A screenshot of a computer

Description automatically generated  
this is how I’ve set up my floating island, screenshot of blender. Collections are organised.

A computer screen shot of a desk

Description automatically generated  
I found a way to add accurate collisions to all the individual objects of the imported coffee shop. If you add -col to mesh name in Blender, the exported .glb file will have collisions set up for that object. Of course I could set collisions manually in Godot, but I just found that this way is much more efficient.

A screenshot of a computer

Description automatically generated  
imported the island and the coffee shop into godot.

