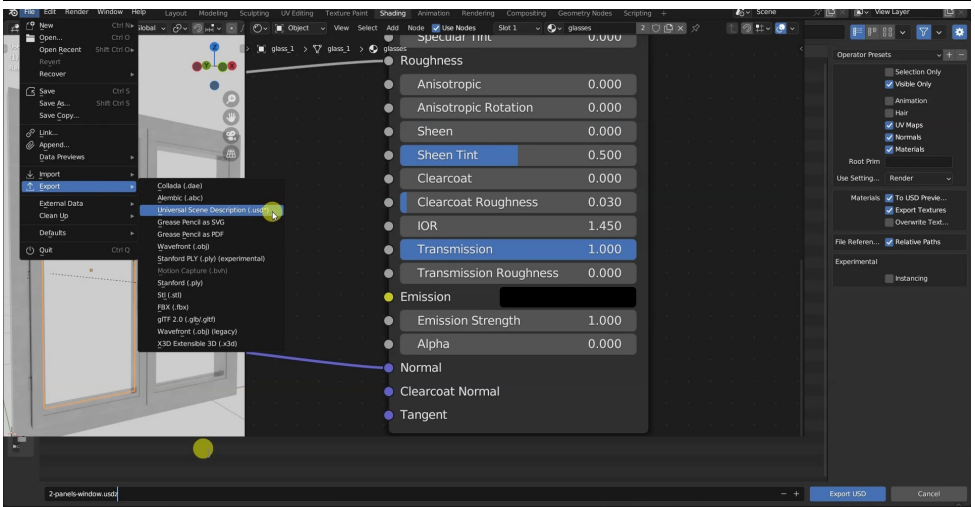
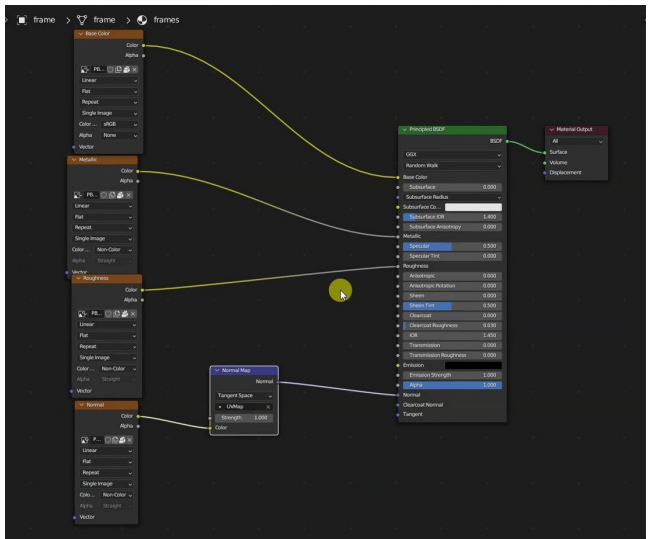


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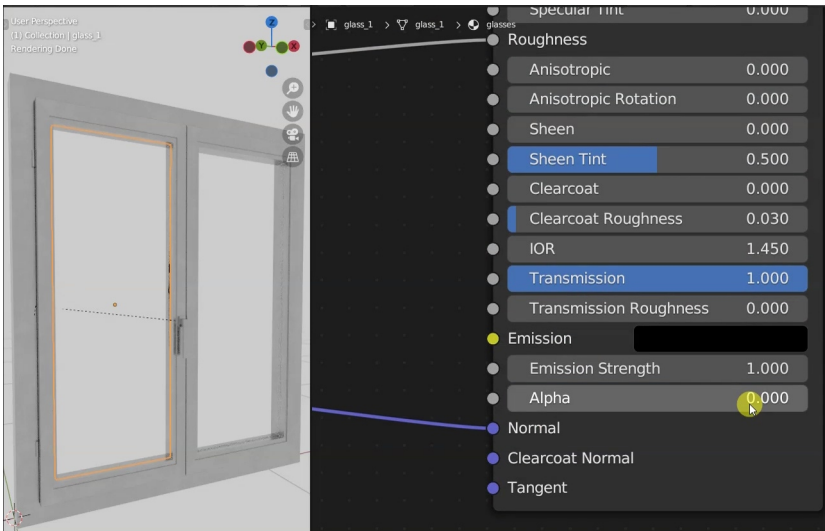
To include Textures in a **USDZ** file, you need to use **Blender 3.6**. With previous versions, this doesn't seem to work well. Also, you must use a **Principled node** for materials and textures and you shouldn't use any nodes other than **Image** to load textures and **Normal** to convert the Normal Texture for Principled.



If the material needs to be **transparent**, you must set **Alpha to 0** or use an Alpha Image Texture in the Principled node.

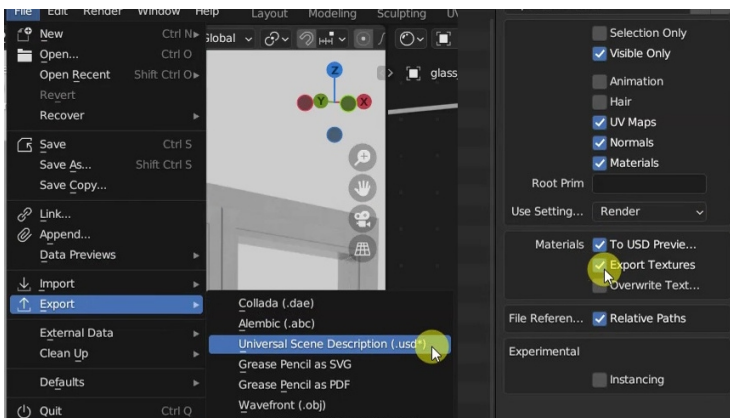
BLENDER - How to export to USDZ with embedded Textures

www.francescomilane.com --- 2024 --- video version: <https://youtu.be/7mK0vpRQPio>

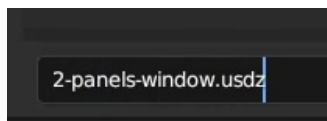


Once done, you need to choose **File - Export - USD**.

The **Export Textures** box should be **checked** by default.



When writing the output file name, you need to **manually change the extension to USDZ**.



So, to recap:

- materials with the Principled node only;
- Image Textures only;
- use Image and Normal Map nodes only;
- Alpha set to 0 or Image Texture in the Alpha channel for transparency;
- rename the file extension to USDZ with Export Textures box checked.