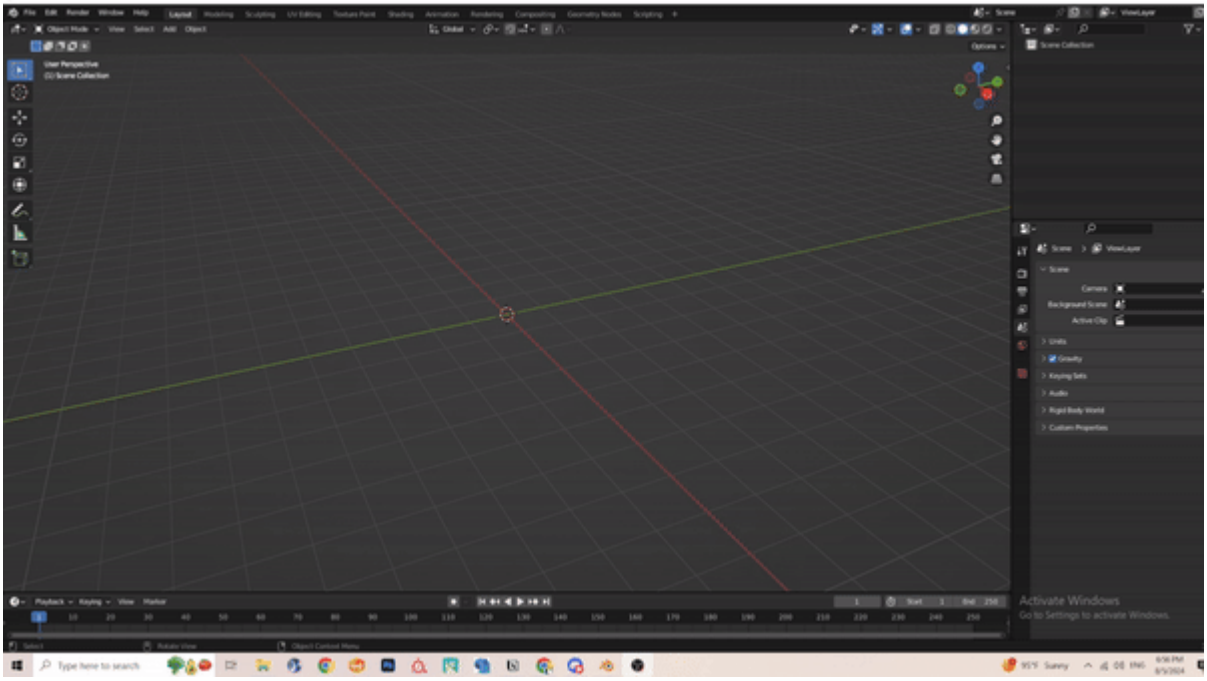
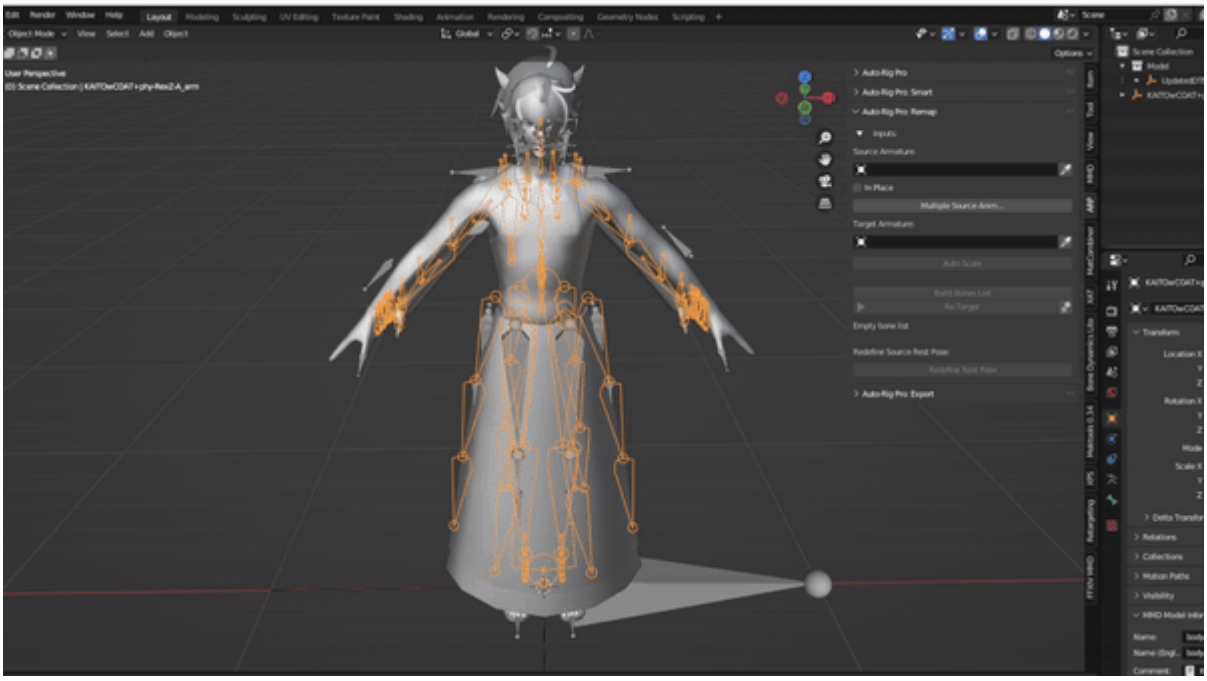
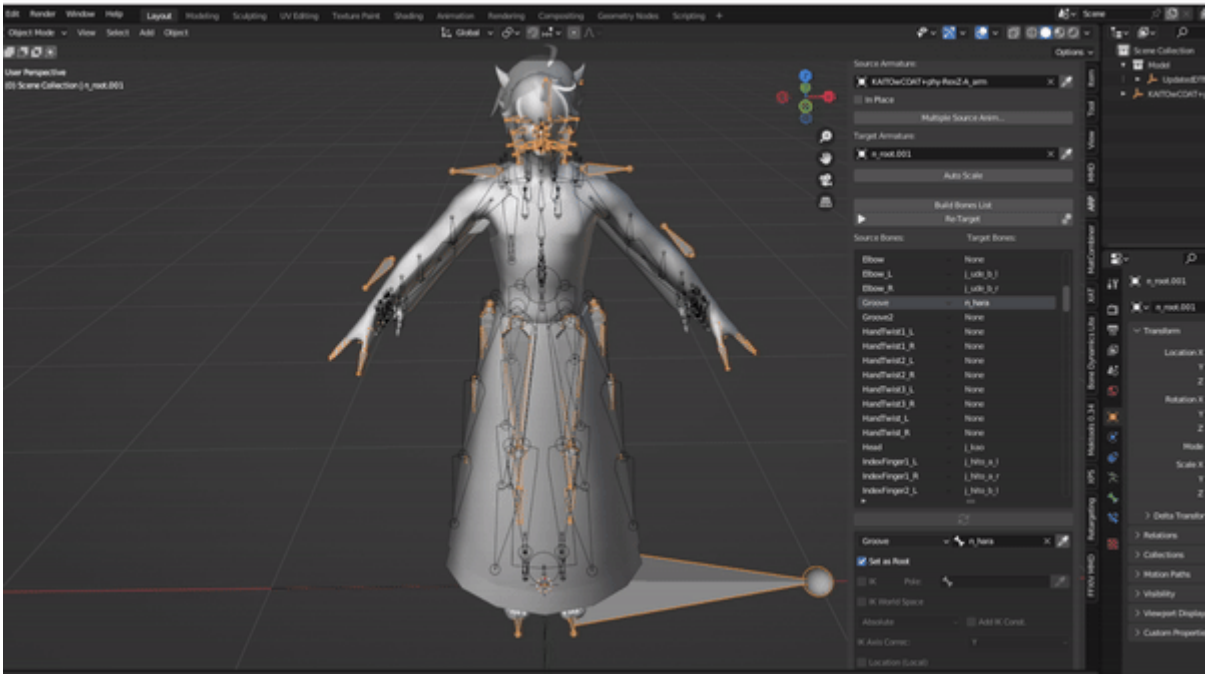
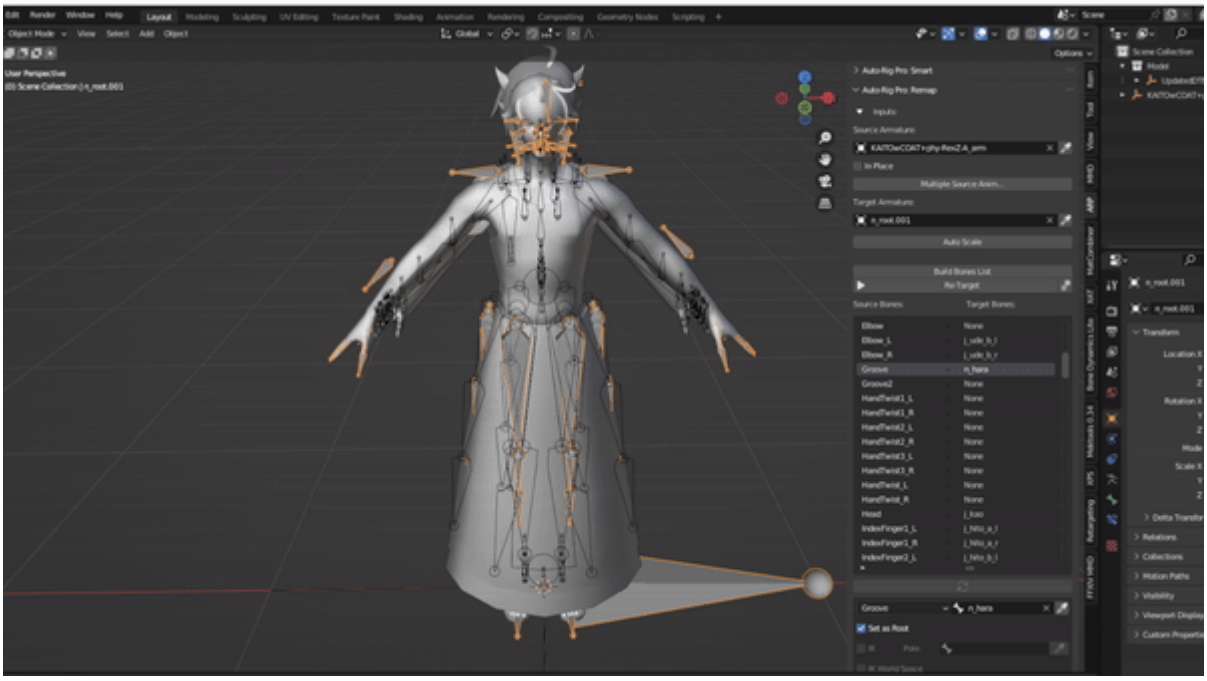
Auto Rig Pro

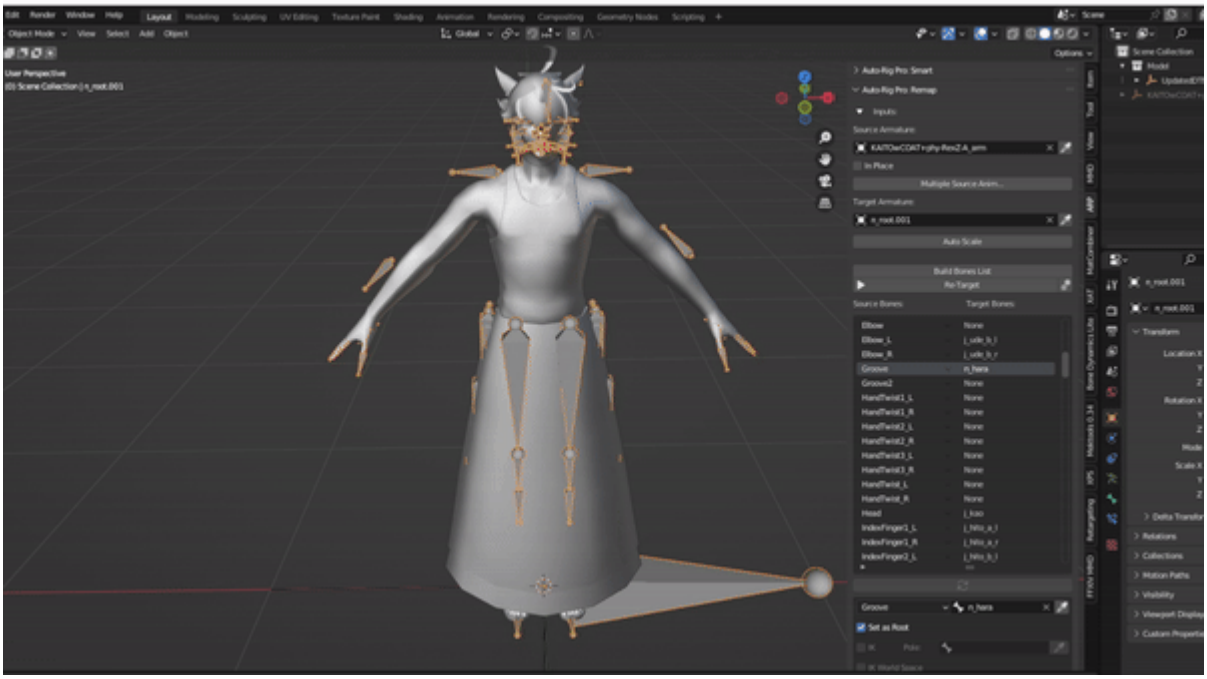
1. Import/Append FFXIV model
    - If you are importing your own FFXIV model, make sure to remember the X and Y direction of the primary and secondary. This will be important later.
    - If you are using the Blender file from the toolkit, here's how to append it to a new Blender file
    - 
2. Enable ARP and locate ARP in the add on bar
3. Expand the Remap section
4. In the source animation field, select the eyedropper button and select the source armature/skeleton (in this case, the MMD skeleton)
5. Then in the target field, again select the eyedropper and select target armature (in this case the FFXIV skeleton)

- 

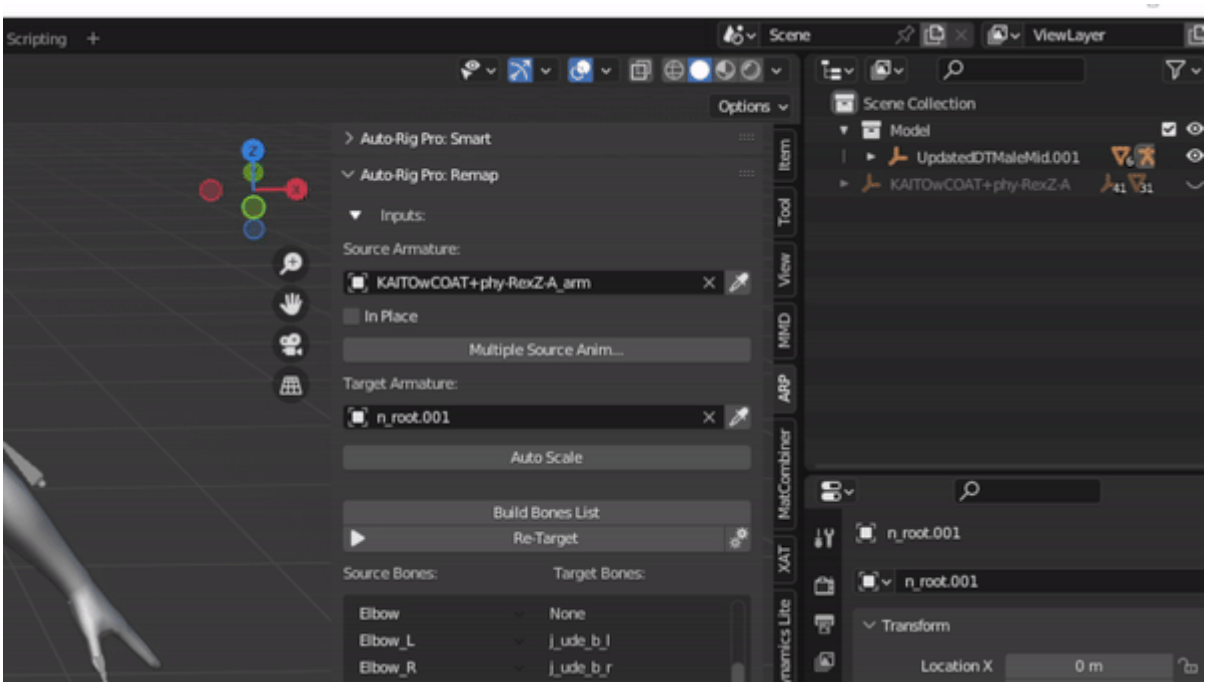
6. Click on “Build Bones”
7. This step is the longest if you don’t have a preset readily available. In this step you will have to roughly match the main body bones of your MMD model to the FFXIV skeleton. MMD armature can differ vastly from FFXIV skeleton and it can be frustrating to pinpoint which one matches the FFXIV skeleton.
    1. Luckily I’ve prepared a MMD model I like to use and preset for retargeting :D
    2. If you are retargeting from something not MMD, do note that one bone needs to act as the root/anchor (usually whatever is equivalent to FFXIV’s n_hara bone)
        - 
8. Find the import preset button and use the preset file
9. Click retarget

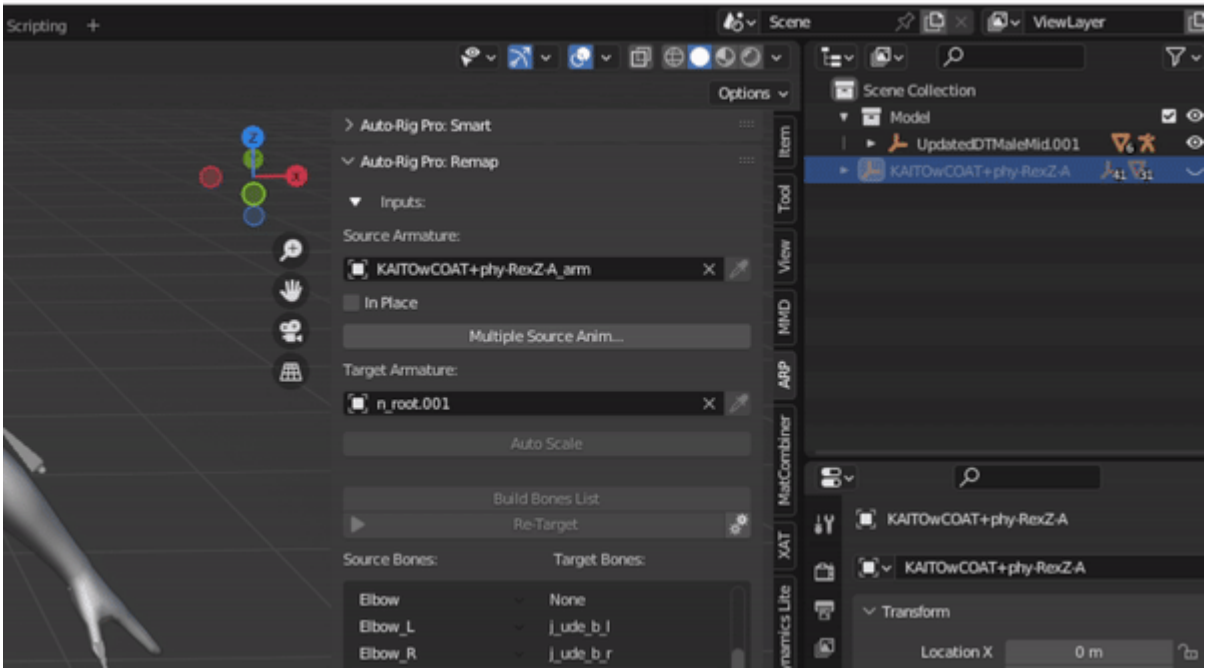
- 

10. ARP retargeting can be done rather quickly, so itll be done in no time.
11. Once its done retargeting, press play to see if the FFXIV model plays correctly.

- 

12. In the Scene Collection, navigate to the n_root. There will be an icon below it that stores the animation. This is called the track. Double click on it and rename it to something you will recognize. (ie. Finished Dance , etc)

- 

13. Right Click on the icon that stores the MMD model and remove it from the scene
- 

14. The last step of the process is exporting the model and animation as fbx.
15. Before exporting make sure to adjust the primary and secondary bones in the armature section to match the orientation the bones were imported as.
    - Most do X on primary and Y on Secondary to make viewing bones much easier for refining animation

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Layout
Modeling
Sculpting
UV Editing
Texture Paint
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Select
Add
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Options
User Perspective
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Face
Hands
IK
FK
Physics
Extra
Base Bones