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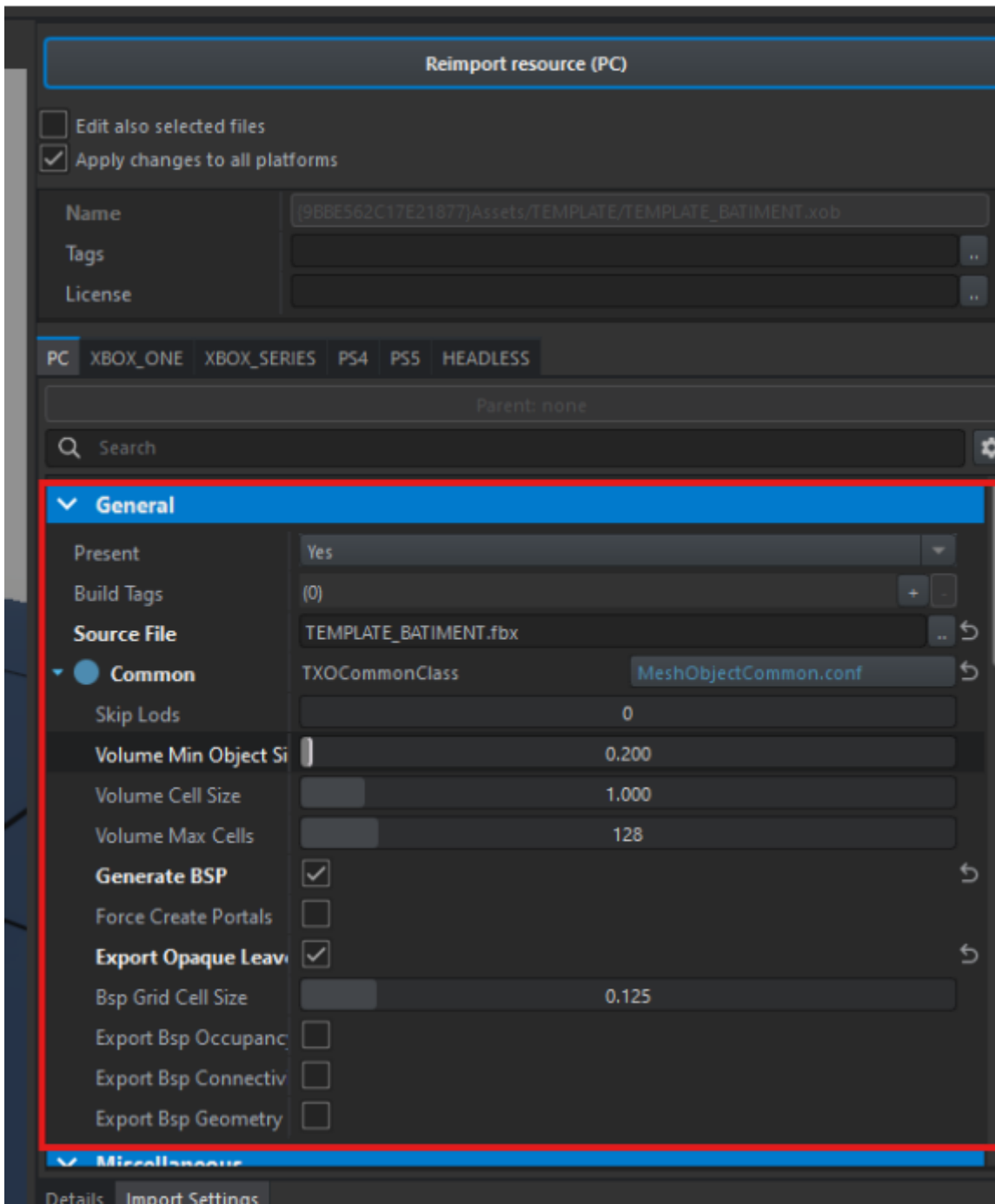
# Import and modification in Enfusion Tool

## a - Import

Once imported, select the XOB file and modify the following properties:

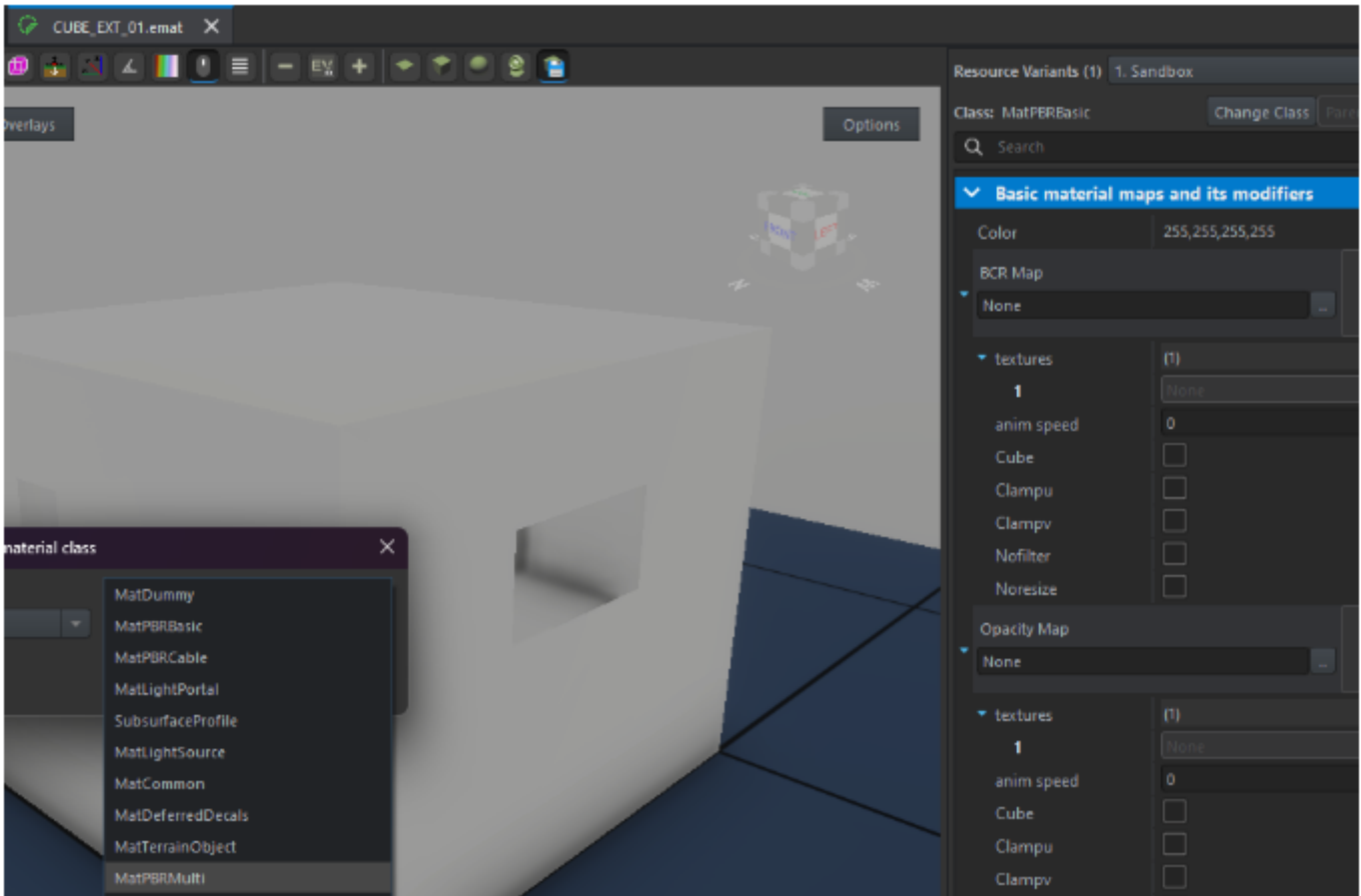
- Go to **General** → **Source File** → select your FBX file.
- Check **Generate BSP, Export Opaque Leave & Export skinning**

- Click **Import** to finalize the import.



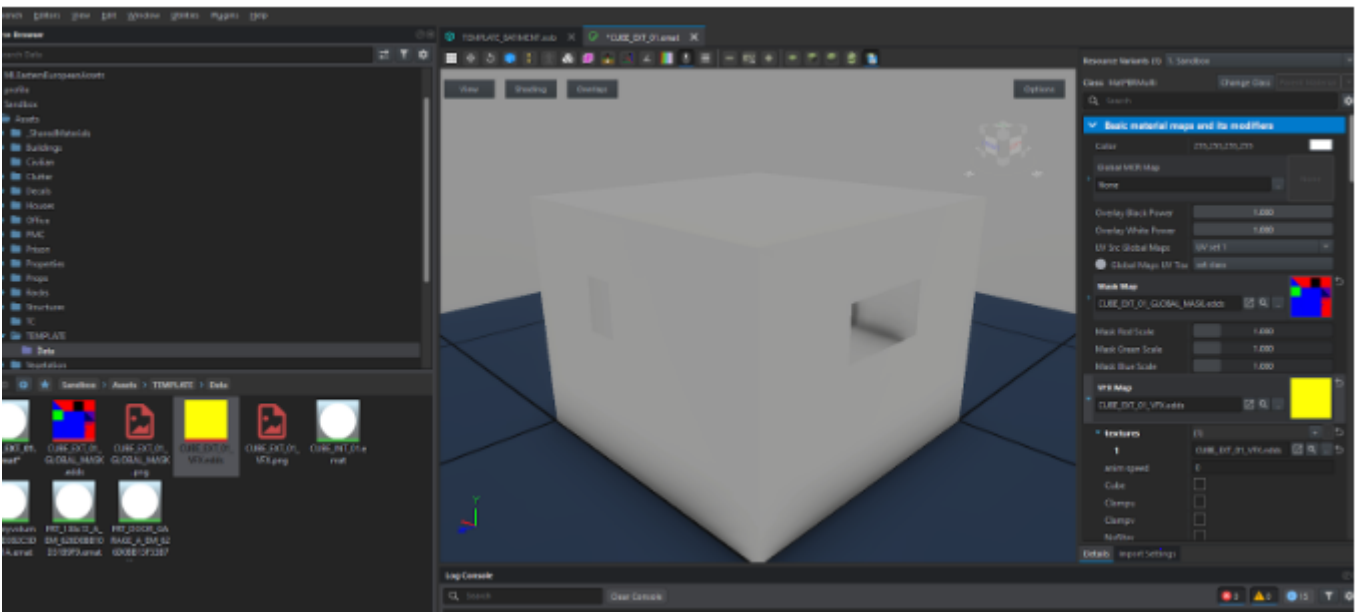
## b- Modificaiont of the Emat

Go to the emat concerning -> change class -> MatPBRMulti



### c - Import your texture masks:

- Place the **global mask** in the *Mask Map*.
- Place the **VFX mask** in the *VFW Map*.



Revision #3

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