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# Other DCC Apps

## Using SpeedTree to create models and use them in DCC Apps

Getting a SpeedTree model into an arbitrary DCC application is a three step process. First, select or create a model in the SpeedTree Modeler. Second, export the model using '**File→Export mesh...**'. Third, import the generated file in the application of your choice. See below for a detailed explanation of these steps.

### 1. Create the Model

The first step in the process is to use the SpeedTree Modeler to create the model. This can be as simple as opening a library model or as complex as creating a tree from scratch. Some SpeedTree features such as detail maps, branch intersection blending, and wind may be difficult to implement in applications not supported directly by SpeedTree; however, all geometry and base texture layers should work with either the .fbx or .obj formats.

### 2. Export the Model

Once the model is complete, select '**File→Export mesh...**'. In the ensuing file selector, select 'Autodesk FBX' or 'Wavefront OBJ' from the combo box labelled 'Save as type' and pick a filename for the export. These formats are the most likely to import successfully into DCC applications.

### 3. Import the Model

Use the standard import mechanism in the DCC application to import the model. The geometry and

base texture layers should be correct; however, it will likely take some manual clean up to implement things like specular reflections and translucency on leaves.

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