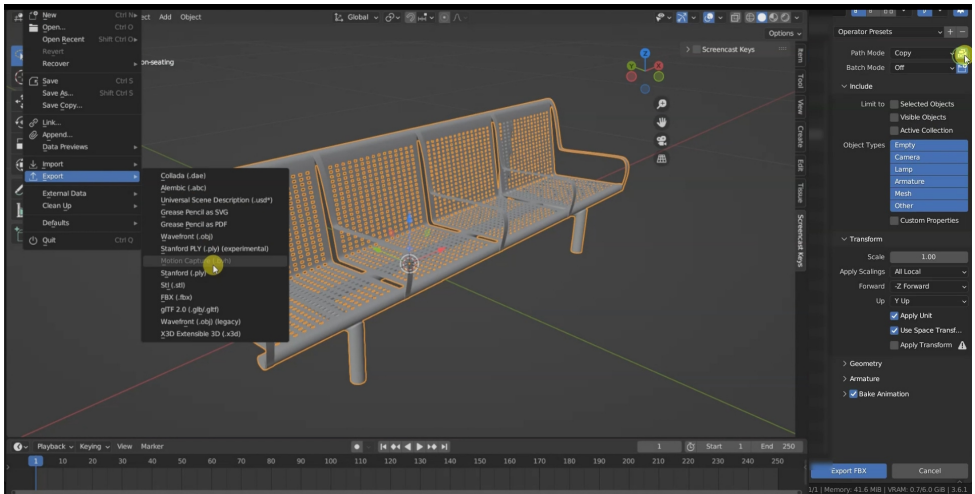


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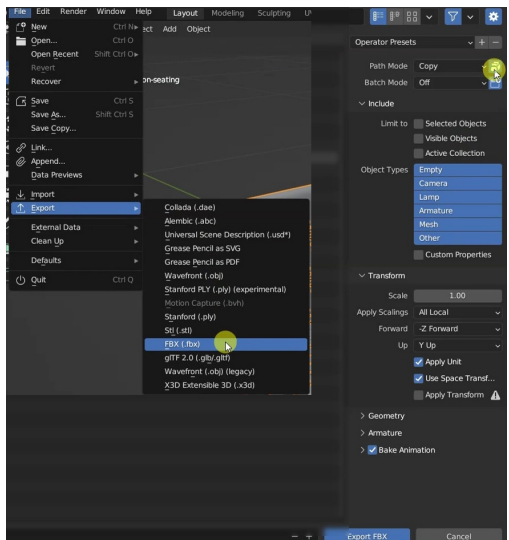
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To export an FBX file from Blender including materials and textures, simply choose **File - Export FBX**, and in the export window, change the **Path Mode** from Auto to **Copy**, then select the **Embed Textures** option.

When importing it into a new Blender project, you will find the **Principled BSDF** node and the image textures correctly connected to it.

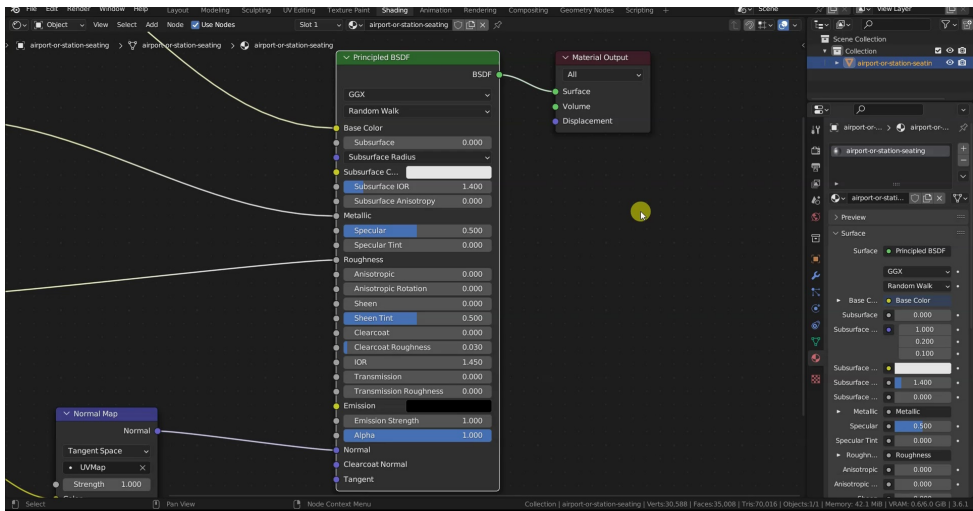
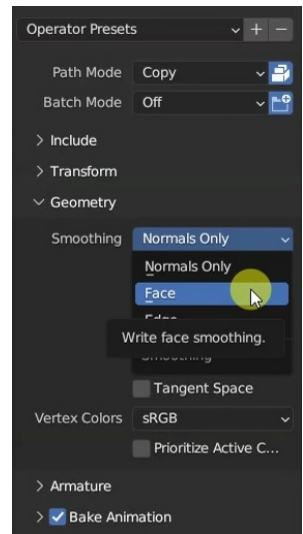
This operation is only **successful if the Principled shader is used** as the main shader and if the textures are **image types**, so don't close this tutorial yet, because I will go into more detail on this point soon!



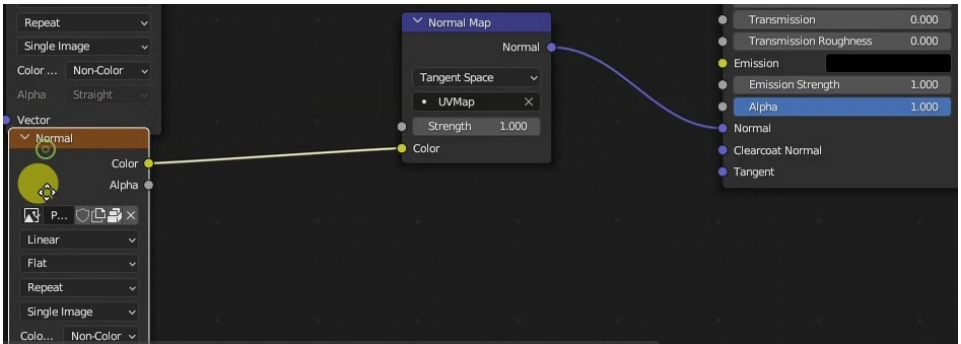
Depending on the game engine in which you need to use the 3D model, it may also be advisable to change the **Smoothing** option, in the **Geometry** section, from Normals Only to **Face**. I believe this option is necessary, for example, for Unreal Engine, but I'm not sure, so I advise you to check the documentation.

As I mentioned at the beginning of the video, in Blender 3.6 it is necessary to use the **Principled BSDF** node as the main shader and the textures must be **Image** type with **UV mapping**.

The parameters of the Principled BSDF shader exported in the FBX file, in this version of Blender, are **Base Color**, **Specular Intensity**, **Specular Tint** (without textures), **Roughness**, **Metallic**, **IOR**, **Transmission**, **Alpha**, and **Normal**.



In addition, you can use the **Normal Map** node to correctly convert the image texture of the **Normal** channel into a **Normal Map**.



It is not possible to export **procedural textures** unless we first **bake** them to convert them into **UV-mapped image textures**. Maybe I'll talk about this topic in another video, if you want!