



Create in High Fidelity

**Great Resources to
Get You Started**



Create in High Fidelity | [Great Resources to Get You Started](#)

3D Modeling Tools



Blender **FREE**

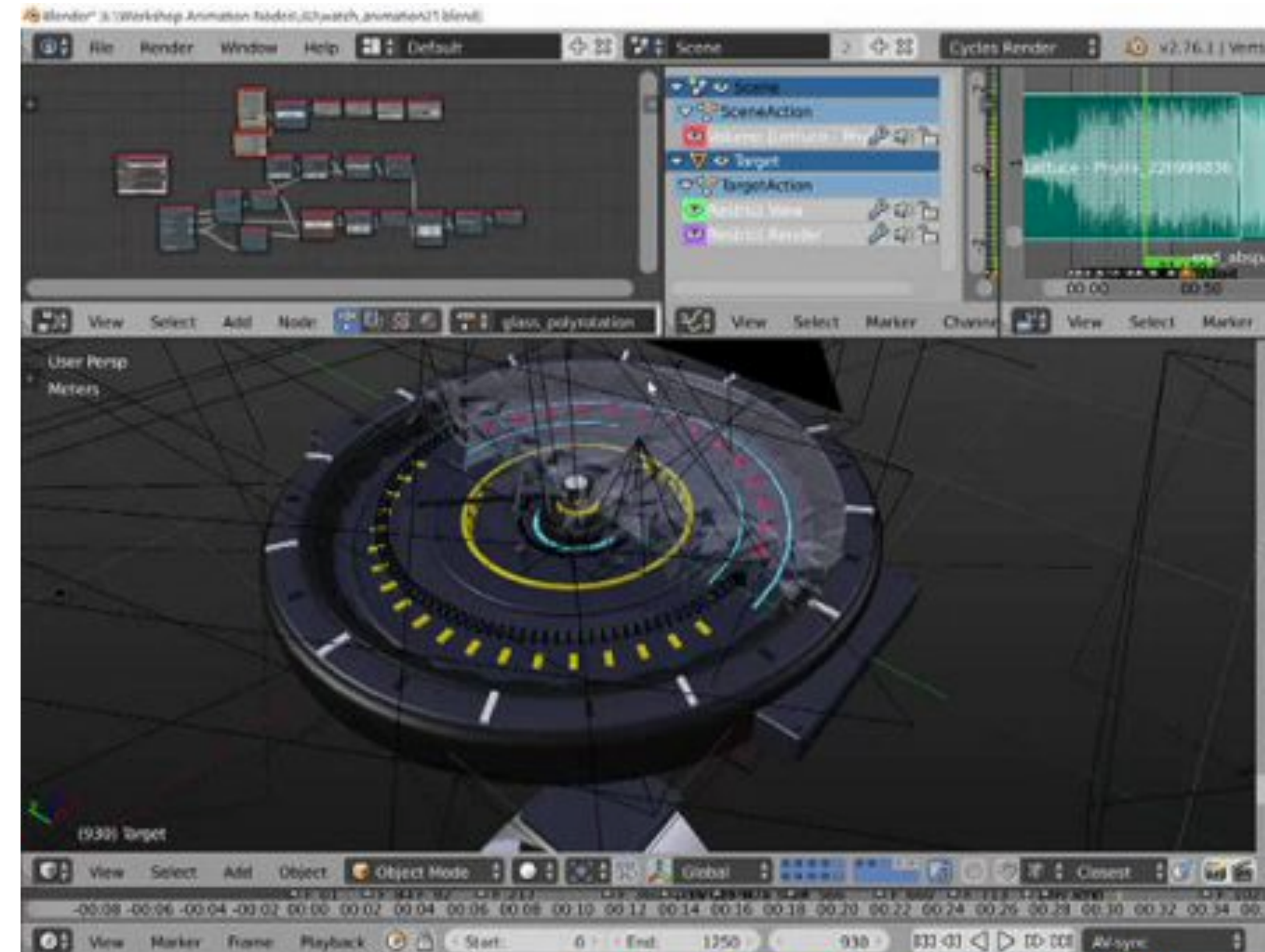
<https://www.blender.org/>

A free and open source 3D creation suite. It supports the entirety of the 3D pipeline—modeling, rigging, animation, simulation, rendering, compositing and motion tracking, even video editing and game creation.

TIP:

High Fidelity's Docs have a growing set of tutorials and help with Blender here

<https://docs.highfidelity.com/create.html>

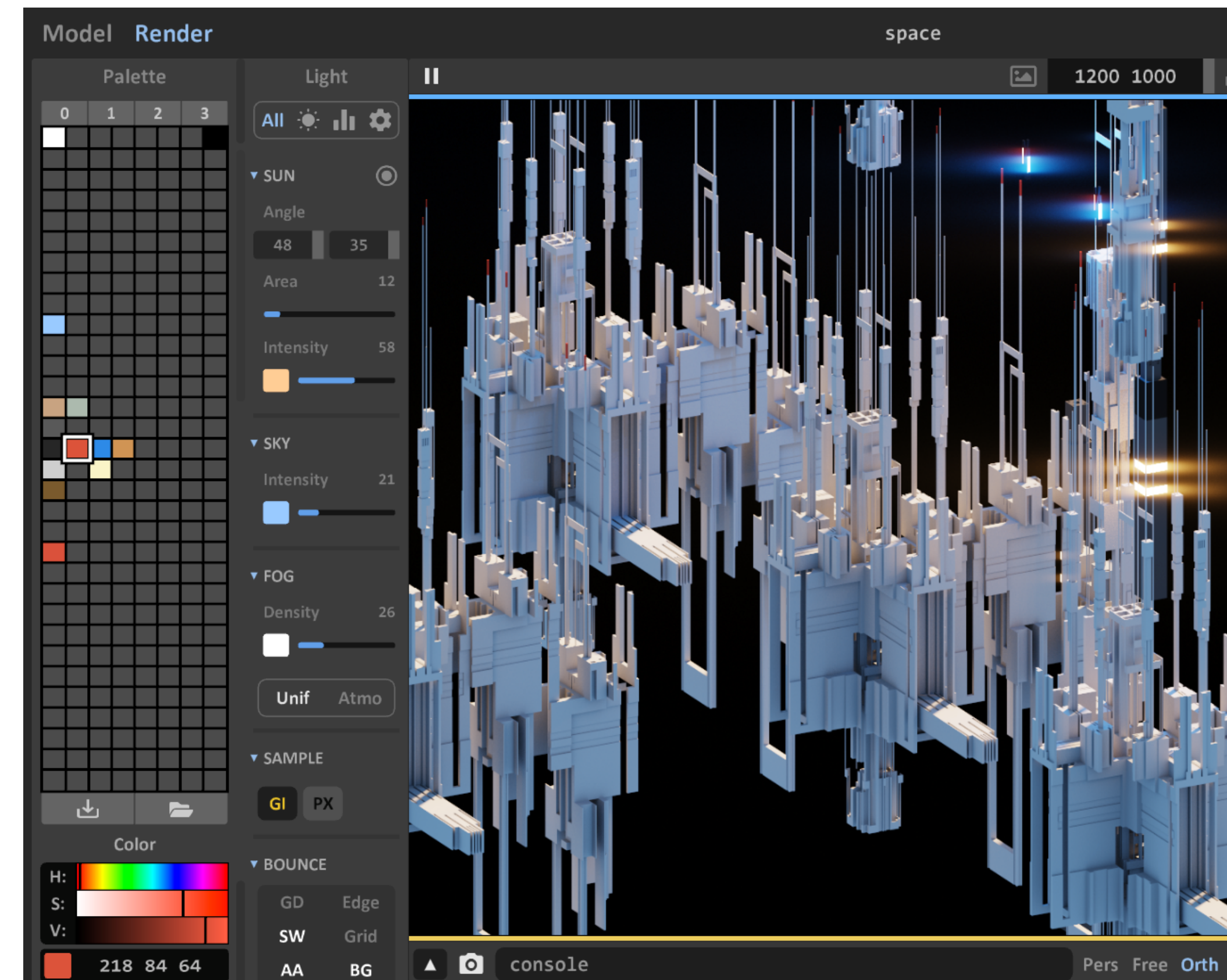




MagicaVoxel **FREE**

<https://ephtracy.github.io/>

A free lightweight 8-bit voxel art editor and interactive path tracing renderer.



TIP:
Magica has an option to bake ambient occlusion maps to make your models look more real



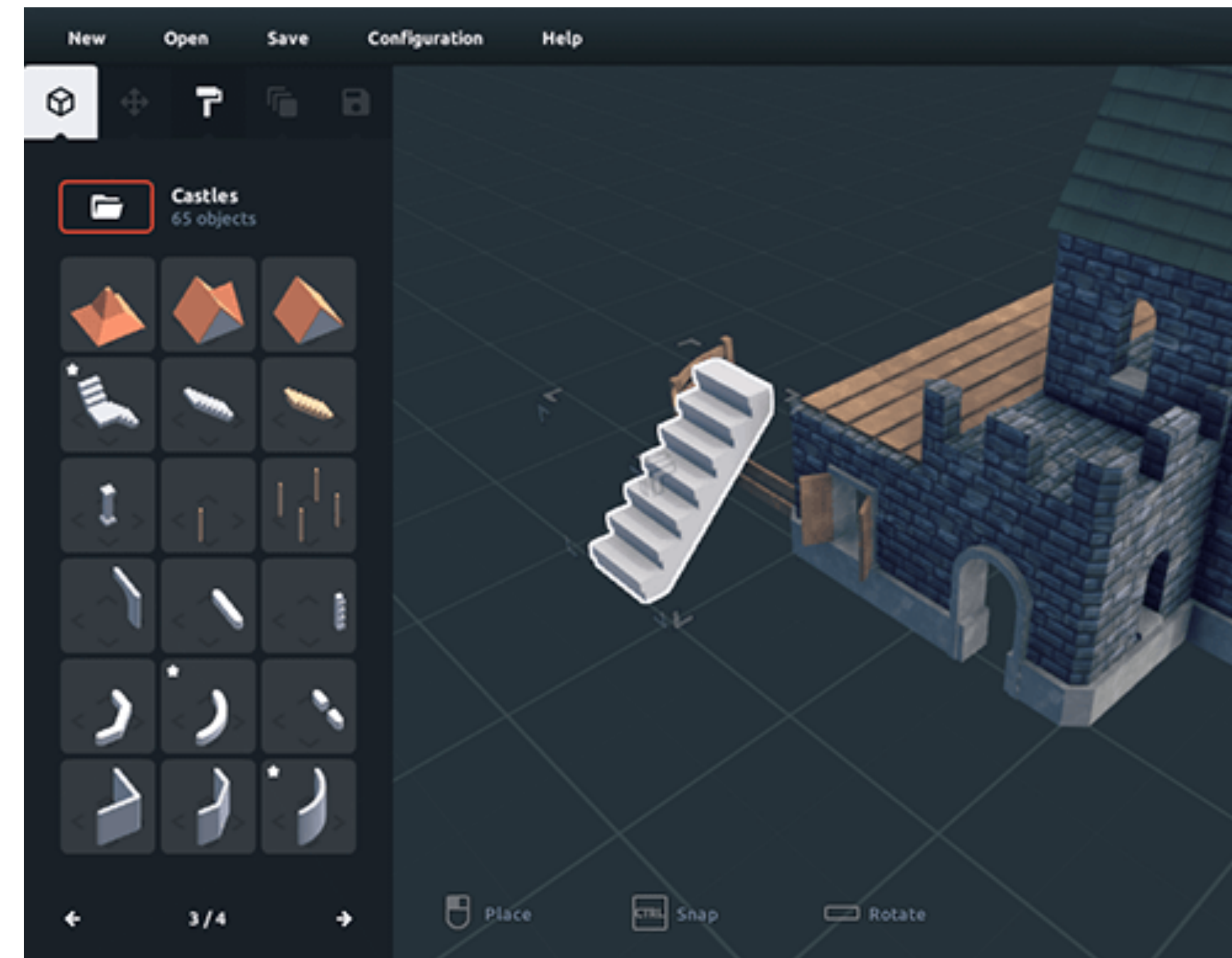
Asset Forge

<https://assetforge.io/>

Asset Forge allows everyone to create 3D models and 2D sprites using building blocks.

TIP:

There are many free add-on asset packs here
<https://www.kenney.nl/assets>

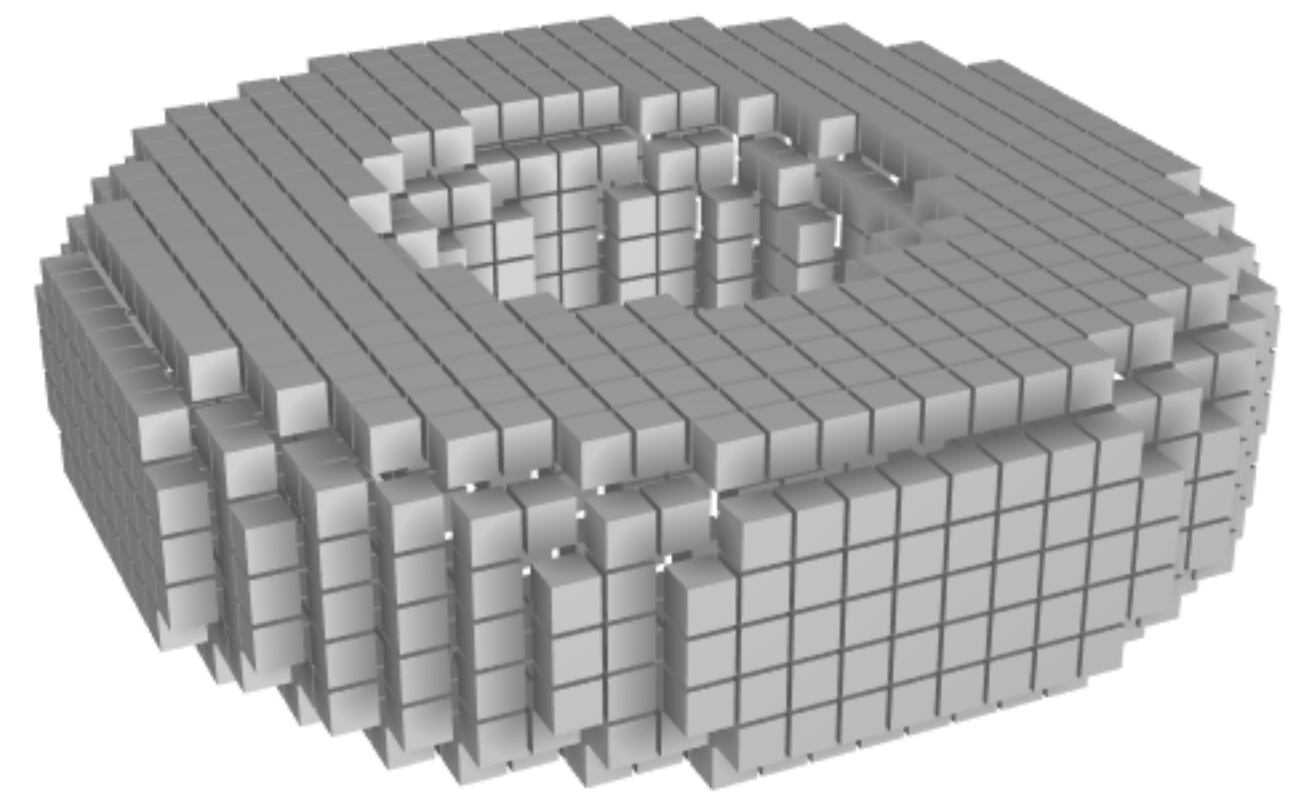




Drububu **FREE**

<http://drububu.com/miscellaneous/voxelizer/index.html?out=obj>

Convert your 3D model into voxels in your browser.



24x7x24
1.064 voxels



open file (.obj/.stl)

- | | | | | |
|--|-------------------------------------|-----------------------------|-------------------------------|-----------------------------|
| <input checked="" type="radio"/> .obj | <input type="radio"/> .obj | <input type="radio"/> .dae | <input type="radio"/> .stl | <input type="radio"/> .sche |
| <input type="radio"/> blender.py | <input type="radio"/> C4D.py | <input type="radio"/> .json | <input type="radio"/> .xml | <input type="radio"/> .py |
| <input type="radio"/> .js | <input type="radio"/> .ts | <input type="radio"/> .png | <input type="radio"/> avorion | <input type="radio"/> avori |
| <input type="radio"/> .vox | <input type="radio"/> .scad | <input type="radio"/> .qb | | |
| <input type="radio"/> floodfill inside | <input type="radio"/> de-stress GPU | | | |

save as

TIP:

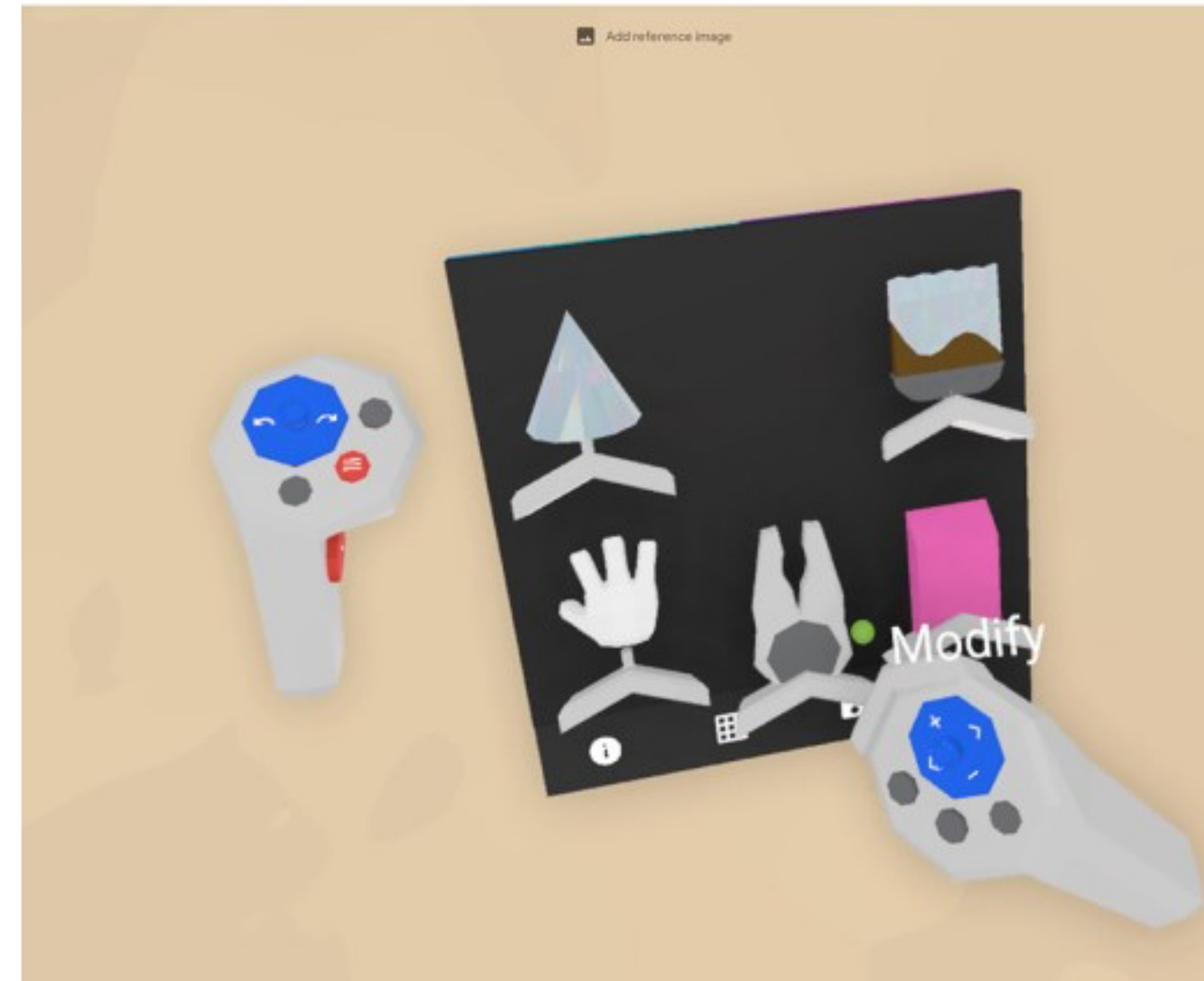
Use this to convert high-poly models into “voxelized” low-poly versions



Google Blocks **FREE**

<https://vr.google.com/blocks/>

VR native app to create simple models
with basic building blocks



TIP:

All published models can be viewed and usually downloaded in
Google Poly <https://poly.google.com/>



Medium

FREE

<https://www.oculus.com/medium/>

VR native app to sculpt, model, paint, and create tangible objects in a VR environment.





Microsoft Maquette **FREE**

<https://www.maquette.ms/>

VR native app to create simple models and prototype scenes with basic building blocks





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3D Model Libraries

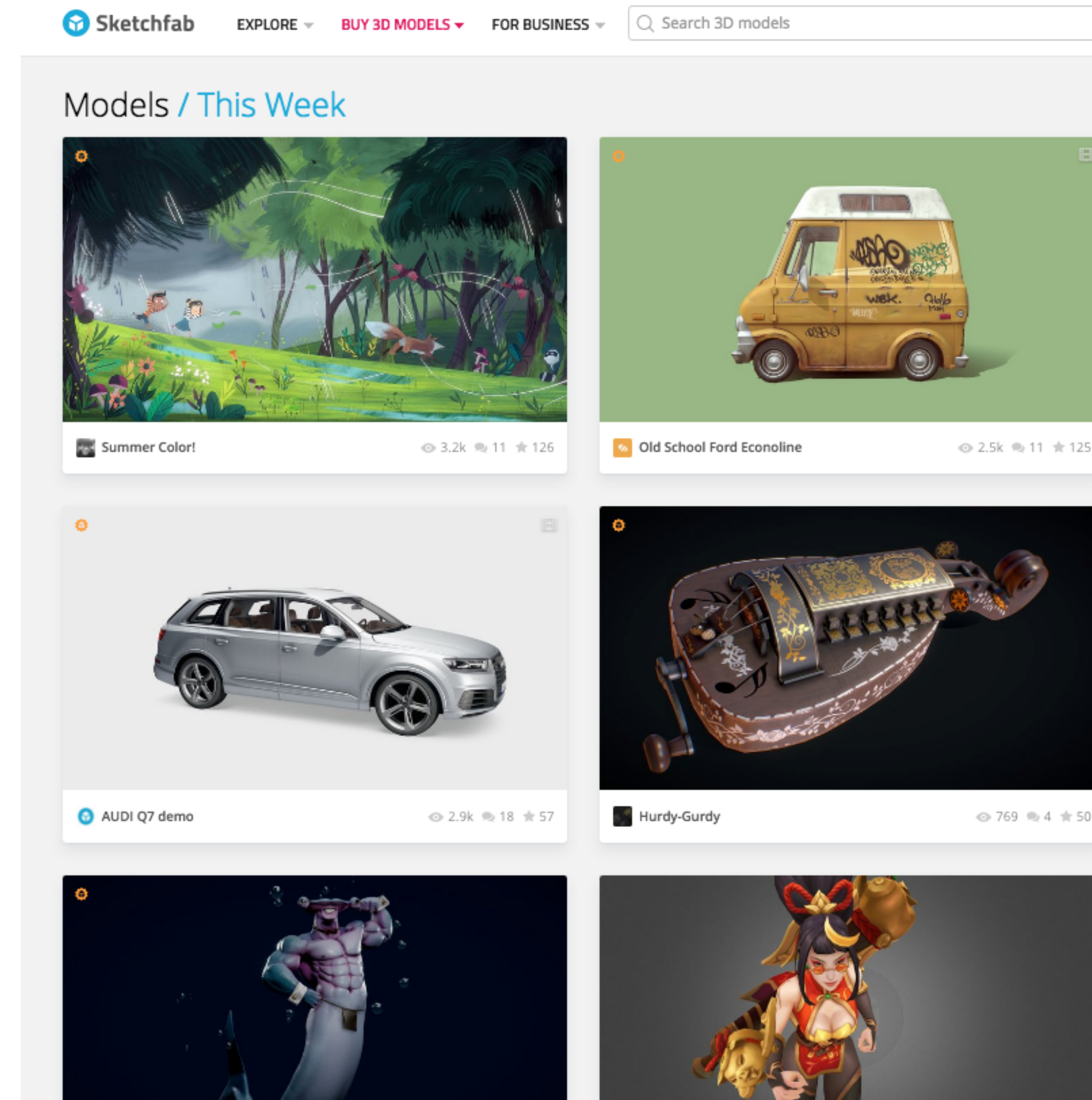


Sketchfab **FREE**

<https://sketchfab.com>

Huge library of downloadable models.
Since the web-based viewer has very similar capabilities to High Fidelity's renderer, what you see is often what you get.

TIP:
Filtering by “downloadable” will make it easier to find models you can use





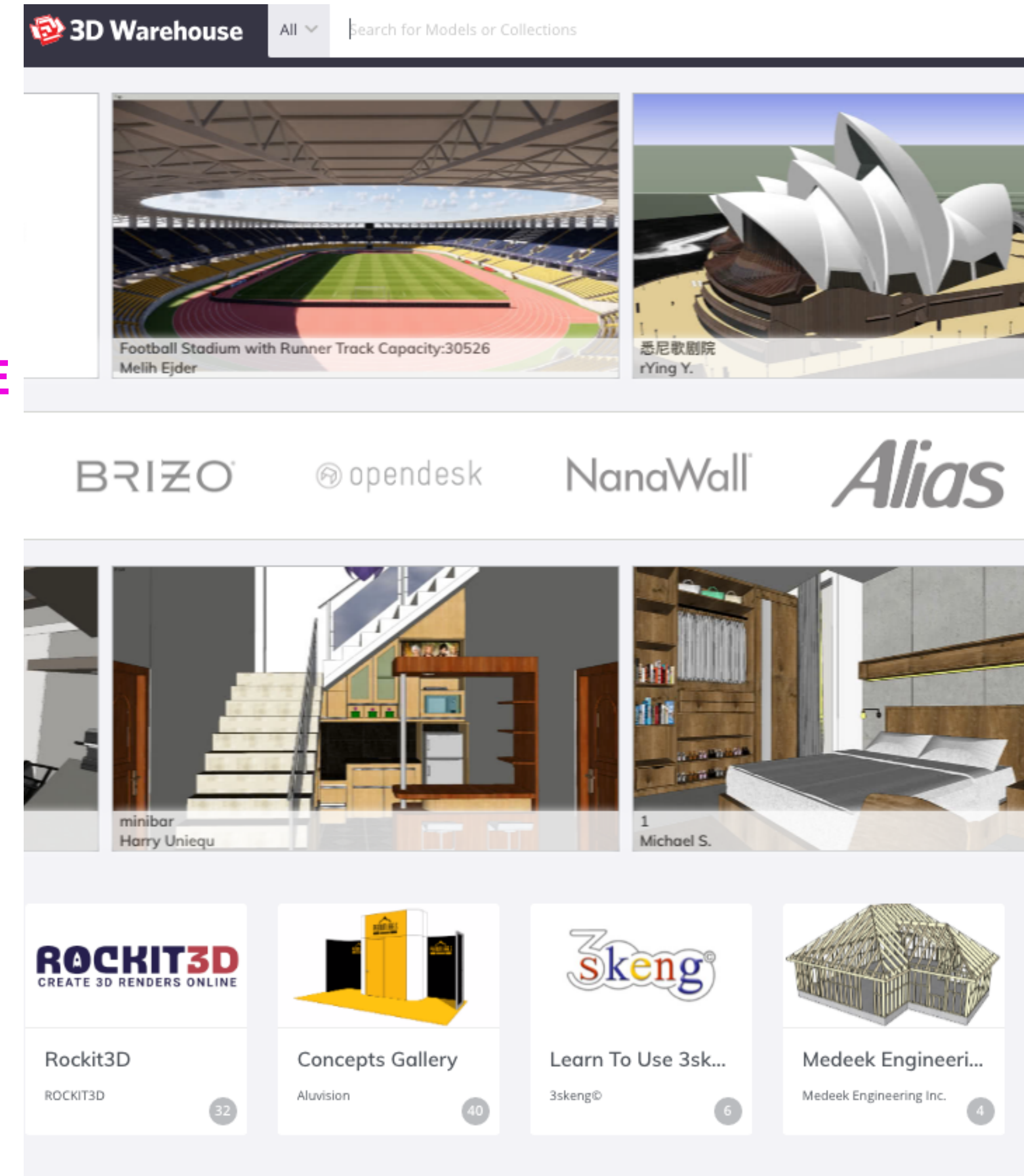
3D Warehouse **FREE**

<https://3dwarehouse.sketchup.com/>

Huge library of downloadable models. The variety of models is offset by the variable levels of quality.

TIP:

Many models downloaded as Collada DAE files can then opened/edited in Blender





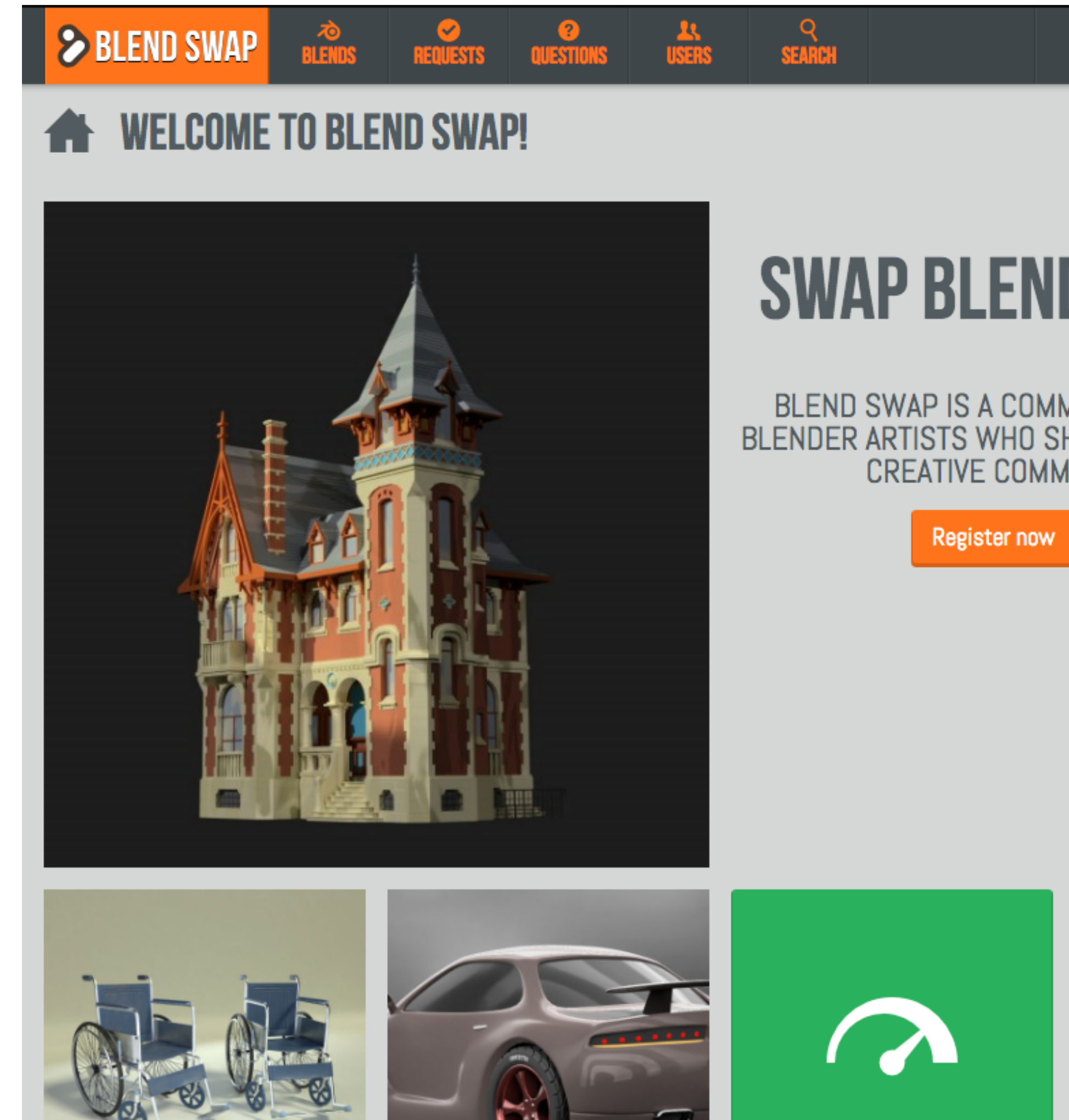
Blendswap **FREE**

<https://www.blendswap.com/>

A good independent library of models created in Blender. Some familiarity with Blender is needed but it's a great start for learning how it works

TIP:

Look for models using the Blender Game or Blender Render Engines. Models using “Cycles” are not as easy to convert to use in High Fidelity





Google Poly

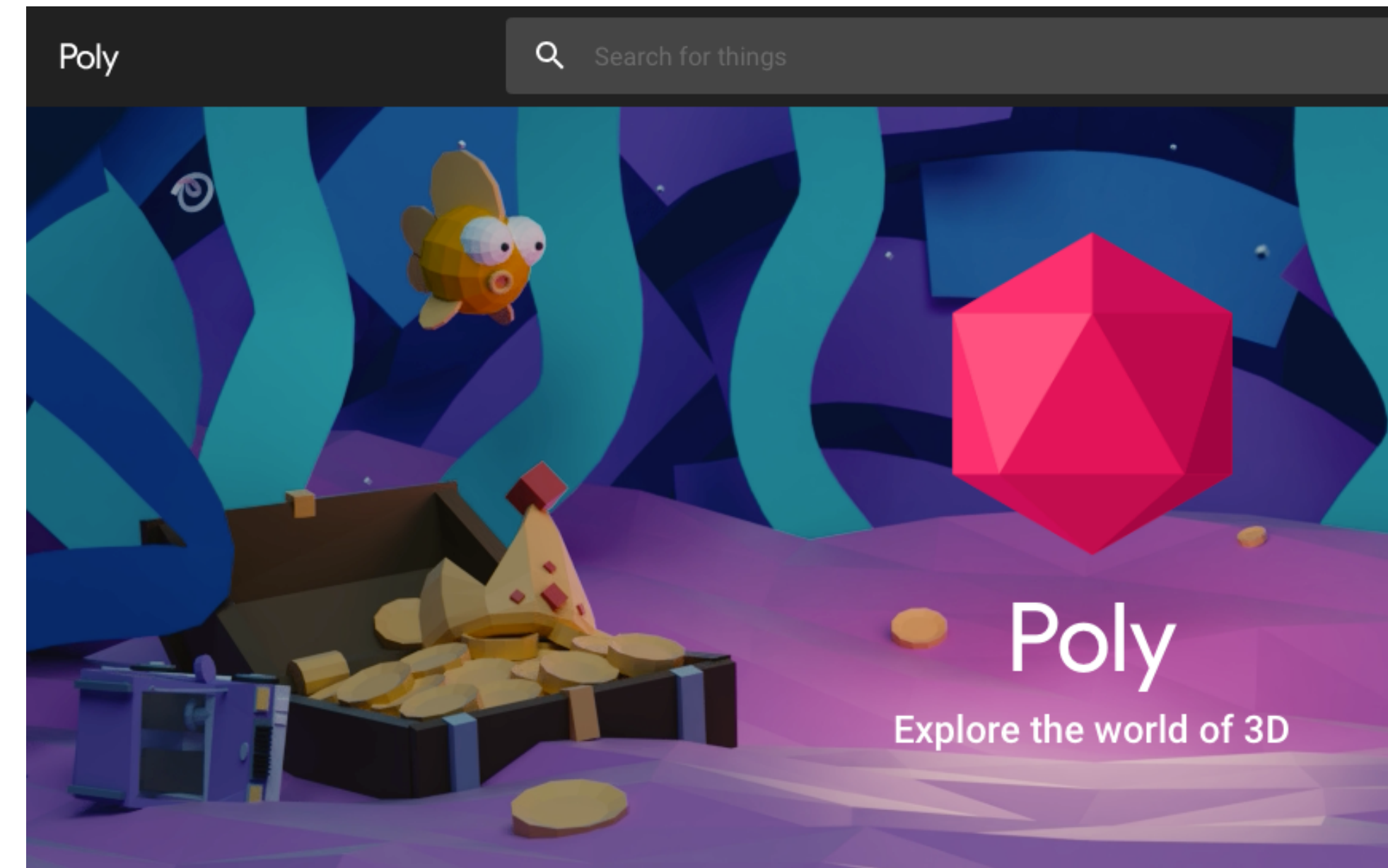
FREE

<https://poly.google.com/>

If you're looking for low-poly style models, Poly has a lot of nice user-created models. Some of the content is made in TiltBrush, another google app but those assets require shaders not yet supported in High Fidelity.

TIP:

Models made with blocks work best when downloaded as FBX format



Featured



Space Whale
Michelle Brown • 2w ago



Sarah Connor
Sara Phinn • 5d ago



Hot Pursuit
3Donimus • Aug 15, 2018





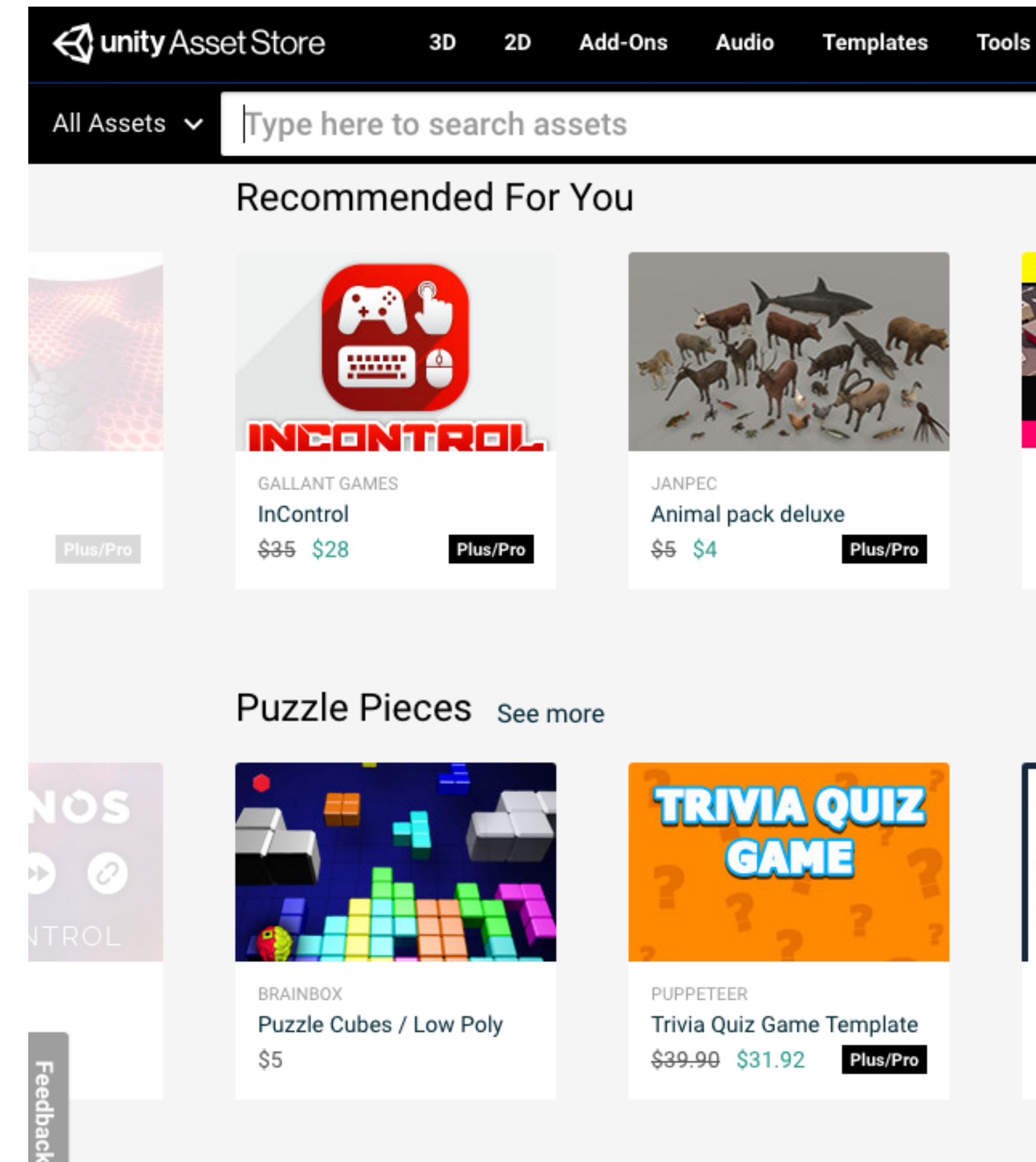
Unity Asset Store

<https://assetstore.unity.com/>

A great resource for game-ready assets.
Getting the assets from your Unity Library
can be a little trick but the quality is often
worth the effort

TIP:

In Unity's asset viewer, you can right-click and choose "Show in Explorer" to find the source models you're using to bring them into High Fidelity





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Texture Libraries

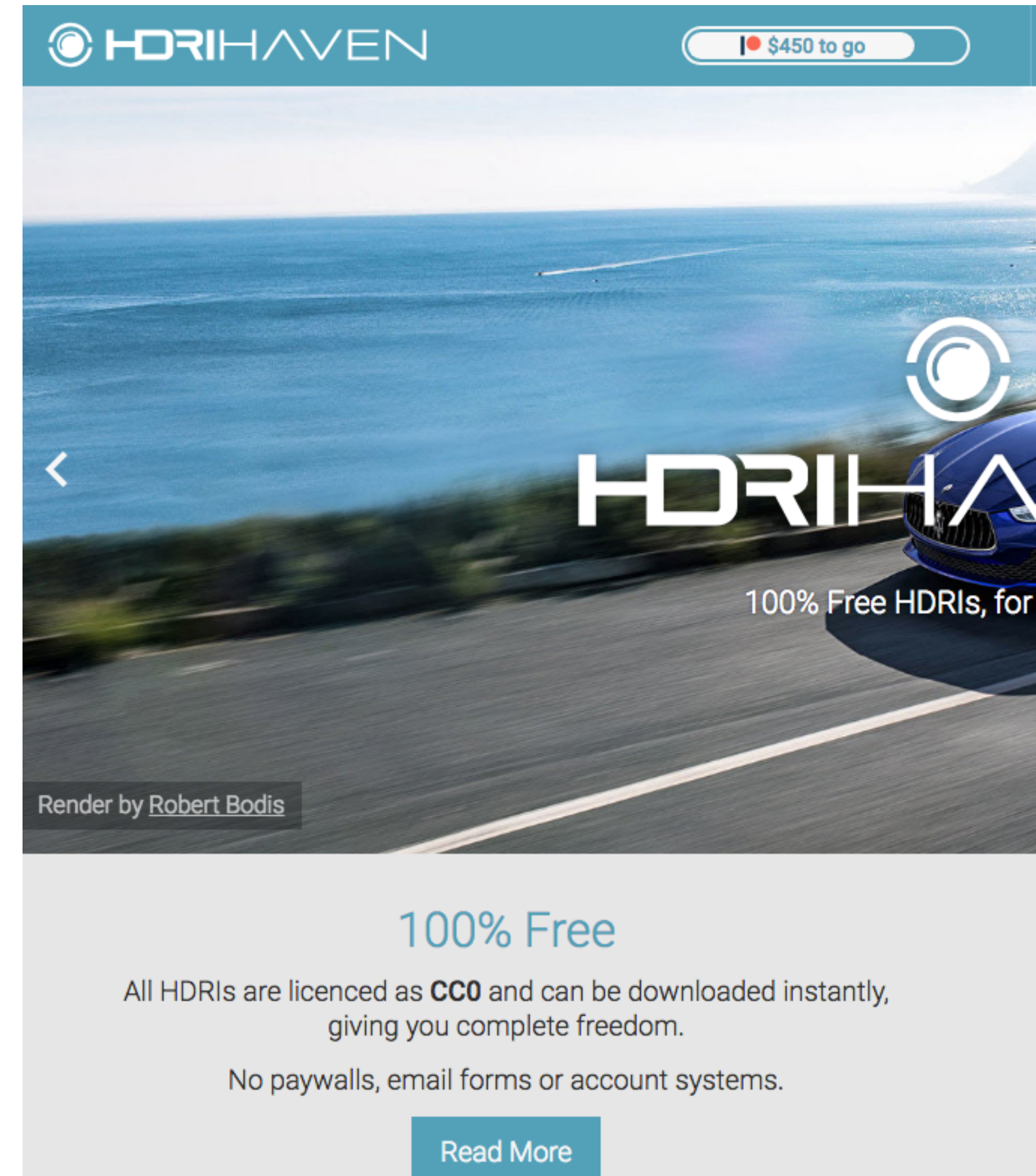


HDRiHaven **FREE**

<https://hdrihaven.com/>

The best resource for 100% free, CC-Zero skyboxes and textures. Selection is a tad limited but they are adding new assets regularly.

TIP:
HDRi/ .exr format textures will require some image editing to convert them into .jpg or .png

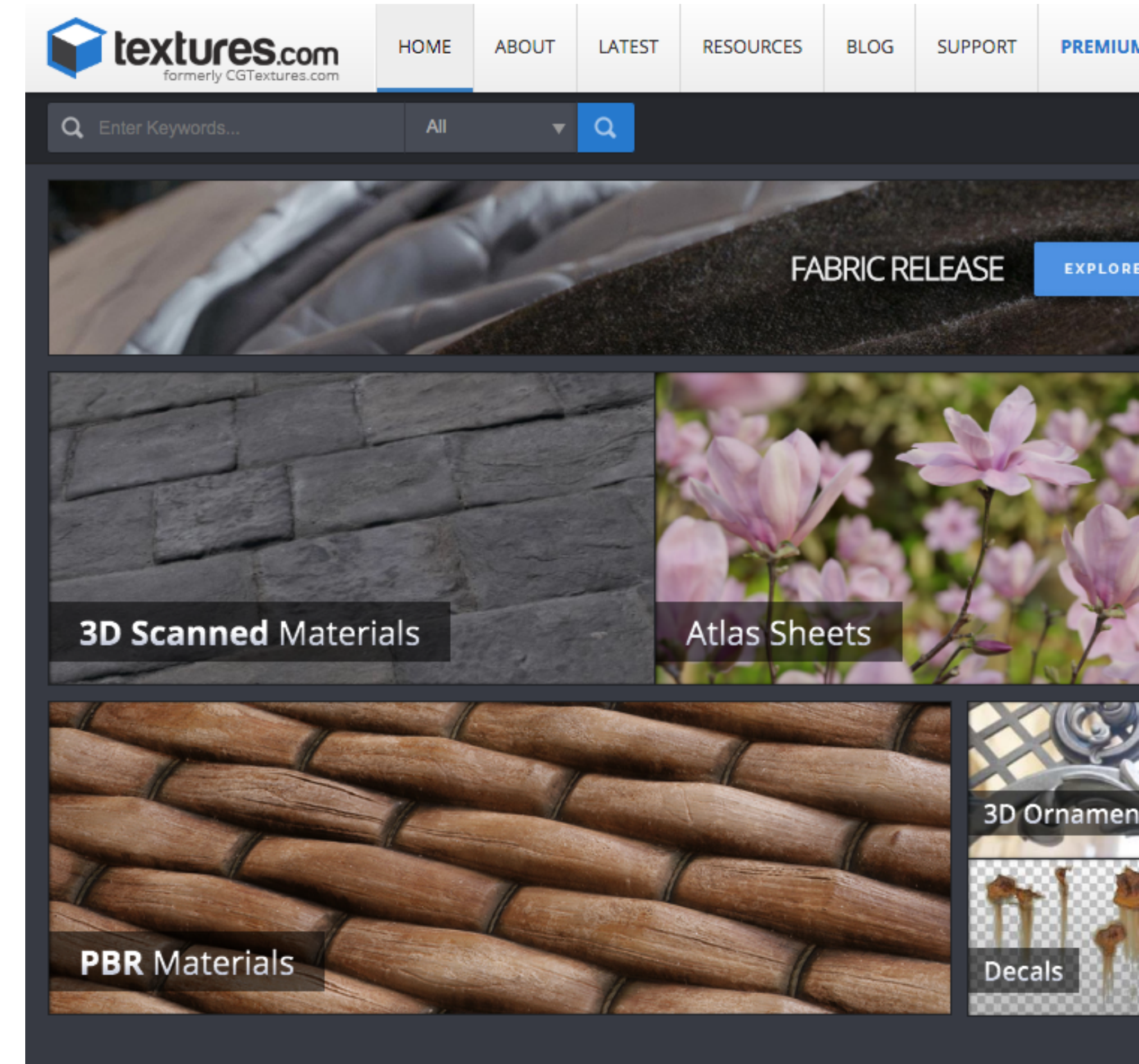




Textures.com **FREE**

<https://www.textures.com/>

TIP:
The best textures here are in the Scanned Materials and PBR Materials categories



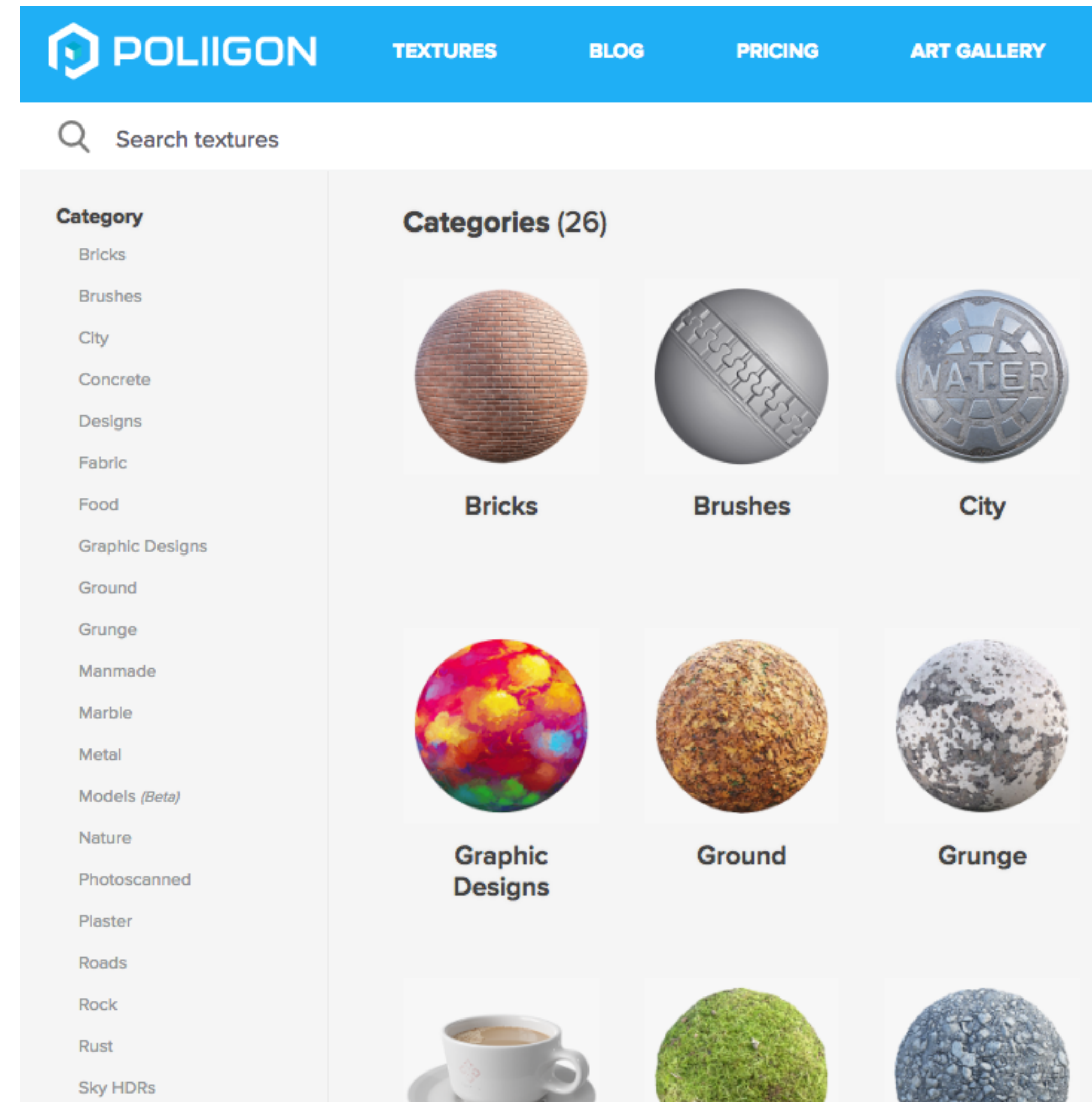


Poliigon.com

<https://www.poliigon.com/category>

TIP:

Though not a free site, there are a few freebies occasionally and the quality is very high

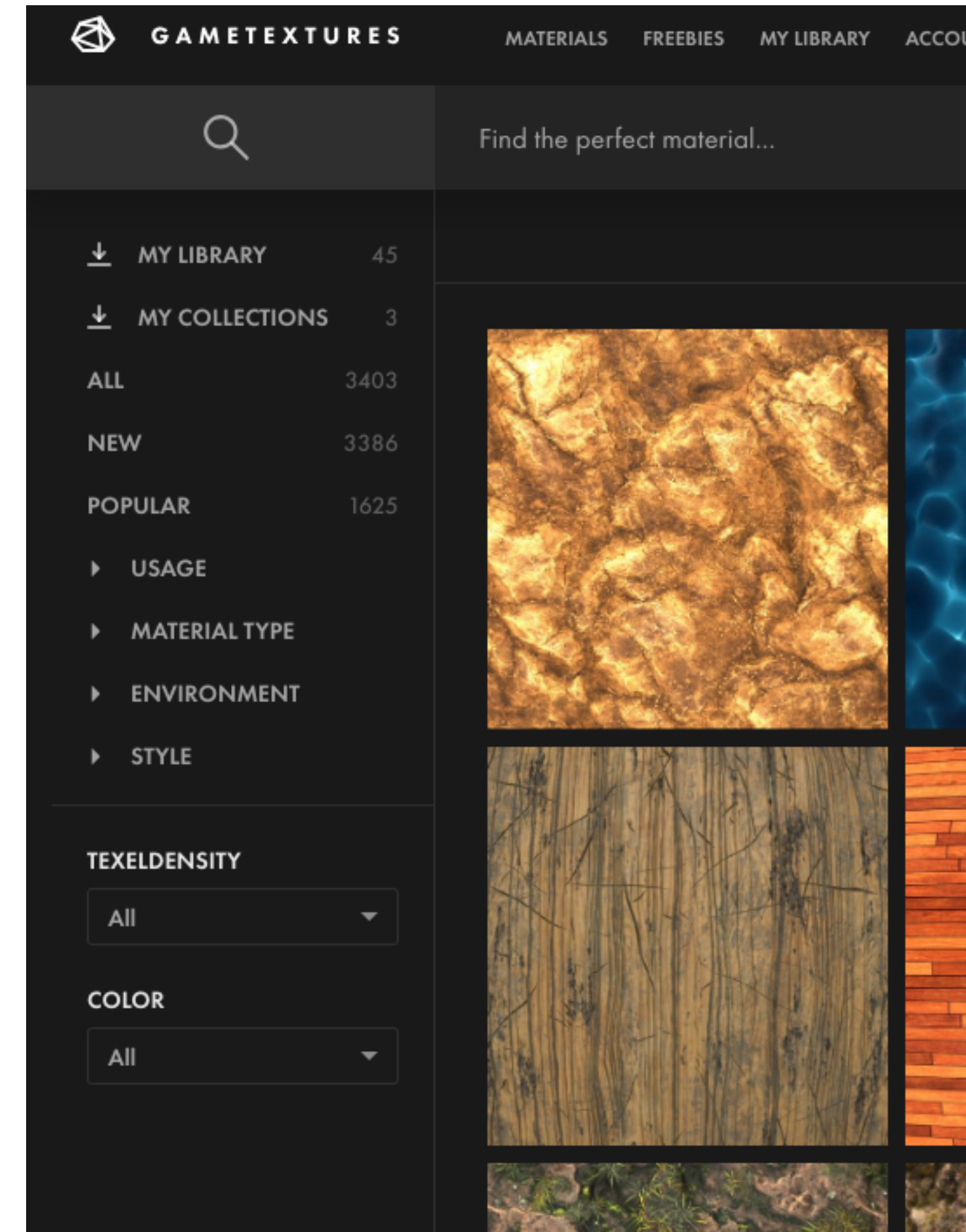




GameTextures.com

<https://beta.gametextures.com>

TIP:
Though not a free site, there are a few freebies occasionally and the quality is very high





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Scripting Resources



HiFi Blueprints **FREE**

<https://highfidelity.com/marketplace?q=blueprint>

There are several useful Blueprint items in the High Fidelity Marketplace that have simple, well-documented scripts that you can freely use to learn and create your own scripted items

 Marketplace

Search Marketplace

Everything

- Animals
- Animation
- Apps, Scripts & Tools
- Architecture
- Audio
- Avatars
- Education
- Environments
- Fun & Games
- Furnishings
- Light Systems
- Materials & Shaders
- Miscellaneous
- Nature
- Open Source
- Pets & Companions
- Vehicles
- Vr Mode Only
- Weapons
- Wearables
- Zones & Skies

+ New Submission

[Home /](#)

Search Results: "blueprint"

Blueprint: Keyboard

1 



CREATOR: Becky
IN: [FUN & GAMES + 1](#)

FREE

Blueprint: I



CREATOR: Bec
IN: [FUN & GAME](#)

Blueprint: Party Ball

2 



CREATOR: miladn
IN: [ANIMATION + 3](#)

FREE

Blueprint: I



CREATOR: High
IN: [APPS, SCRIP](#)



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Avatar Creation Tools



Mixamo **FREE**

<https://www.mixamo.com/>

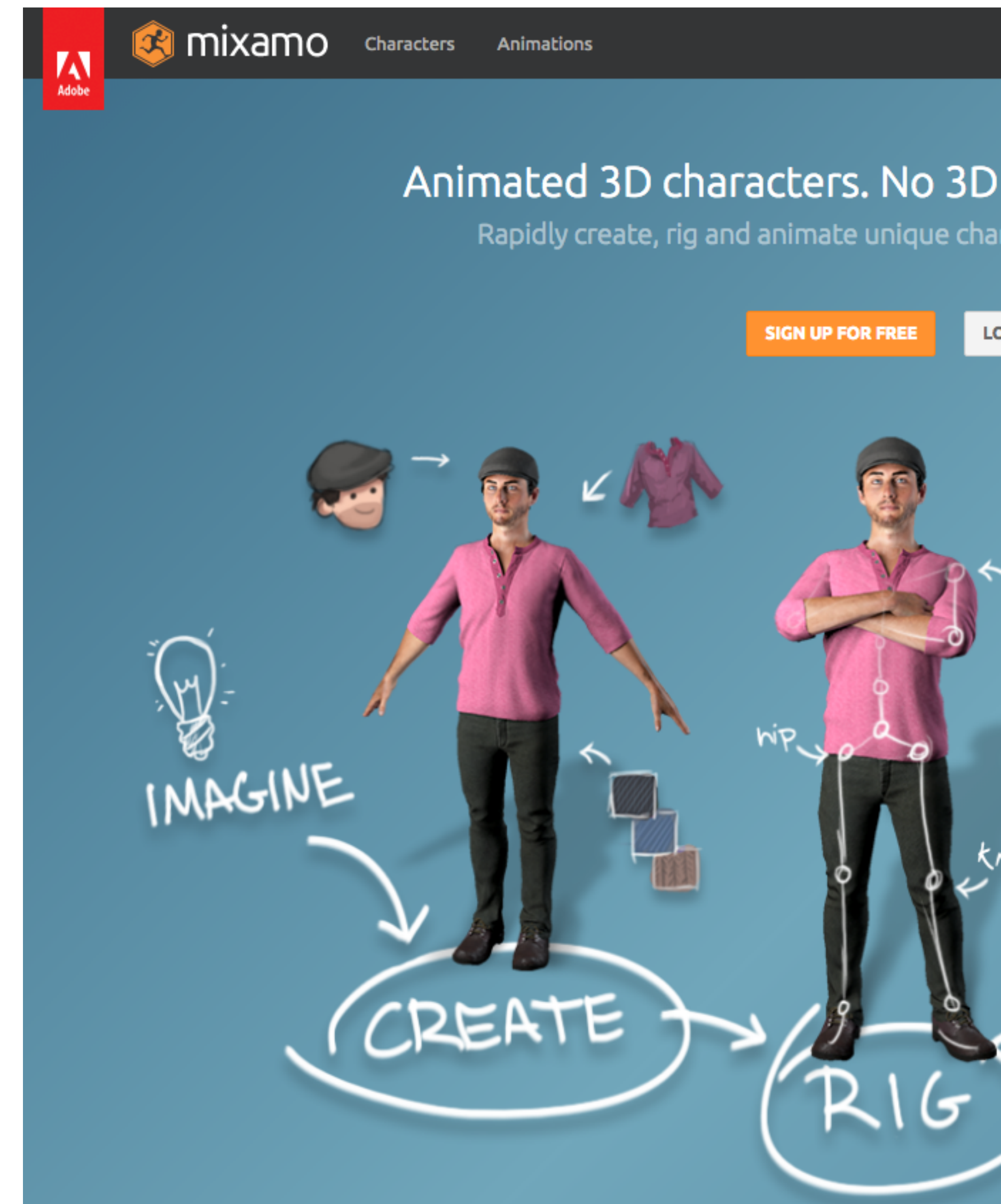
A simple tool to create a rigged avatar and to upload and rig a custom avatar.

TIP:

High Fidelity's Docs and forums have some good resources and help with rigging an avatar with Mixamo **here**

<https://docs.highfidelity.com/create/avatars/create-avatars>

<https://forums.highfidelity.com/search?q=mixamo>





Deviant Art **FREE**

<https://www.deviantart.com/mmd-downloads-galore/>

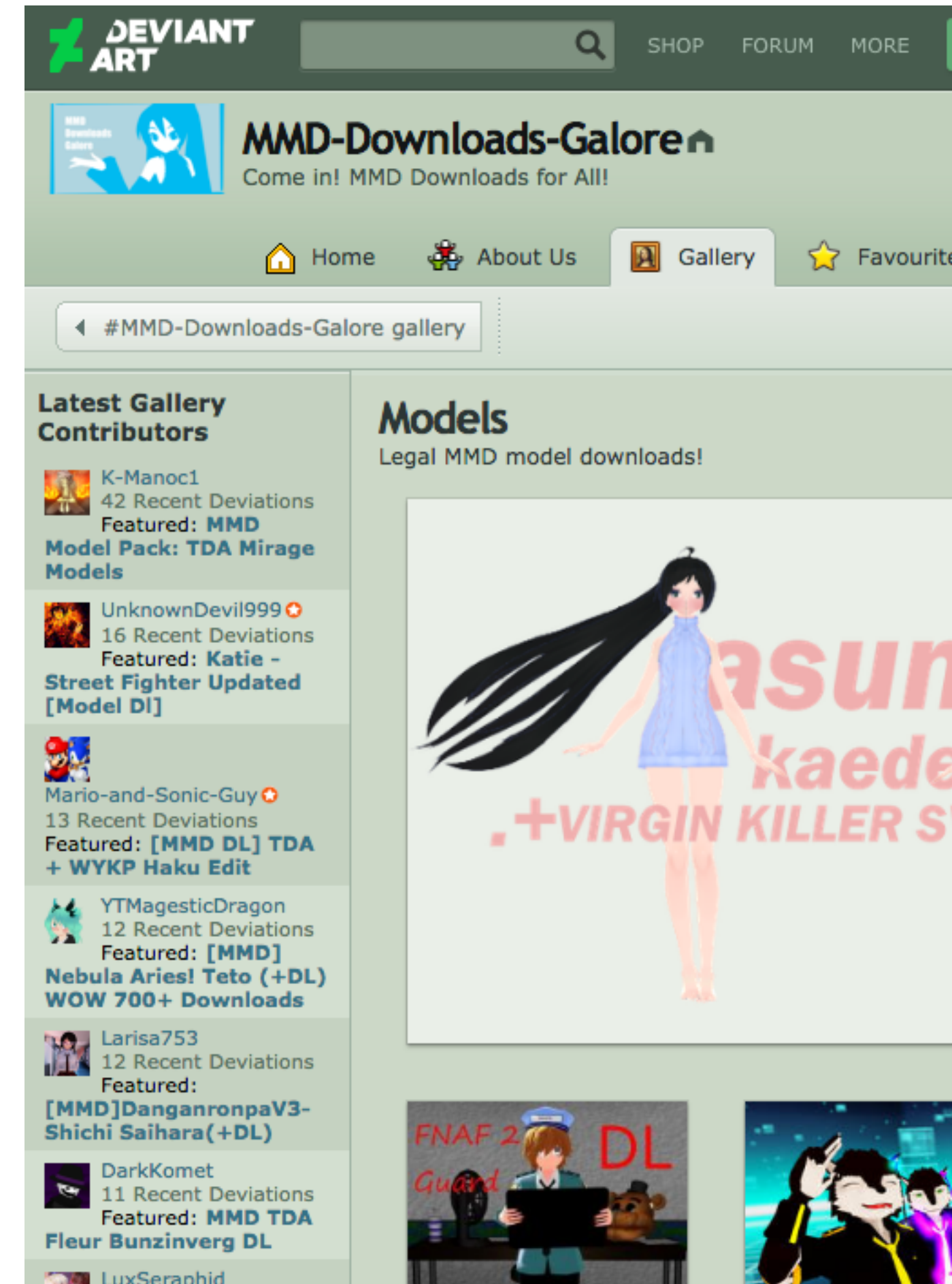
<https://www.deviantart.com/mmd-mall>

There are several great places on Deviant Art to find free MMD avatar models

TIP:

There is an essential Blender add-on made by Menithal that makes it possible to import .mmd. avatar models

<https://github.com/Menithal/Blender-Hifi-Addon/releases/>





VRoid Studio **FREE**

<https://studio.vroid.com/download.html>

This very interesting Anime Style character creator from Japan has a steep learning curve but it's interesting enough to share.

TIP:

Getting an exported model from .vrm format into .fbx format
require this Blender add-on: https://github.com/iCyP/VRM_IMPORTER



VRoid Studio Beta

Please read the terms of service below

* Changes may be made to the data structure of the character model during the beta period. Therefore, although I'm very sorry, there may be compatibility issues between older versions and newer versions, and sometimes I can not