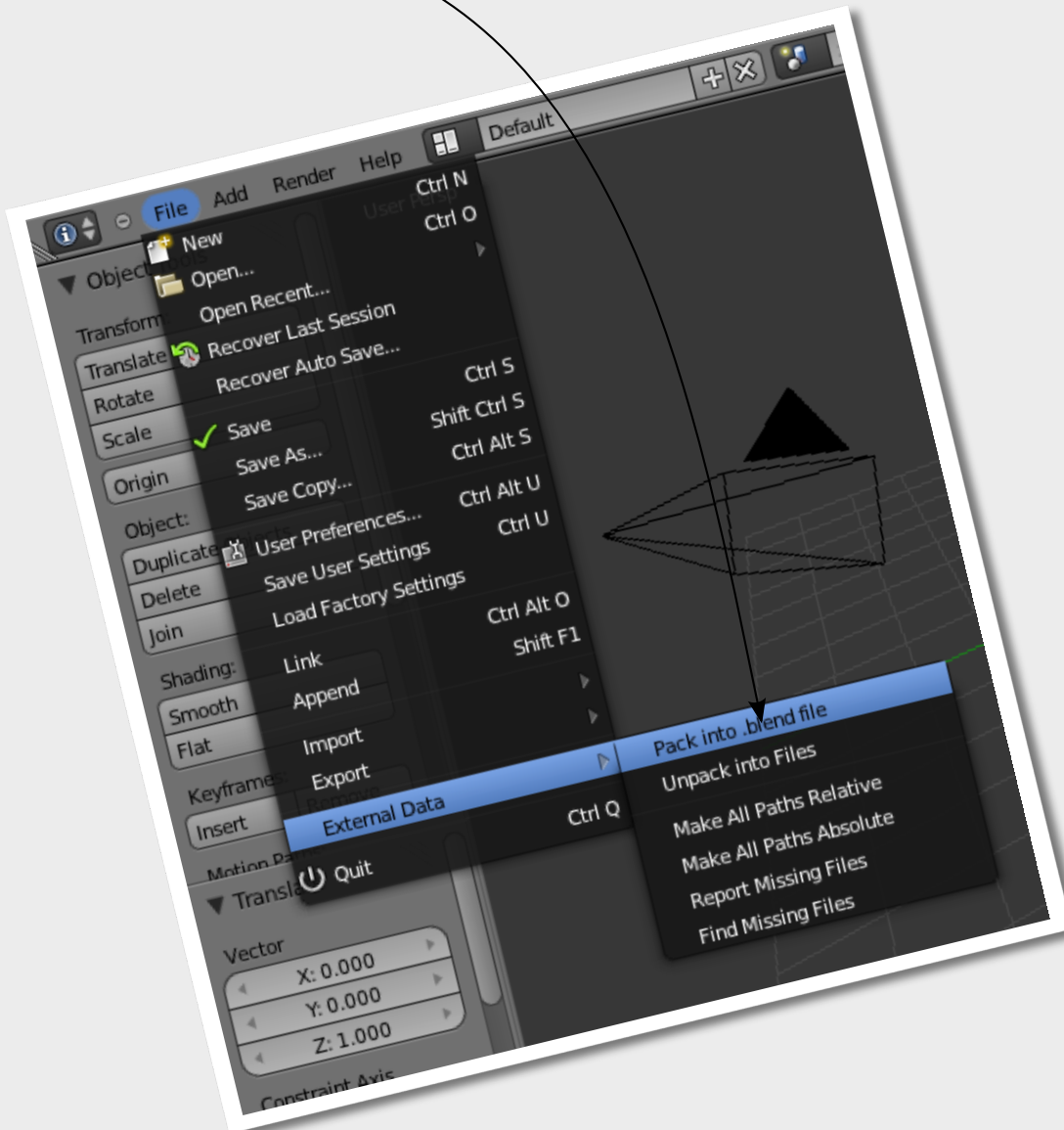


# Packing Files

To transport Blender's files correctly so all of the textures are 'collected' and stored within the file follow these steps:

Click on **File > External Data > Pack into .blend file**



This packs the entire file with meshes, materials/textures and any other information together into the .blend.

Then save your file again so that it is completely packed.

When you get files that have been packed, you can unpack them into separate files by clicking on the **File > External Data > Unpack into files**. This will save all texture files into a selected folder.