

Instructions for Team Members:

Objects:

- Place object files in a named folder and then in the ObjectUV&Textures folder
 - Ex: ObjUV&Text <- Table(Folder) <- Table-NormalMap, Table-HeightMap
- Remember to save all blend files of the object you are working onto the Team Google Drive (redundant but allows us to easily make future edits)

Unity Project:

- Announce on the team slack if you are going to be opening and using the unity project in the github for an extended period of time (>30 min)
- Always remember to check for changes in the remote repo before making edits to the project