Mixamo animation & Blender2ogre

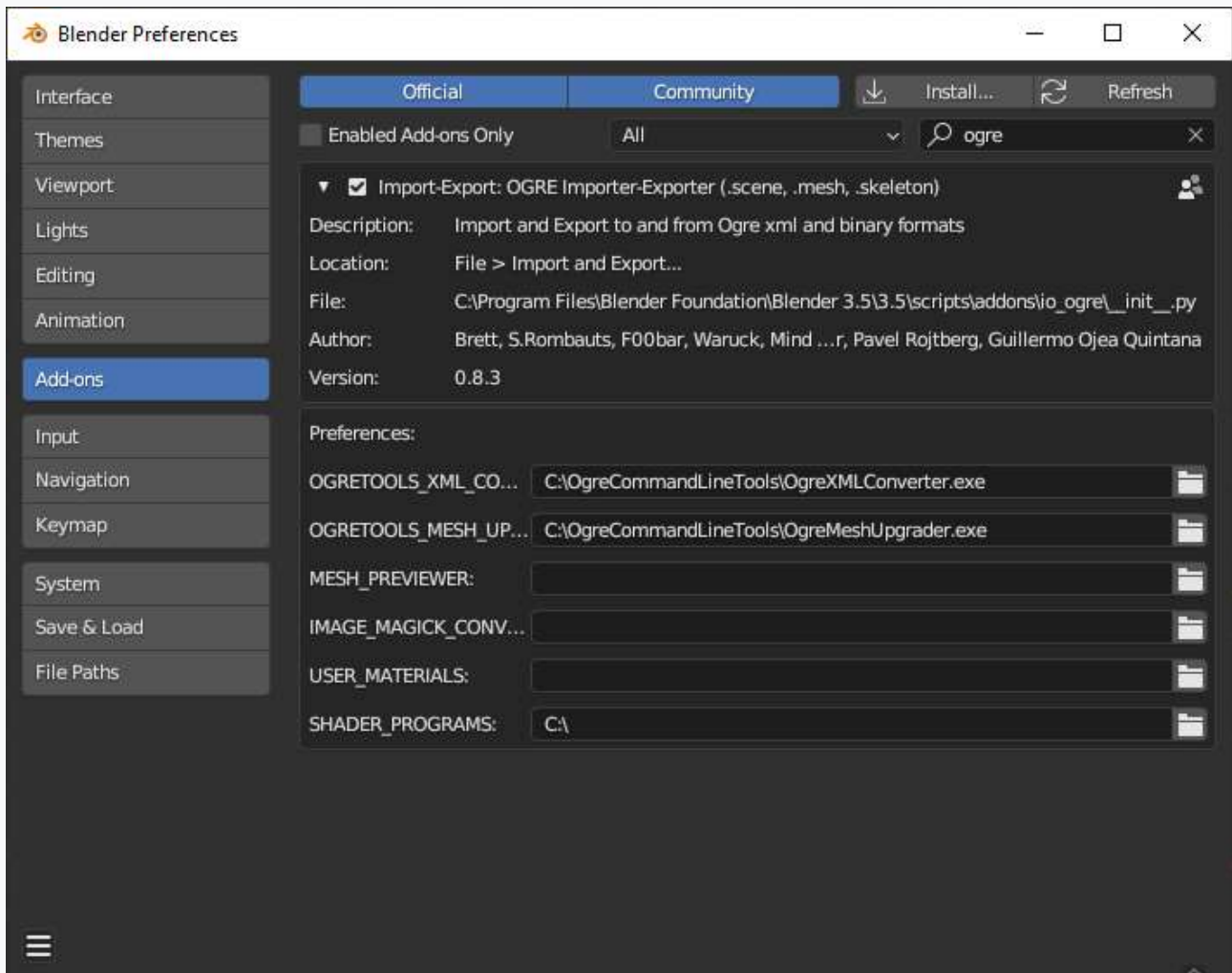Download https://github.com/OGRECave/blender2ogre (version 0.8.4 march 2023).

Unzip it, search the io_ogre folder then Copy + Paste to Blender path (like this) :

C:\Program Files\Blender Foundation\Blender 3.5\3.5\scripts\addons\io_ogre

Install the Addon then Close and Open Blender to be sure install.

Download the latest OgreXMLConverter.exe + OgreMeshUpgrader.exe files

and Copy + Paste them in a folder to set paths in Blender Addon (cf. Addon picture) :

https://redmine.openspace3d.com/projects/scol/repository/84/show/tools/OgreXmlConverter

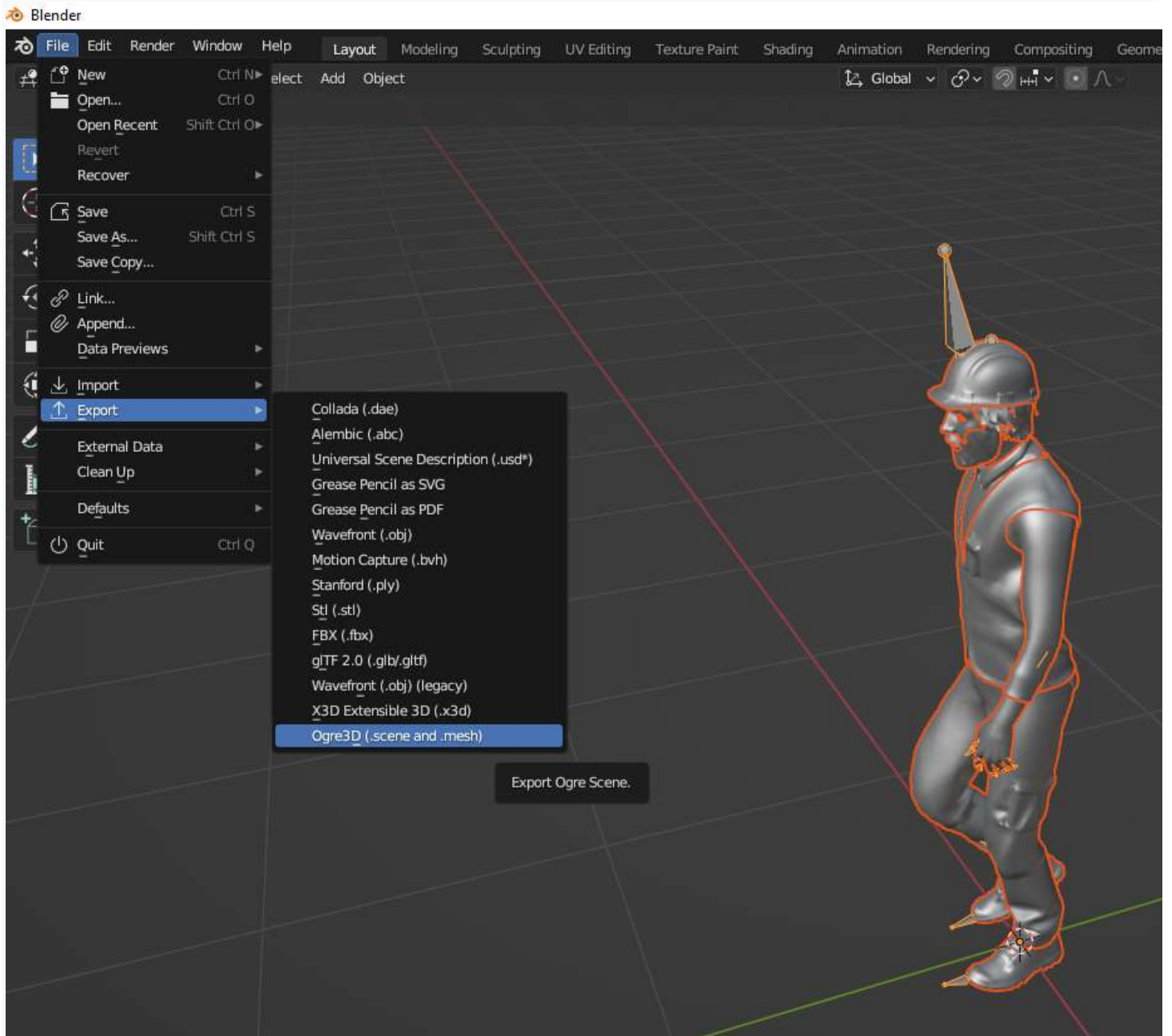Remove the cube the camera and the light from the scene from new scene

(key "a" and "deleted")

Download an animation with character in FBX format

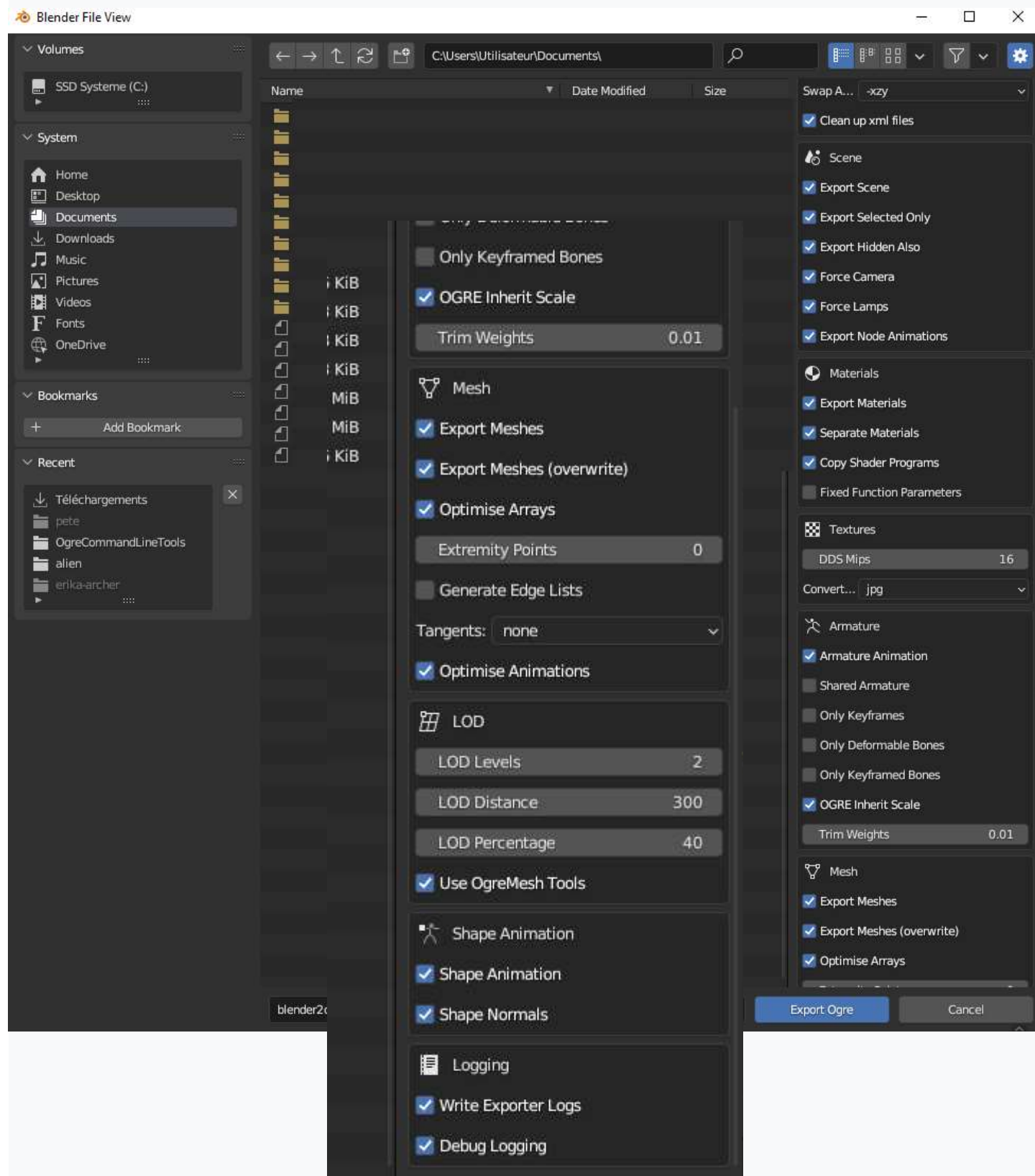Import FBX file and be careful : file must be selected (click on key "a")
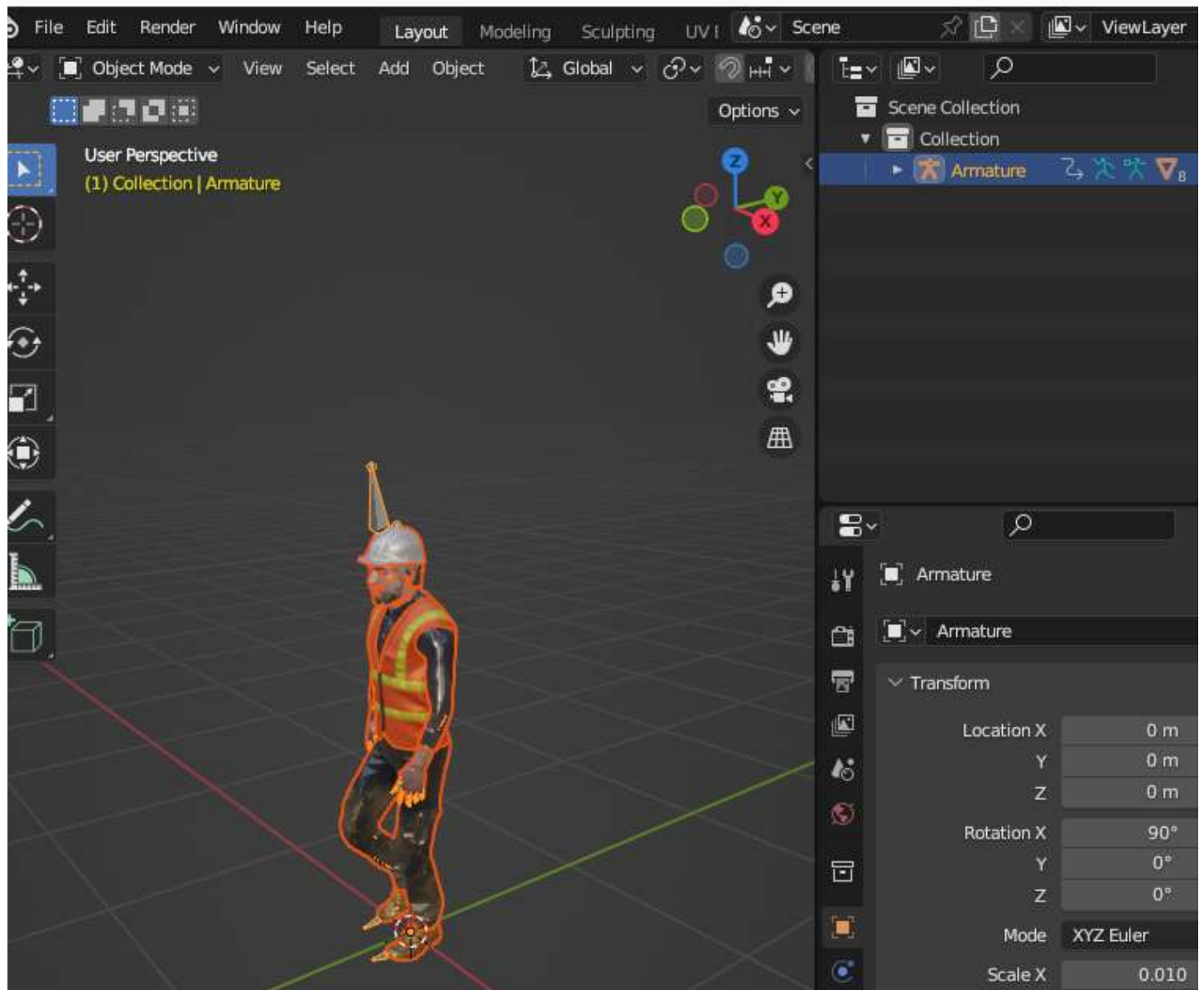
Export to Ogre3D

Save to your favorite Folder in Openspace3D beta 4 partition preferably

You can check the boxes on the right according to sections and scroll down to the bottom of this window.

A certain number of files are generated in your folder.

Only the .scene file will be useful for import into OS3D beta 4 by drag and drop.

Import scene and see result.

Modify the materials and the axes of the mesh. Last, try Animation.