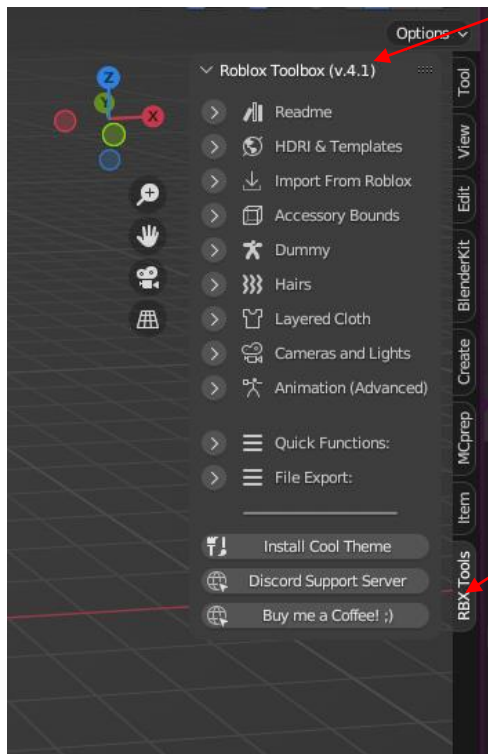
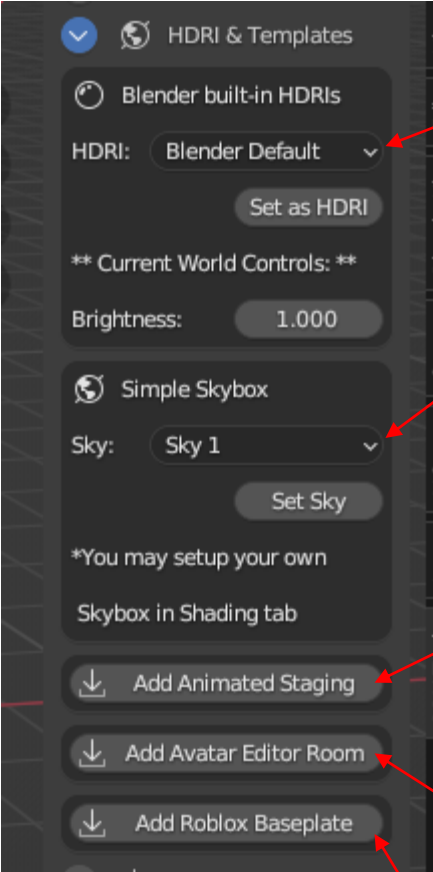


Latest version as of today is v.4.2
can be downloaded from here:

https://github.com/GI2imm/RBX_Toolbox/releases/tag/v.4.2



Addon is located here in the Npanel

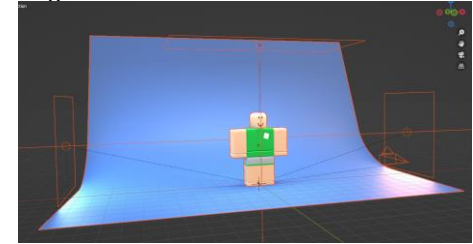


Here can select and add HDRI to scene, so it will have necessary lights for rendering images. Here are the ones that came with blender built in and are free to use.

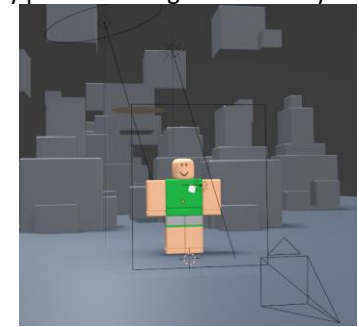
Adds some sample skybox dome to the scene, they are taken from free sources



Add animated staging to the scene, so you can make something like rotating table to showcase the item



Adds an avatar editor room, same as Roblox one when you wearing items, already preset with lights and ready to render



Adds a dome with baseplate that it looks like Studio new game creation



NOTE: If possible, try not to use this tab in LIVE streaming mode, this one sends many requests to Roblox API to get thumbnails, textures, item info, etc and often Roblox just refuses to respond, so if one of the API did not responded it will keep giving errors. Other than this it works well.

Key in username, or ID, or just paste URL to user profile and press Import

Tried with your avatar, but it uses new faces, I did not look into this Yet, as the texture does not contain skin tone, so need to do some Workaround for this. Normal avatars works ok

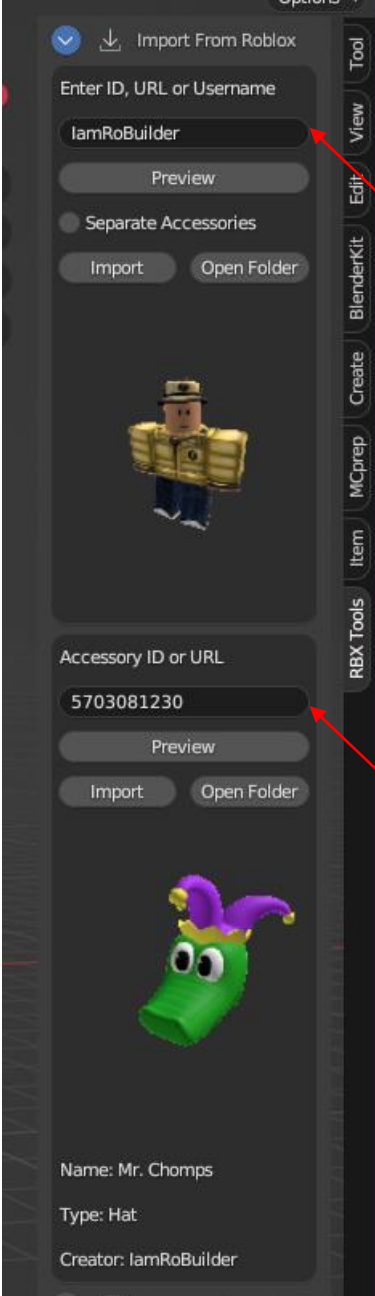
Separate Accessories option will split all the accessories into Separate objects



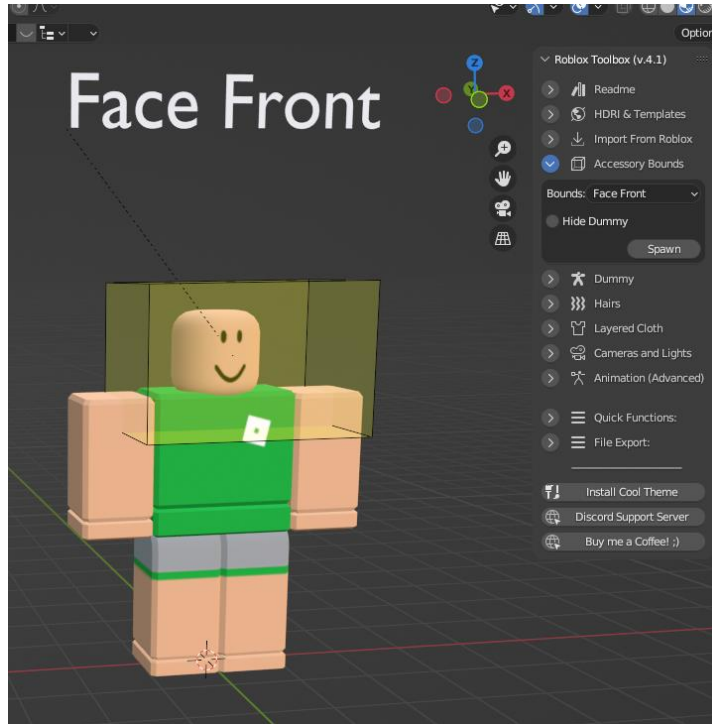
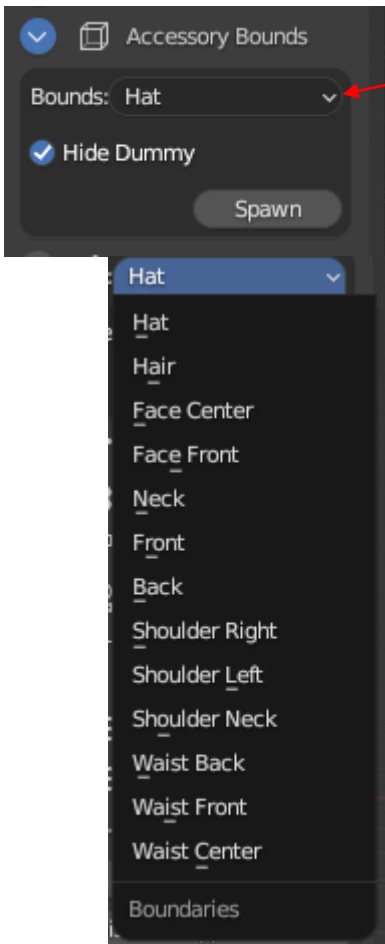
Key in ID, or just paste URL to the item in store and press Import

(this will download original textures uploaded by creators, as this Option I uses my own code snippet to parse the actual rbxm file, not The wrong textures that roblox API is giving)

Works with layered clothing as well



Accessory Bounds for UGC creators
Should be self explanatory – to see the accessories bounding boxes and try to model within it



NOTE: Everything in the toolbox is converted to 1.0 scale (not the Roblox 0.01), so it is convenient to work while modeling, planes, cubes, etc spawns normal size, not giants.

Adds simple dummy to the scene, so can model easily around it



Adds rigged characters to scene

R15 taken from Roblox Github

R6 taken from Youtube video

<https://www.youtube.com/watch?v=ggqvqwYQUSc>

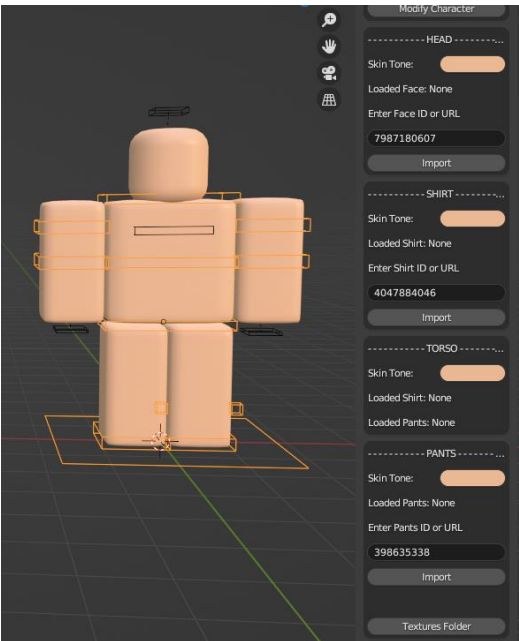
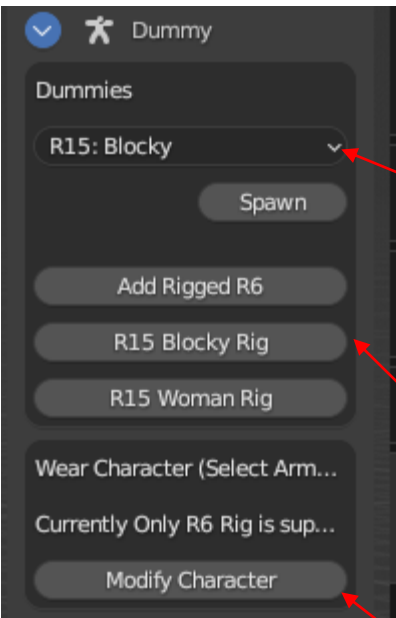
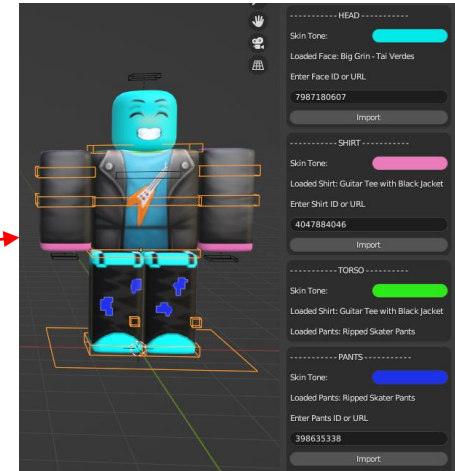


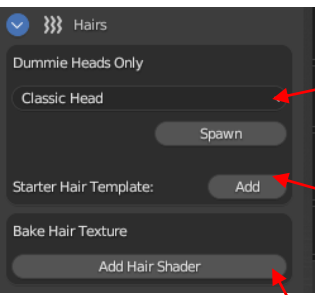
New function, only works with R6 Rig currently

Spawn R6 rig, select its bones and press Modify Character

You will be presented with a menu and a blank Character

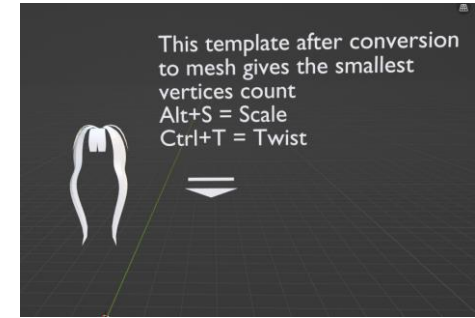
From here you may modify the skin tone for each part
And also add any Classic clothing from the store
Just use cloth ID or URL





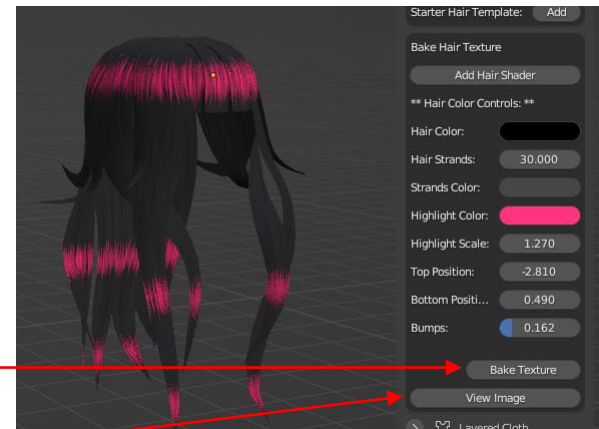
Spawn just a heads only, this option been requested by some hair and hats modelers

Adds starter hair template with the curves and the setting that most of the hair creators are using (the ones that gives the lowest triangles count after you convert curves to meshes)



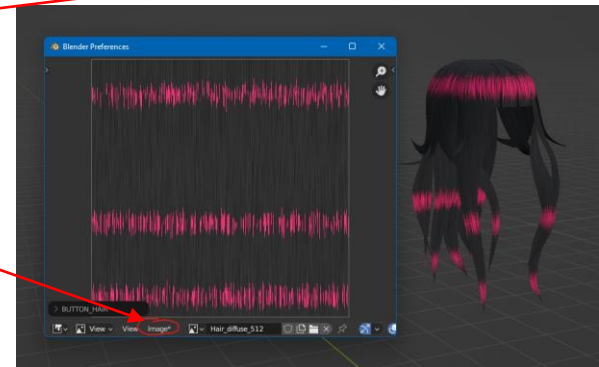
This option is to create hair texture (similar to the ones most of the hair creators are using)

It spawns the hair with some settings after adjusting all these to your liking

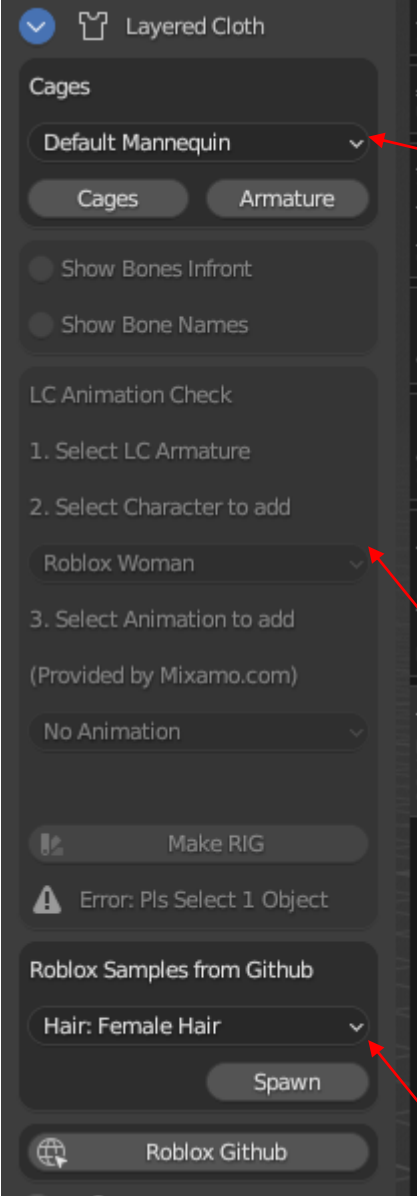


you may bake the Texture

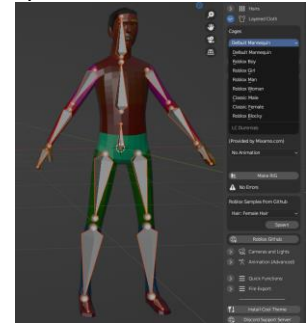
Then view the image



Then save it somewhere and use as you need



For layered clothing designers, it have all common cages and armatures to design the Layered Cloth

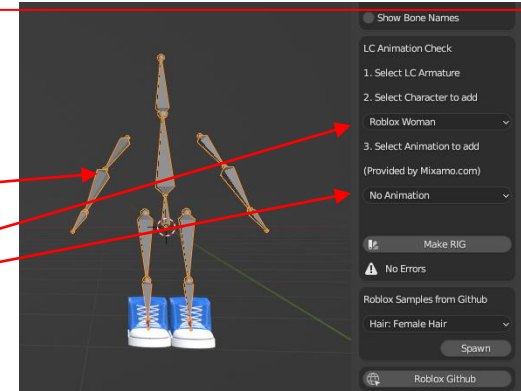


For layered clothing designers

After creator made the Layered clothing and weight painted it They can spawn an animated rig to actually check the Item if it have any clipping before they upload it to Roblox

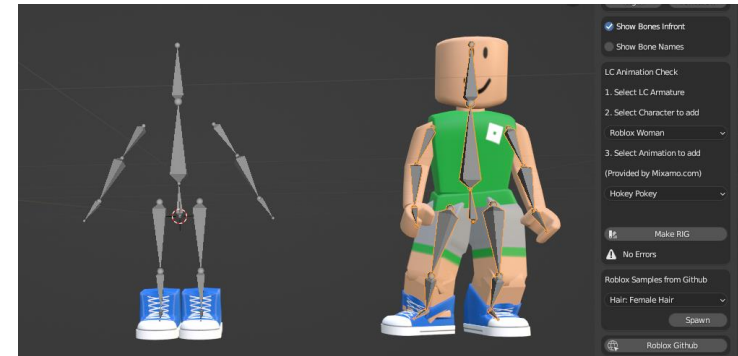
Select the bones
 Select Rig to add (now only R15 Woman and R15 Blocky)
 Select Animation to add

The item copied as a linked copy, so you can edit the original Item, exit from Edit mode and see the results on the spot



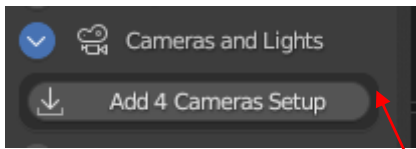
Animations used here are from Mixamo, I get permissions From them to use in the addon

PS: will be cool if Roblox sees it and share Their original animations, at least some. So the checks can be done with real ones And see if the item made will be clipping in Game.

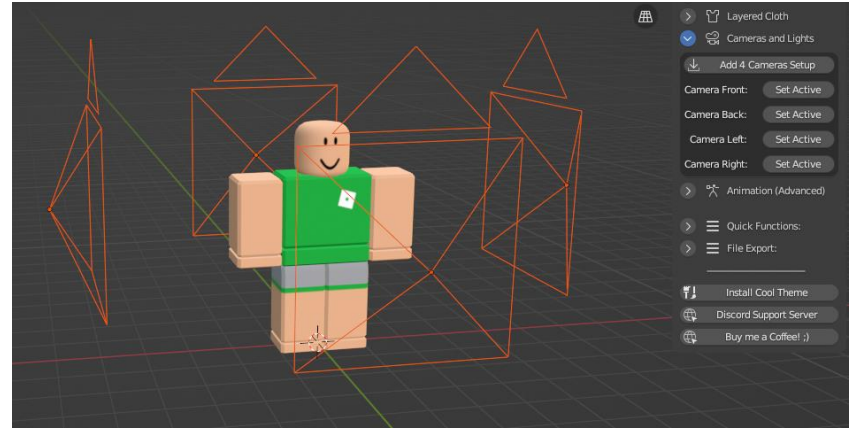


I will include this shoe blend file in case you want to test out. This shoes are done by me and they are already in the catalogue. This designed for woman avatar so need to spawn Roblox woman Rig.

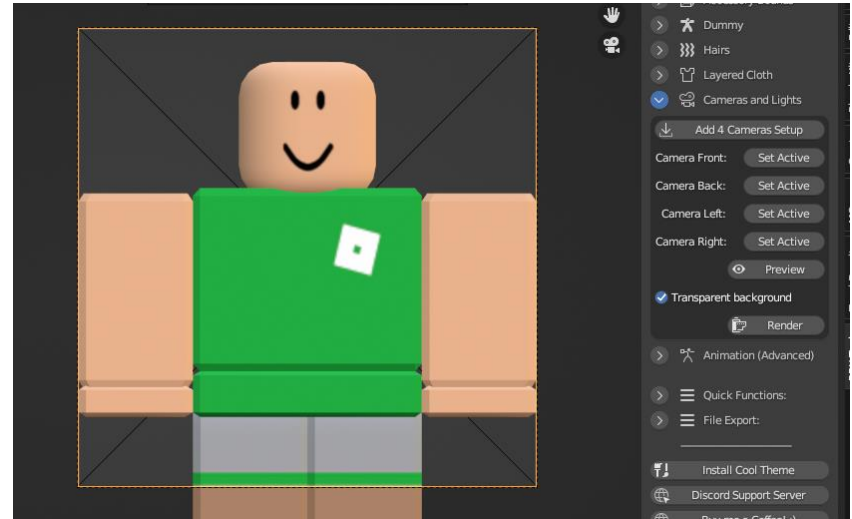
Just some samples from Roblox Github how the Layered Cloth is done by them. (Its Roblox clothes)



This is an old function, been added there when UGC submissions were done with screenshots of the item
It spawns 4 cameras already preset to take screenshots of all 4 sides.. Think not in use now



Set active camera
Press Numpad 0 to activate it
New options will appear to render
The image



Animation (Advanced)

How to Use

Step-1 (Add Armature)

Step-2 (Prepare Mesh):

Recalculate Normals

Step-3 (Double Vertices):

Select 1 Object

Doubles Found: ERROR!

Remove Double Vertices

Step-4:

Adjust Bones in 'Edit Mode'

If needed

Step-5:

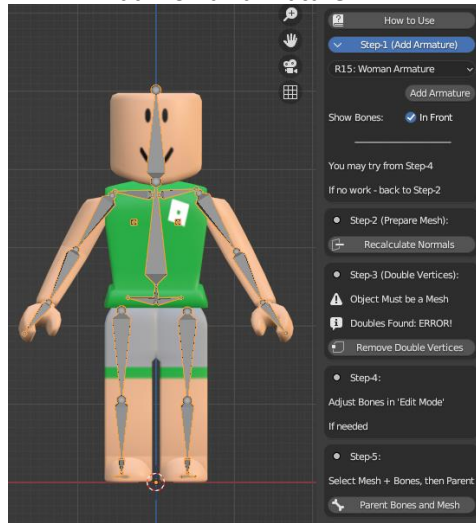
Select Mesh + Bones, then Parent

Parent Bones and Mesh

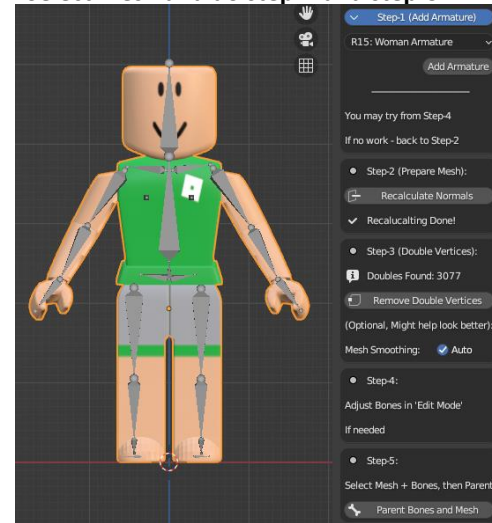
This option were done long ago to help people to actually animate the characters that they spawn/import to blender

Uses parenting to bones with auto weights, so does not always good results
 Can test out with dummy from Slide 6 (I used R15 woman and it works well)

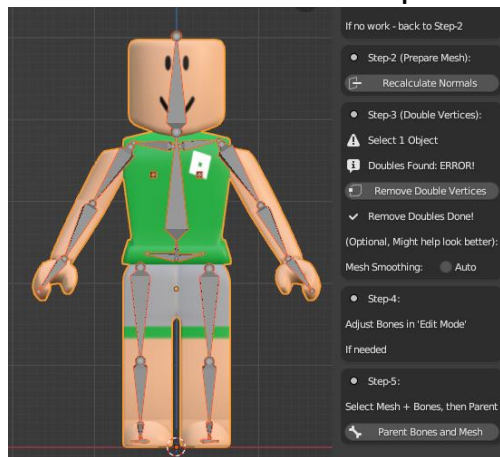
Add woman armature



Select mesh and do step-2 and step-3

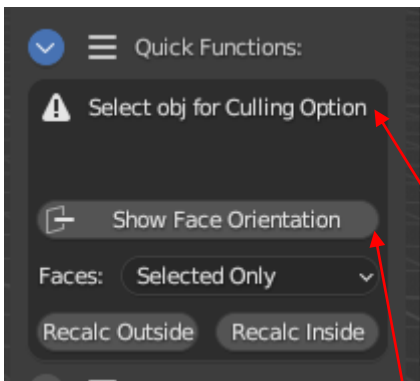


Select armature + mesh and do Step-5



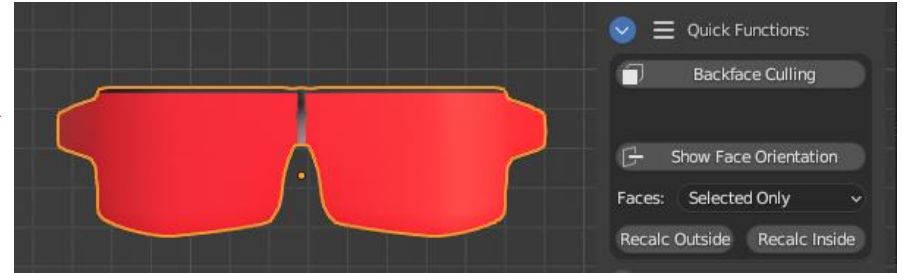
Test out in pose mode



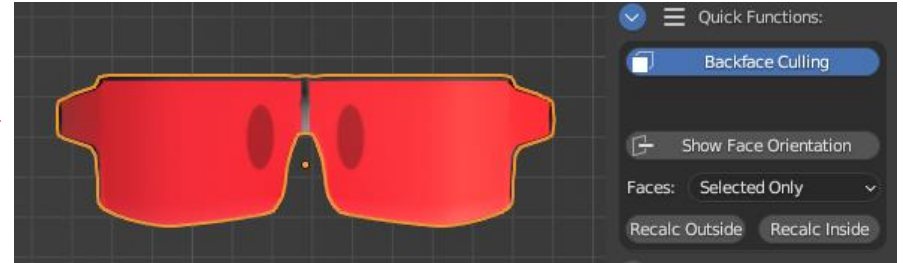


Quick option to set backface culling option for the object

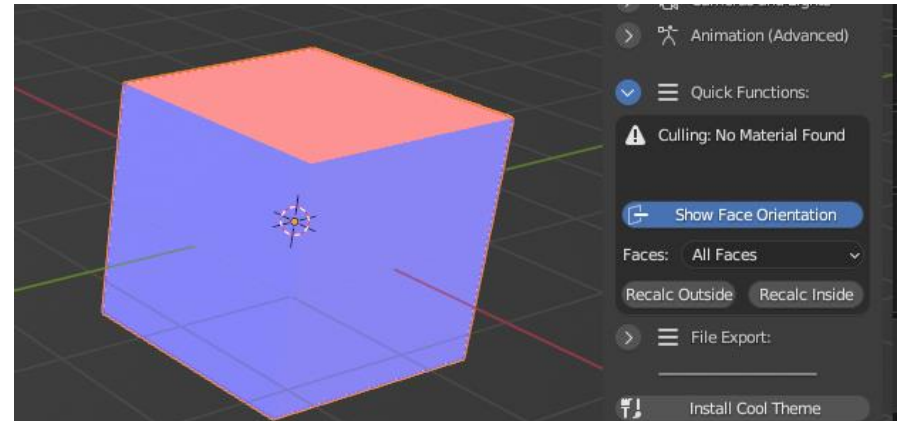
Before

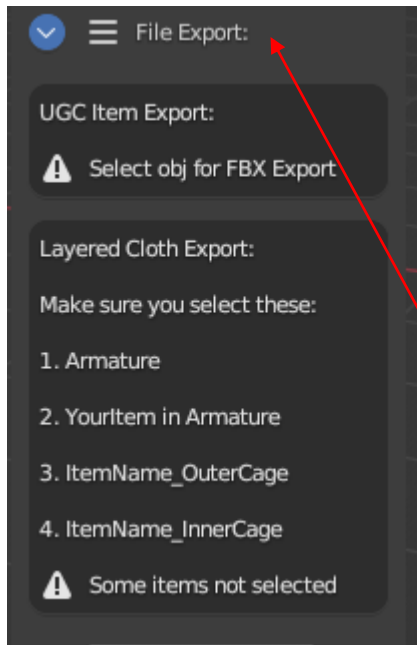


After



Quick option to see faces orientation and also option to recalculate (flip them)

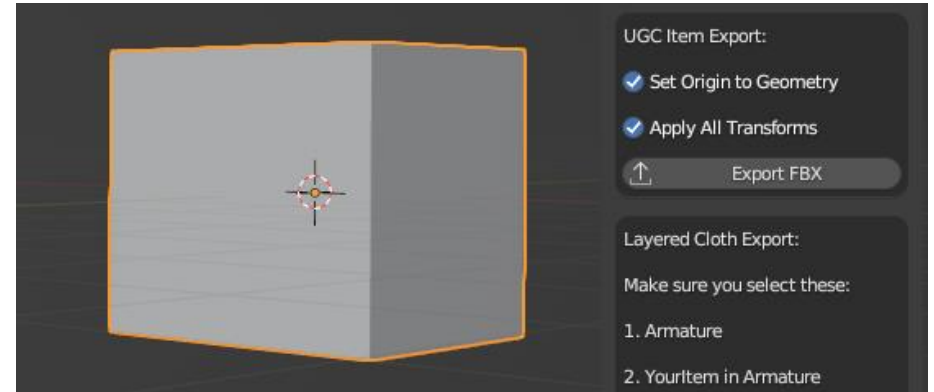




Quick export option for the UGC accessory or layered clothing

1st option will be activated when you select Accessory to export
Will automatically set origin to geometry
And apply all transforms
Export option is also already preset

Scale for export is set to 0.01, so when You import it to Roblox, it will be 1:1 to What you had designed in Blender



2nd option will also be activated automatically when all the Required items for Layered cloth are selected

This will preset the export with Roblox recommended settings

Scale for export is set to 0.01, so when You import it to Roblox, it will be 1:1 to What you had designed in Blender

