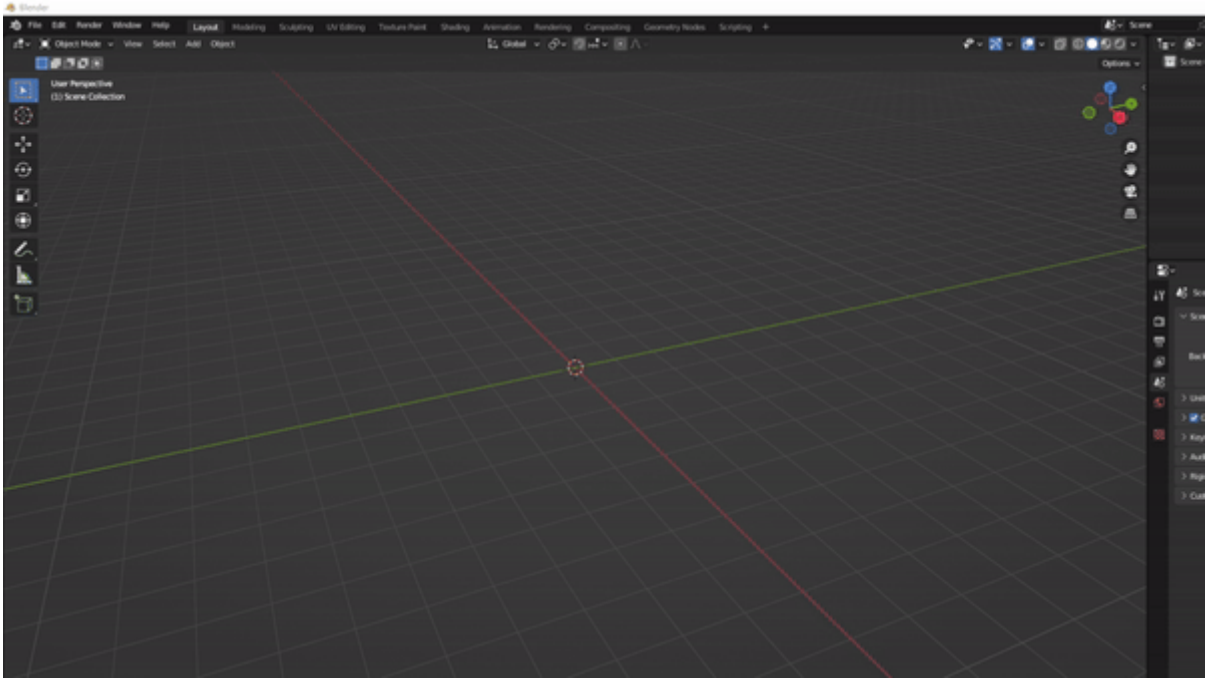
How to Determine MMD Scale

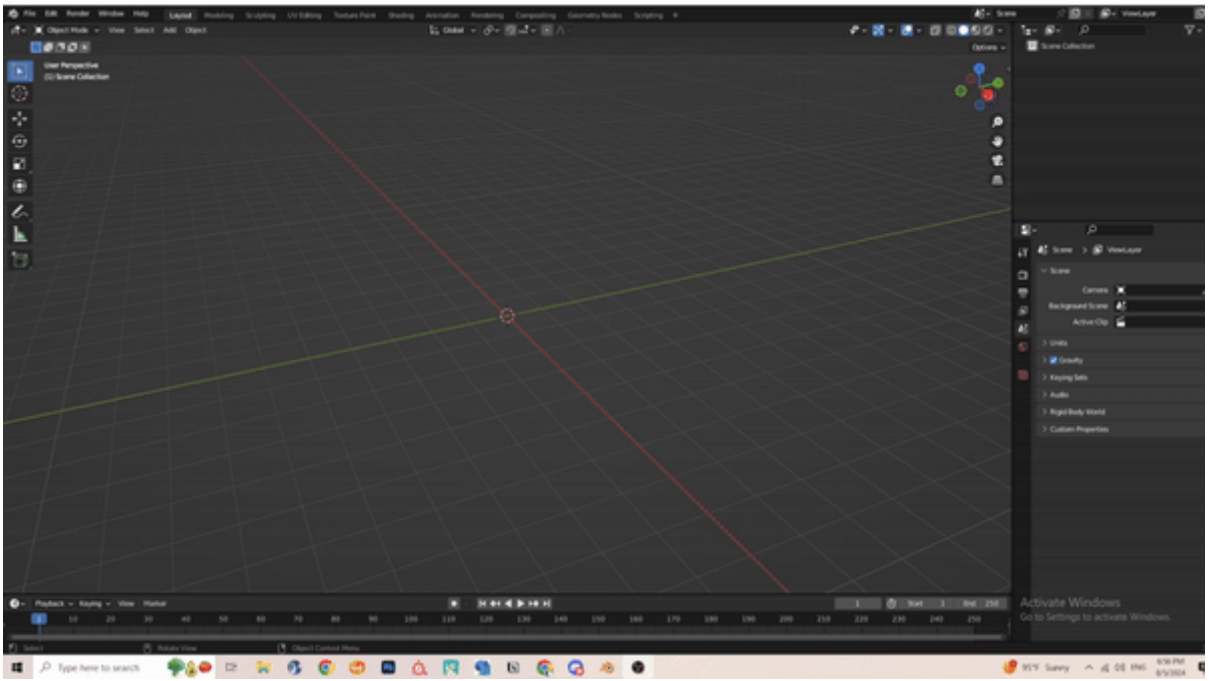
So say you're using a different MMD model and you don't know what scale to import it as.

Import your FFXIV FBX model into the scene

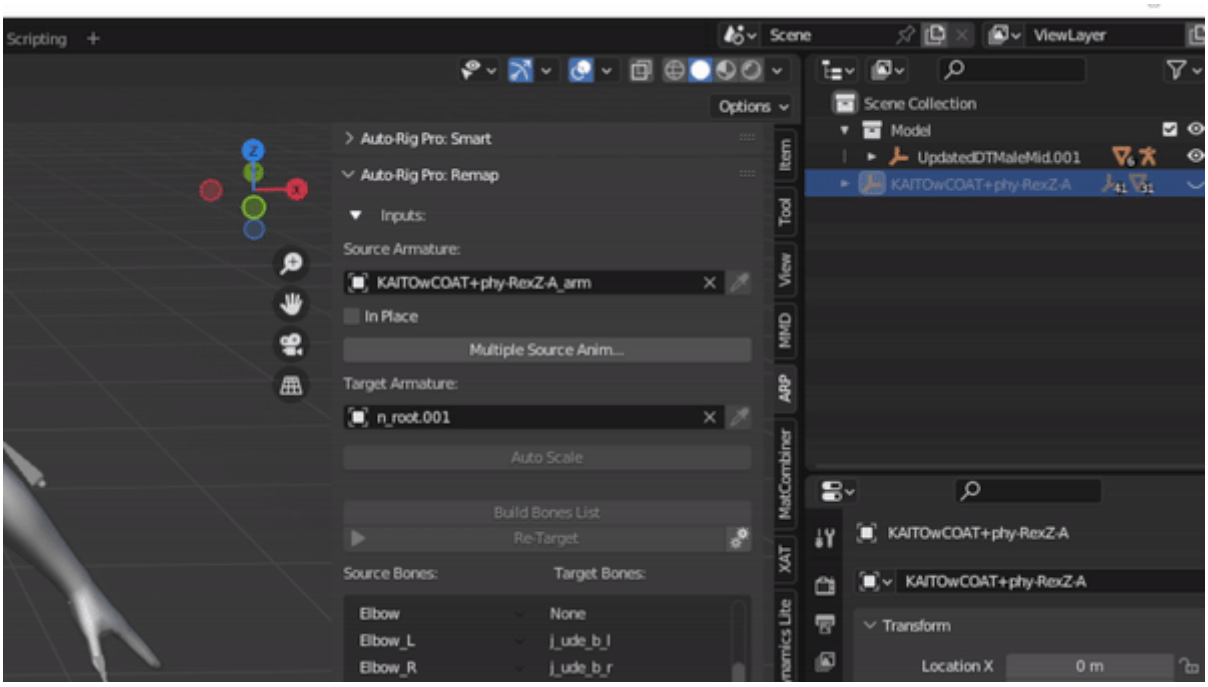


To make it easier on the eyes, I recommend importing the Primary Bone Axis to X axis and secondary bone axis to Y axis.

Alternatively, you can also append the FFXIV model from the blend file in the animation kit!



1. Once that is done, locate the MMD tools section and find the scene set up.
2. Under model section, click on import and find your desired MMD model
3. Change the scale to 1 before selecting import.
   - 
4. Now without clicking off of the newly imported MMD model, click S on your keyboard (or w/e key bind you have set for your Blender)
5. Scale the model down till it roughly fits the FFXIV model's head and/or arms.
6. Navigate to the Items tab and take note of the scale value. That is scale at which you want to import your MMD model and motion at.
   - Remove the MMD model out of the scene



7. Reimport your MMD model at the desired scale

