Step 1: Blender

- Save Blender .blend file in Github
- Unwrap with Seams:
  https://www.youtube.com/watch?v=XeBUfMKKZDo&ab_channel=BlenderGuru
- Export UVLayout as a png file and save to Github
- Export the obj file of the unwrapped object and save to Github

Step 2: LiveNormal

- Get textures from LiveNormal. Label the NormalMap and Textures files you will be using.
- Save in Github: Object BlendFiles, UV, & Textures -> Object folder -> LiveNormal folder

Step 3: Photoshop

- On photoshop, photoshop the textures and normal map onto the UV png. Save as new png files in Github (one file for the uv map with textures, one file for the uv map with normal maps)
  - To select and move images, use the select tool on the left panel
  - To resize images, use the scale tool on the left panel or do: tools -> transform tools -> scale

Step 4: Back to Blender

- Put the texture and normal map onto the object in Blender
  - Texture: Add the textured uv map as a texture. Toggle to on: mapping -> coordinates -> uv
  - Normal map: Similar process with more things to toggle. Tutorial here:
    https://www.youtube.com/watch?v=xLL9WpKW6VE
  - Export the textured object as an FBX file in the end and save to Github (this is what we will use later in Unity)

Step 5: Unity

- Place entire object folder into Unity environment (The folder should include everything including the textures, fbx file, normal and texture maps, etc)