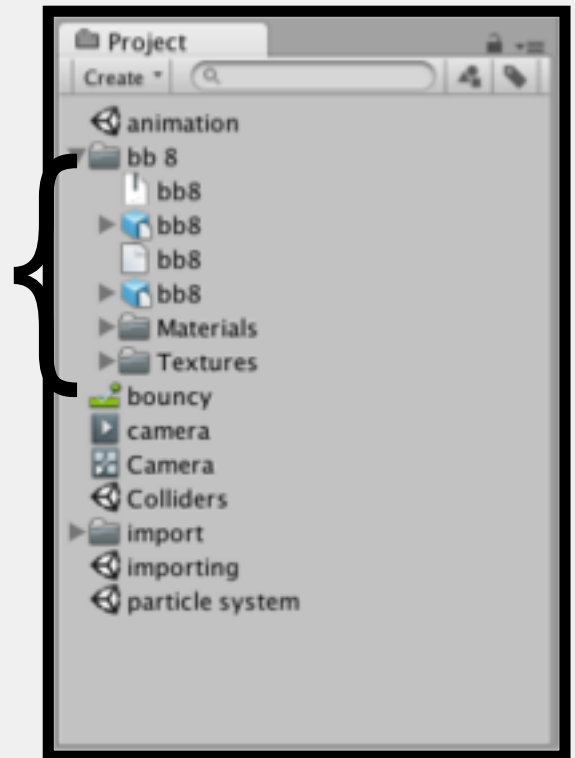


Additional Topics

Vijay Kalivarapu

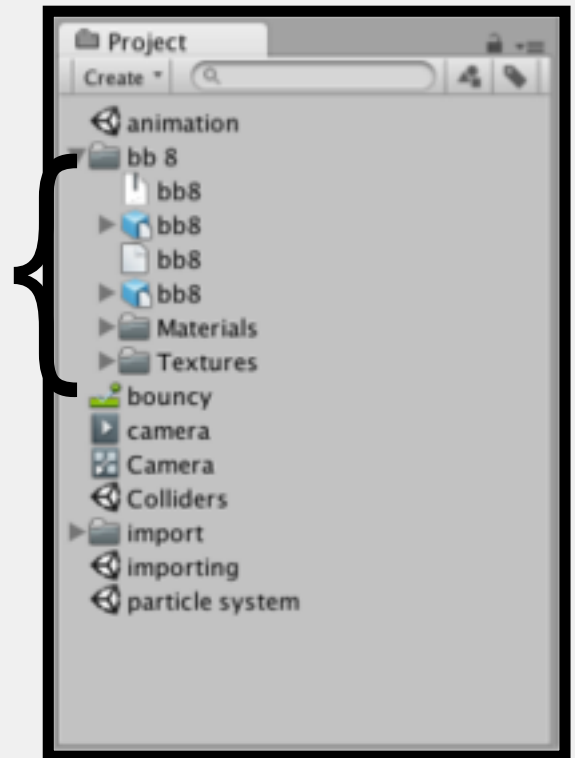
Importing Models

- 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



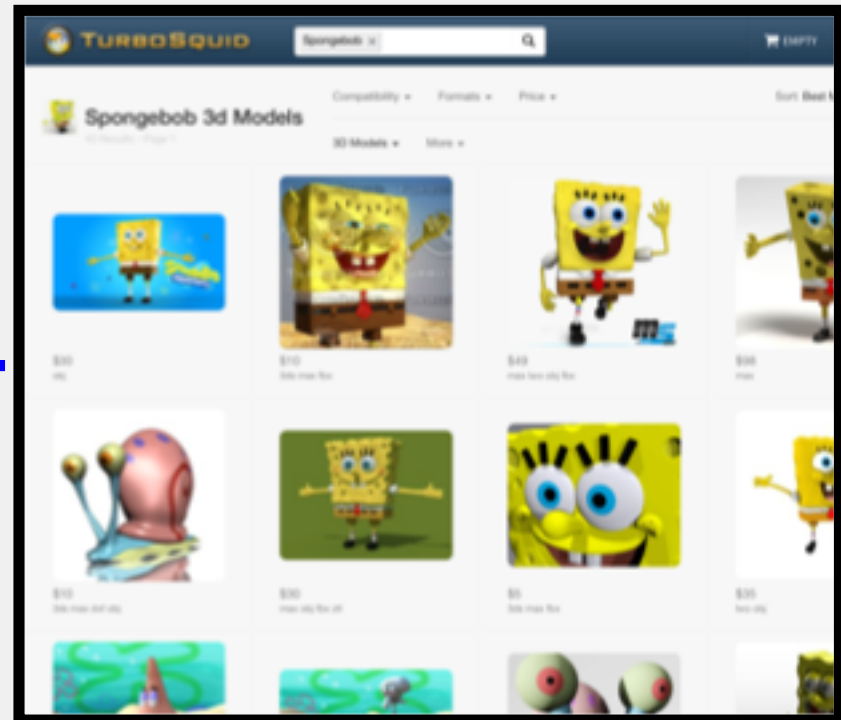
Importing Models

- 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](https://www.turbosquid.com)
- www.cgtrader.com
- <https://3dwarehouse.sketchup.com>
- Dozens of others



Unity Asset Store

- Models
- Prefabs
- Scripts
- Textures
- Projects



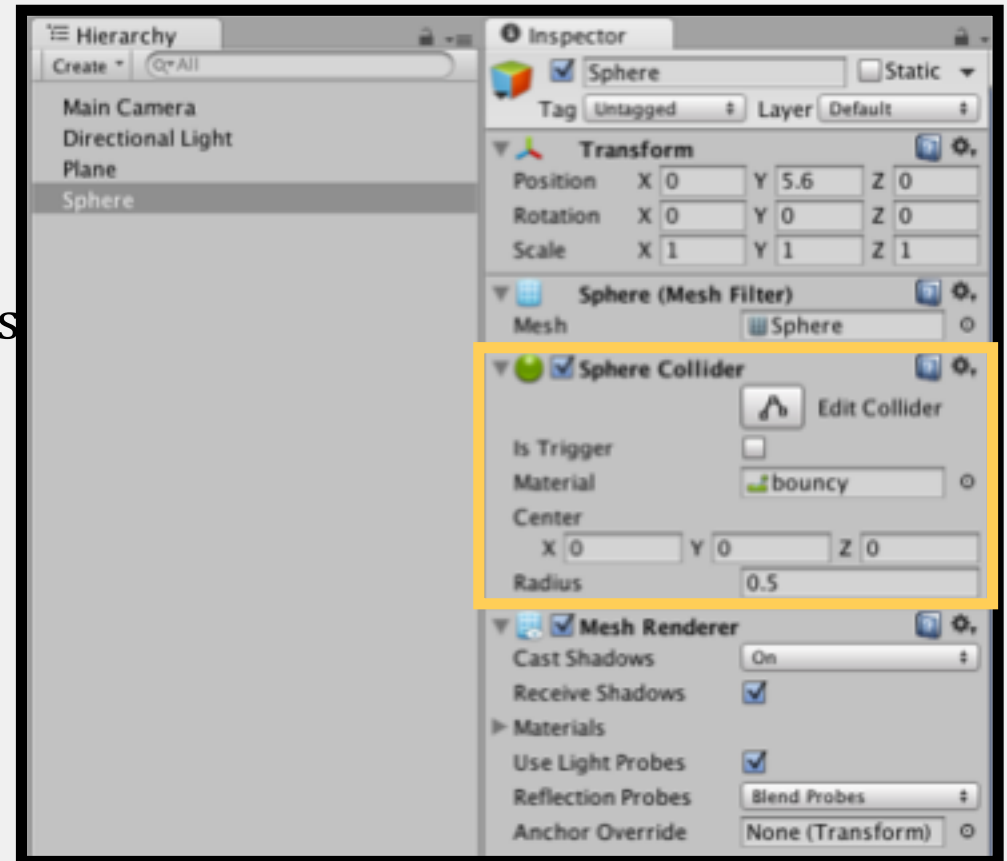
Particle Systems

- 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

