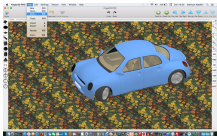


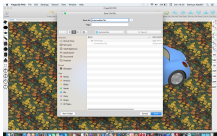
## Share projects between Finger3D PRO and Finger3D / Finger3D HD

Tutorial to share projects between Finger3D PRO (for MAC OS X) and Finger3D / Finger3D HD (for iPad, iPhone, iPod Touch):

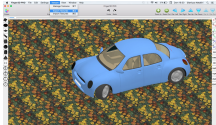
- Save the current Finger3D PRO project: **File -> Save...**



- Write the desired project name: for example **Automobile.f3d** and press the button **Save**



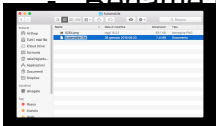
- Export all the textures of the current project: **Texture -> Export Textures**



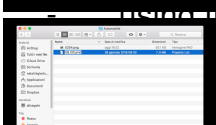
Select the folder where the textures will be exported and press the button **Select**



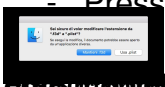
Rename the project Automobile.f3d ... (see the next step)



Change the name **OBJ3D.plist**



Press the button **Use .plist** (the new file extension must be .plist)



Drag the file to the Desktop (or to the folder where you want to save it) and press the button **Replace / Sostituisci**



Press on **Replace / Sostituisci** (the existing documents must be replaced)



Open Finger3D or Finger3D PRO... The 3D model will be automatically displayed



From the platform, you can modify the 3D model and/or save it in the Projects Archive of Finger3D or [moving projects from Finger3D / Finger3D PRO to Finger3D PRO](#)