Hi guys, greetings to all, I'm going to make the video on how to import the 3D object to 3D view and modify the angles in Blender.

For this case we open Blender, this window appears, one places general and here we select these objects to eliminate them with their prize and rodilit.

Then we are going to import, we look for GLEV, which.

It would be the last one, we look for the folder where it is located, in my case I am going to use this one, we wait a little bit for it to.

load in this part of the window, well here it is already loaded, but if we look at my map, it does not appear.

To view it, right-click on Mesh and click SELECT..

Then go to the map, right click and search for origin.

I set Geometric as your origin, when I place this, if you look closely it appears in a strange position.

In order to fix it we are going to transform here on the right side, in my case I have played with these amounts, in my case what I.

What I've done is put minus one to the X, maybe it's not different, but it appears up here.

To be able to download it, we go to MUF, we click and from here we download it, so that.

be in the center.

Another little thing for you.

Don't let the object come out grey, we're not going to go to this part above, in Viewport Shading, we click on it, tar it a little and it loads the colors.

Here we can see that.

I still need to download it, and I think that.

there it may be, and then I'll go to jot.

We can also enter into this transform, which.

It has all the options, and in my case I want to move it to another view, so I click on the blue one and it moves.

With this one, go up, go down, move it, and when you're happy, you'll have it..

Then that.

I was watching a 3-view video, about lowering the quality a little so that.

Don't be too heavy, we go to Modifiers, add a modifier, go to Generate and here we look for Decimate.

In Decimate we see that.

The number of faces is 4 million to be able to lower it, so we play the amounts here, in my case I can put it 0 5,.

we wait a little while.

make the result and we will see that.

On FaceCam it will drop to 2 million and something.

Well, if we are happy with that, we come to the part here, click and apply.

It takes a little while, depending on the computer on which it is.

we are working.

After that.

I applied it,.

we are going to export it.

Well, Blender has a lot of options in the subject of lighting, polishing the object, I honestly am not doing this for the second time..

I use it, but with this I think that.

Enough, we are going to export, we place it in GLEB, which.

is the format that.

use between view, and I'm recording it here.

It takes me a little while to record and then it would be ready..

Now we go to the 3rd view, in this case, here is the model that.

They don't pass it without making any modifications and they'll see how it looks..

As you can see, it is completely cast, you cannot take advantage of anything from the model..

So now we will load the 3D model that.

we have done.

In this case, I use Flyover, I go to this one, which.

is the one who.

We have already saved it, now it uploads, and here it loads.

As you can see, you can now work on the model..

If you like to tell him this view so that.

don't get too close, we go to the camera, and place SetView as initial point.

Then in Set, if you like, let's say take a screenshot so that.

don't let the object out, we do it so that.

from there.

Here you can also turn up the lights a little bit,.

In my case it doesn't have much, but if I put it at 100%, it improves a lot..

And that would be the work of loading, here one plays with the details that.

are in 3D view.

On Set, too, I was watching on the video that.

They put optimize model, compress textures, and when it is stationary, they play it here too.

It reduces it so that.

you can't be smaller, as the mobile screen is smaller,.

doesn't need much resolution.

In this case, here we can also play with the X and Z, which.

allows you to see where you are.

better, and that would be all, I hope it helps you.