Construction Worker Import Instructions (FULL IMPORT)

1. **Open Blank Adobe Fuse File**
2. **Click File>Import>Import Clothing**
3. ***Select Mesh File*** *(.obj):* Construction\_Vest/ConstructionVest\_012.obj
4. **Make sure the following are set:**
	* Display Name = Construction Vest012
	* Category = Tops
	* Item Type = Clothing
	* Base Body = MaleFitA
	* Search Tags = Shirt, Vest, Top



1. **Assign related textures:**
	* Color Mask = Top\_MaleFitA\_ConstructionVest\_Mask\_01
	* Normal Map = Top\_MaleFitA\_ConstructionVest\_Normal\_01
	* Detail Diffuse Map = Top\_MaleFitA\_ConstructionVest\_Spec\_01



1. **Name Colored Masked:**
	* Black = *Leave Blank*
	* Blue = Shirt
	* Cyan = Shirt Inside
	* Green = Vest
	* Magenta = Buckles and Bits
	* Red = Pouches
	* White = Reflective Strip
	* Yellow = Belt and Straps



1. **Open The Construction Character**
	* File>Open: Construction\_Worker\_01/Construction\_Worker\_01.fuse
	* Can Create a Prefab of textured clothing if desired:
		1. Click on Construction Vest in the character window
		2. Then Click File>Create Prefab From Item
	* Results should look like the example picture below:

