Additional Topics

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Importing Models

• Unity can read
  • .fbx, .dae (collada), .dxf, .obj, and .skp files
• Drag and drop model files into Assets folder
• Make sure the geometry, materials, textures are dragged and dropped together into Unity project
Importing Models

- Proprietary application support
  - 3D Studio Max, Maya, Blender, Cinema4D, etc
- Unity converts proprietary files into .fbx during import
- User exported .fbx preferred
- https://docs.unity3d.com/Manual/3D-formats.html
Places to Find Models

- turbosquid.com
- www.cgtrader.com
- https://3dwarehouse.sketchup.com
- Dozens of others
Unity Asset Store

- Models
- Prefabs
- Scripts
- Textures
- Projects
Particle Systems

- Uses a large number of small objects to mimic “fuzzy” phenomena
- Fire, Smoke, Rain, Snow, Clouds, etc.
Colliders

- Allows physical interaction between objects
- Colliders react with other colliders
- Can also be used for selecting objects
So Much More in Unity!

- Audio
- Sprites
- 2D Games
- Networking
- Virtual and Augmented Reality
- Light baking and post-processing stacks
- And more