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 or Photoshop

- 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

Step 4: Unity

- Place obj in Unity environment
- Place texture on Obj
- Place normal maps onto the texture