Trike Setup - Pre Unity

The trike will consist of 4 FBX files. And they will all be stored in the same folder within the RawModels folder. i.e. RawModels/Trike1/Frame, RawModels/Trike1/Handlebars RawModels/Trike1/FrontWheelAndPedals, RawModels/Trike1/BackWheel

- Before exporting, delete by type history, and freeze the transformations (with the exception of one item which I'll mention).   And make sure all objects are centered on the Z axis, this is very important.

1) The first FBX file is the frame of the trike, and the pivot is at (0,0,0).
    a) This is every part of the frame (including the seat) except for the handlebars and the part of the frame that extends down to the front wheel.
    b) Before exporting, position this object as if the wheels were attached, so it'd be offset from (0,0,0) accounting for the height of the wheels.
2) The second FBX file are the handlebars and the part of the frame that extends down to the wheel.
    a) This is positioned where it'd be on the trike. Don't move it to (0,0,0).
    b) What you'll want to do with this one, is rotate this object forward until it is pointed directly down, as if you had taken the front wheel off and the frame was resting on the ground. Take note of the X rotation (Y and Z should be 0).

Then, freeze transformations, and rotate it back the same number of degrees. *THIS IS THE OBJECT YOU DON'T WANT TO FREEZE TRANSFORMATIONS ON*

    c) The pivot of this object should be located directly inside the part of the frame that the handlebar object is attached to. This is where the handlebar will be rotated, and the pivot should be rotated to where the Y axis is pointing up towards the sky, parallel with the frame.

3) The third FBX file will be the back wheel. This includes the rims and the tire only. It will be centered on (0,0,0) as in half the wheel is below the XZ axis and the other half is above the XZ axis.

4) The fourth FBX file is the front wheel AND the pedals. Same as the back wheel, it's centered on (0,0,0).