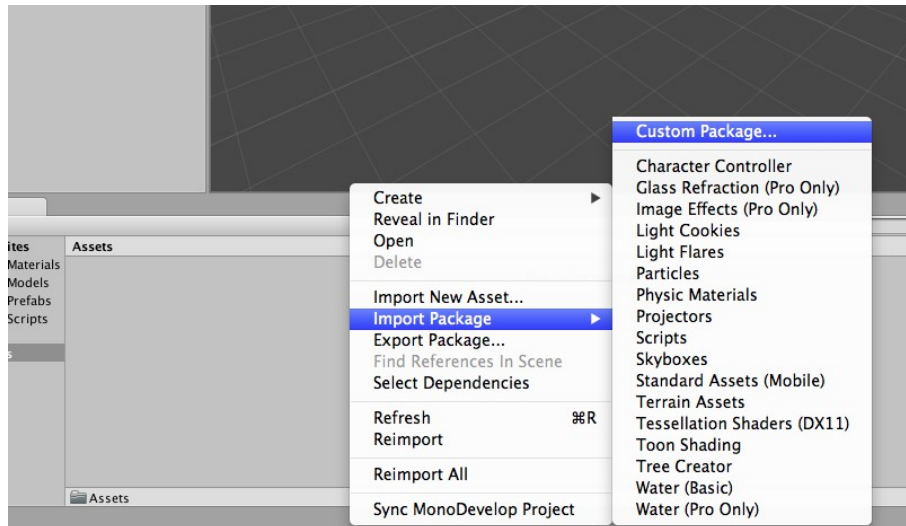




# Quickstart Guide

1.- Include the Obi package in your project. Right click in the project window, "Import Package" "Custom Package", then select Obi.unitypackage.



2.- Go to GameObject->3D object->Obi->Obi Emitter. This will create an Obi Emitter object, a disk shape and a solver, all properly set up.

3.- Drag any of the included fluid blueprints to your emitter's "Blueprint" slot. You're done!

For further information, please refer to the [Manual](#).

## Support / Contact

If you have any suggestions, questions or issues, visit our webpage:

<http://obi.virtualmethodstudio.com>