# Product Variation file Import into Blender

Blender Software · https://djcs.art/docs/import-product-variation-file-into-blender/

This is not an official description of Blender, but a description of the features of Blender as they are used in our business.

The product variation file (SVG) and been prepared as noted in, Modify SVG file for Blender document and you need to be familiar with Modify SVG file for Blender document.

You need to be familiar with the Blender layouts and how to open close or move panels. You will need the 3D viewport, Outliner, Shader Editor, Properties panel, and Nonlinear Animation panel. These should be open and positioned as provided in the initial Blender file.

## Overview

- Import SVG into an existing Blender file that consists of a staged scene for a product demonstration.
- Change the SVG file into an object and align the coordinates and scale to match the product included in the Blender file.
- Assign the SVG object to be a child of the parent object (the product) and assign material characteristics to the SVG object.
- View the product in 3D rendered scene
- Test various points in the timeline to evaluate the product presentation.
- Produce video is desired results is achieved or repeat steps.

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## Import SVG File

Open the Blender file that contains the product model. The product model should be positioned at coordinates 0,0,0.

1. Set your layout to LAYOUT (tabs across the top of the screen).
2. Set your viewport to SHADING.
3. There should be a panel open at the bottom for the timeline. Highlight the "GLASS TRAY SETUP"
4. Position the glass tray model to be looking the top view by pressing 7 key on the number pad.

At this point, you should have a similar view at shown in STEP 1 in the picture carousel above. The glass tray model should be centered along the X (red line) and Y axis (green line). Our next steps will be to import the SVG file and prepare it for conversion to a mesh model and positioning within the glass tray model.

5. Import the SVG file with the following command, FIle -> Import -> Scaleable Vector Graphic (.svg) (select your SVG file).
6. Select the imported SVG file in the view point where the glass tray is shown. You may have to zoom out (mouse scroll wheel) to see the sVG file.
7.