## Open Asset Import Library – **Asset Workflow**

http://assimp.sourceforge.net

Asset creation (3d modeling software)

- Create meshes
- Animate (e.g. Motion Capture)
- Add materials
- Export to a standard model format.
- **No** need to write own exporters
- **Easy exchange** between different 3d applications.
- No information is lost during exporting

**ASSIMP** 

- Import format
- Optimize dataCompute extra data
- Validate import
- Convert to an easy, hierarchical output structure.

• Implement only **one format**: Assimp's inmemory output format.

- Build levels
- Export to own format (suitable for fast loading at runtime)

Game infrastructure (engine)

Final game (end-user)