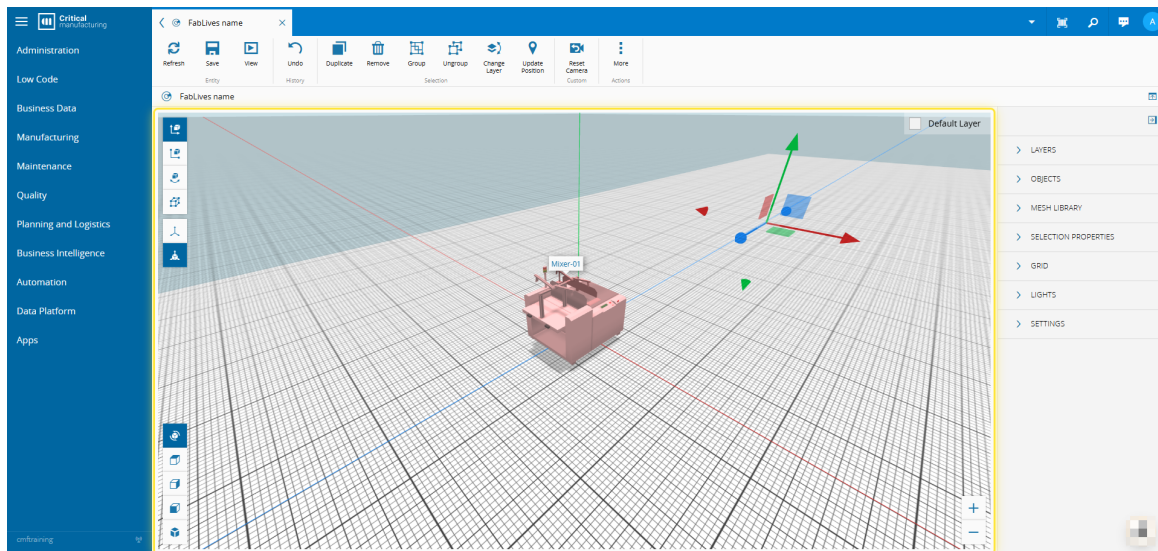
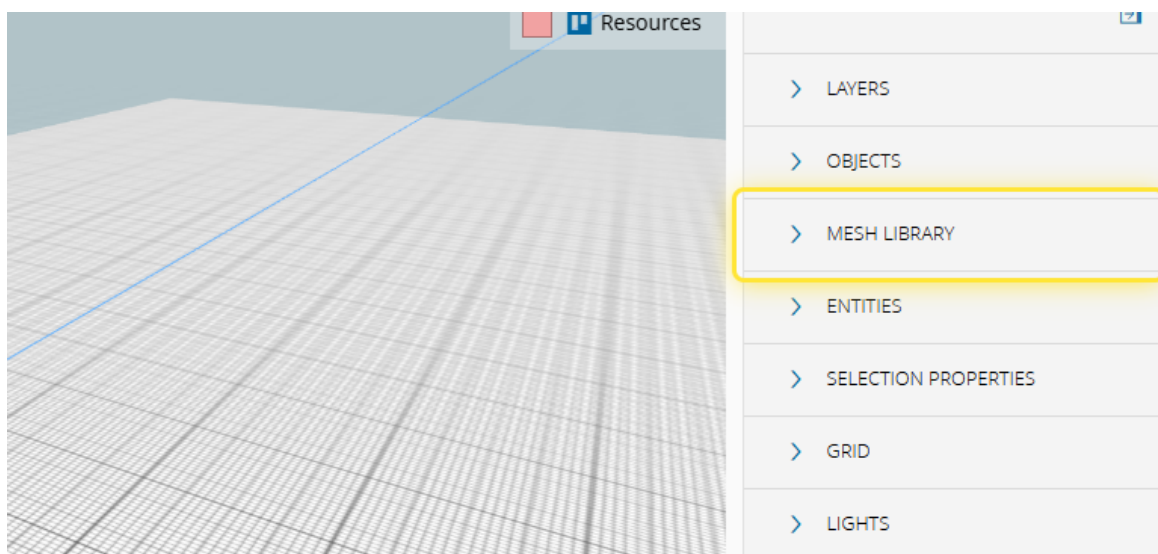


How to: Add an object to the library in FabLive

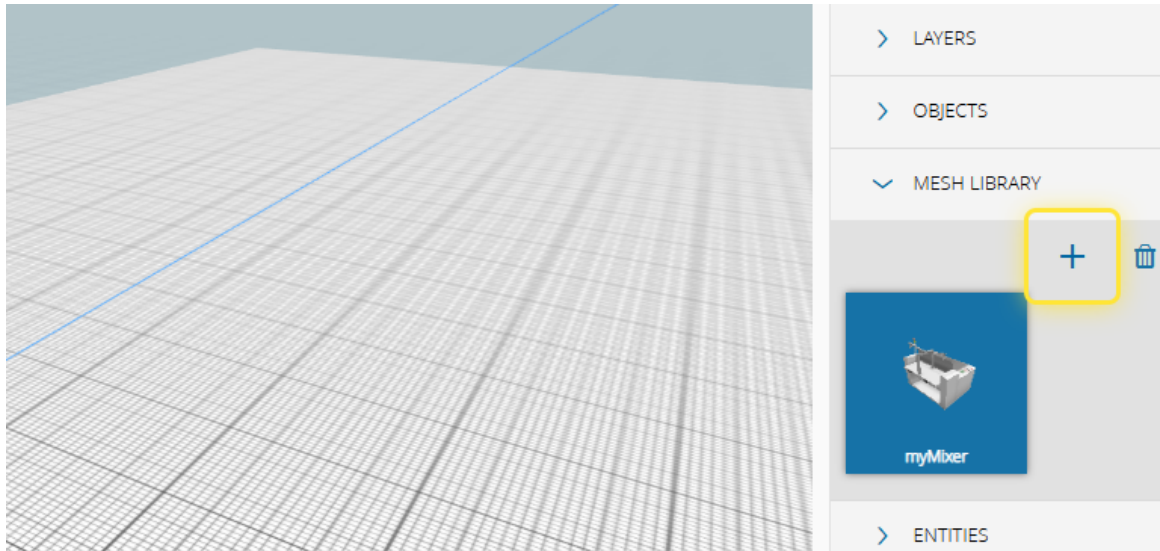
1. Select the object.



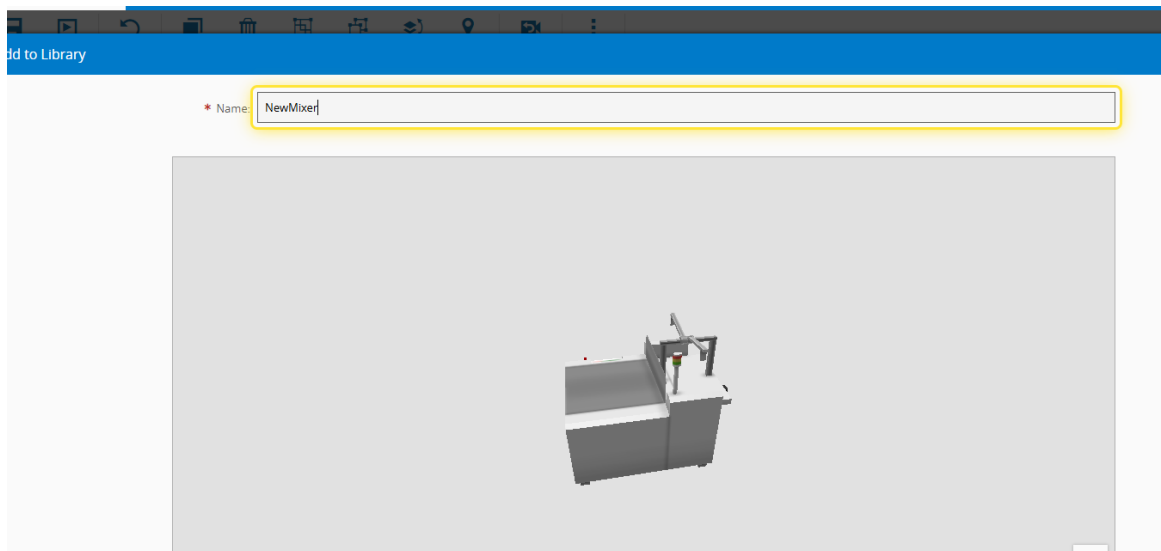
2. Select Mesh Library.



3. Select the + in the Mesh Library panel to add a new object.



4. Give a name to the object.



5. Select Add.

