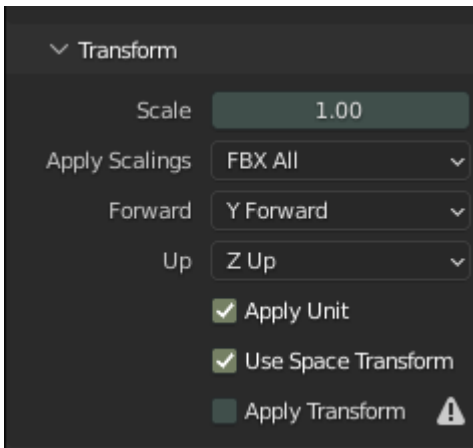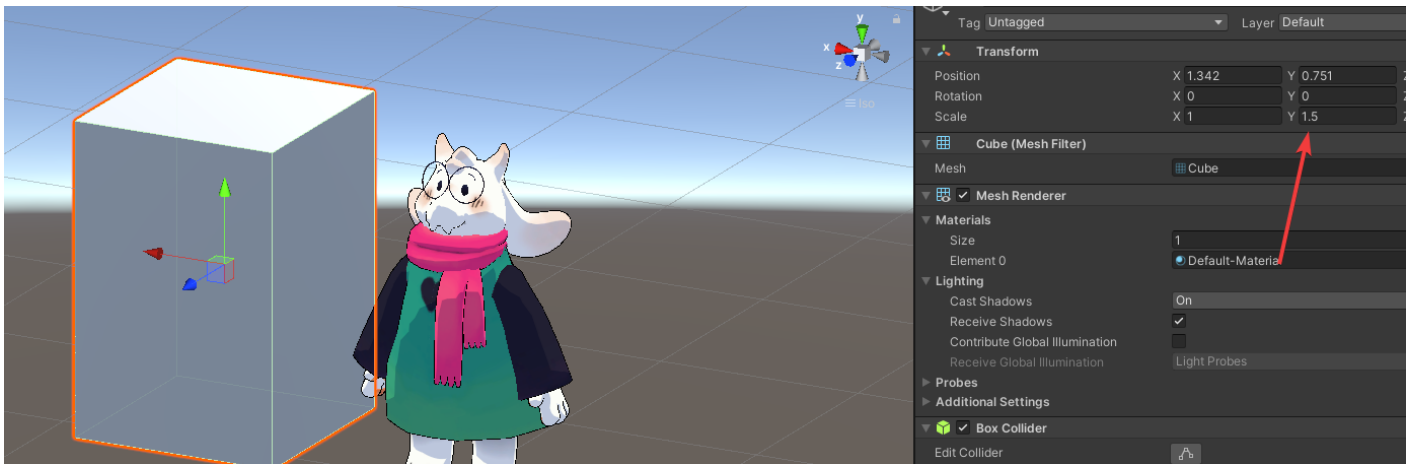# Importing issues

My character is HUGE but doesn't look huge in Blender!

- Make sure you've checked that, when exporting from Unity, you've scaled down your avatar and set the scale to FBX All:

From there, you can check the approximate scale in Unity by adding a 1.5-unit tall cube (which is about ~5'8").

Alternatively, there's this excellent tool for Unity FBX exporting: MACHIN3tools.

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