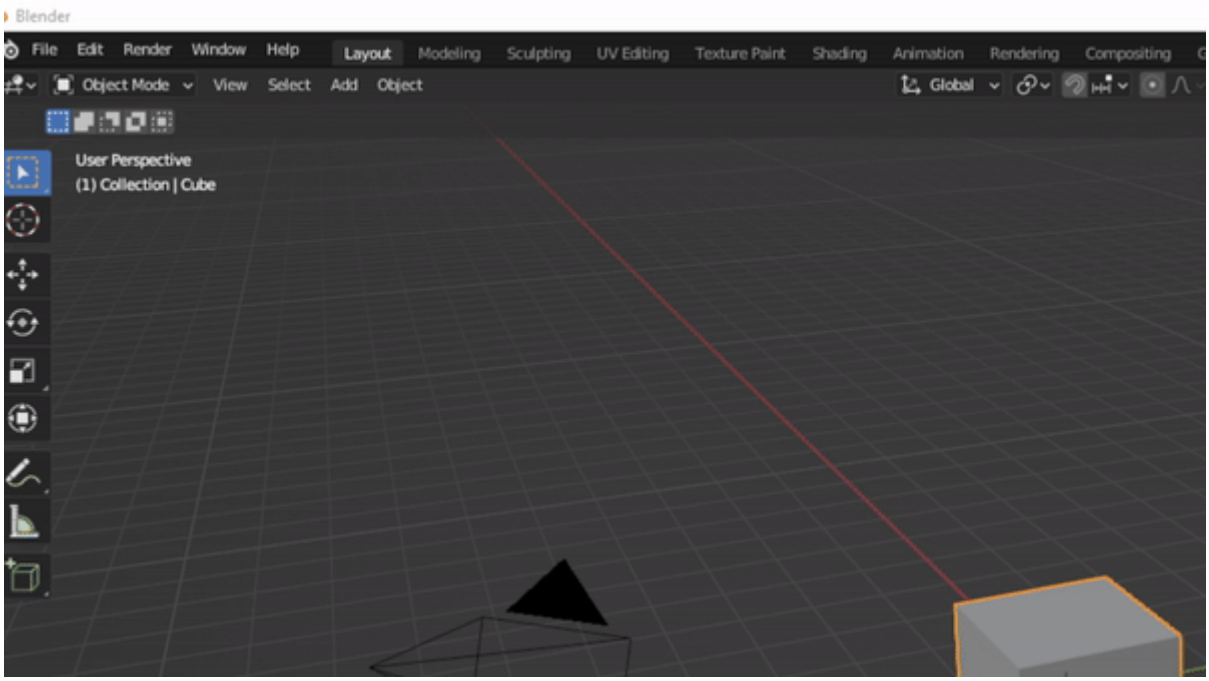
  Download the Animation Tool Kit here : Google Drive

- Chapter 1: Add-ons for Blender

Chapter 1: Add-ons for Blender

For this guide I am using Blender 3.3 LTS. You can view and install all Blender LTS here.

If you have Blender already installed, here is a list of add ons you will need installed onto Blender:

- Auto Rig Pro (you'll need to buy the full version)
  - (Free) Mwni's retarget add on
  - There is also the rokoko retargeting add on but I've personally had mixed experiences with this one.
- MMD Tools (To load MMD models and animation in Blender)
  - If the above one does not work or you're working with Blender 4.X, UuuNyaa's version is the most up to date.
- To install an add on in Blender , do not unzip the ZIP file. Follow this gif:
- 

Before we get started with porting over MMD motions, please read the Terms and Conditions of the motion's creator. Some may or may not allow the use of motions outside of MMD!

With that out of the way, lets get started!