ThICC Engine Pipeline

# Importing new assets

## Importing a model

Models can be imported to the ThICC engine as a variety of types. Model types define their intended use. As default, all model types except “Map” generate a box collider. The model type “Map” will instead generate a mesh collider. This mesh collider can be utilised in-engine to provide complex collide-able surfaces derived from the imported model.

## Importing images

Gfdfdgfdg

## Importing sounds

Fdgfdgfg

## Importing fonts

Gfhfhgfh

## Creating strings

Ffdgfdgfdgd

## Creating cubemaps

fdgfdgfdg

# Utilising imported assets

## Creating a map

Dfsdf

## Creating a character

Gfdgfdg

## Creating a vehicle

Fdgfdgfdg

## Assigning input glyphs

Dsgfdg

## Defining global sounds

Fgfdgfdg

## Defining common models

Gfdgfdg

# Changing configurations

## Character control parameters

Dgdgfdg

## Camera parameters

Dsfdsfs

## Core engine parameters

Ddsgsf

## Defining keybinds

gfdfdgfd