



medium

## Import Guide

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# Medium Reference Mesh Import Guidelines

You can import meshes from other 3D packages into Medium to use as references in your sculpting. With the new Copy to Clay feature, you can also convert reference meshes into sculptable material, preserving color information from your original mesh. Copy to Clay and textured reference meshes are both new features in version 1.2.2.

To import a mesh, drag it into the Medium Import folder:

```
C:\Users\<USERNAME>\Documents\Medium\_Import\Reference Meshes\
```

You can import reference meshes in either of the following file formats:

- .fbx
- .obj

Meshes from both formats can be brought into Medium with vertex color and texture information. Each format has slightly different requirements:

- **OBJ** - Medium uses a non-standard extension to the OBJ file format to support vertex colors inside the OBJ file. For textures, we require a .obj file, accompanying .mtl file, and all image files. We support one diffuse texture per subset. All files should be included in the Medium Import folder.
- **FBX** - Medium's FBX importer supports one diffuse texture per mesh node inside the .fbx file. Each image file, as well as the .fbx file itself, should be included in the Medium import folder. Normal maps, multiple blended textures, and other special usage of textures are not supported and are not brought into Medium. If you are having issues with import, make sure that you have included all textures files with correct pathing in of the import folder, and make sure that each mesh node contains only one diffuse texture.

## Mesh Requirements

Meshes should have vertex normals and be watertight. While watertightness isn't required for the reference mesh in general, it is strongly recommended for meshes you plan to use with the Copy to Clay feature. Non-watertight meshes may fail to copy or show errors in the final sculpt. While minor errors in the geometry may not cause problems with Copy to Clay, it's best for the mesh to be completely watertight. It is not necessary to triangulate meshes, as they are automatically triangulated upon import. As for vertex normals, they aren't strictly required either, though meshes without normals show up unlit inside of Medium, giving them a uniformly flat gray appearance.

## Import as Reference Mesh

Once all required files are inside the import folder:

1. Press down on the Support hand thumbstick.
2. Select the Reference icon.
3. Select the Meshes tab.
4. Select Import Meshes at the bottom of the panel.

Imported meshes appear in the Custom category; select the mesh you want to place into the scene from the mesh previews.