* Import format
* Optimize data
* Compute extra data
* Validate import
* Convert to an easy, hierarchical output structure.
* 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
* Implement only **one format**: Assimp’s in-memory output format.
* Build levels
* Export to own format (suitable for fast loading at runtime)

Open Asset Import Library – **Asset Workflow**

**http://assimp.sourceforge.net**

**ASSIMP**

**Final game** (end-user)

**Game infrastructure** (engine)

**Asset creation** (3d modeling software)