



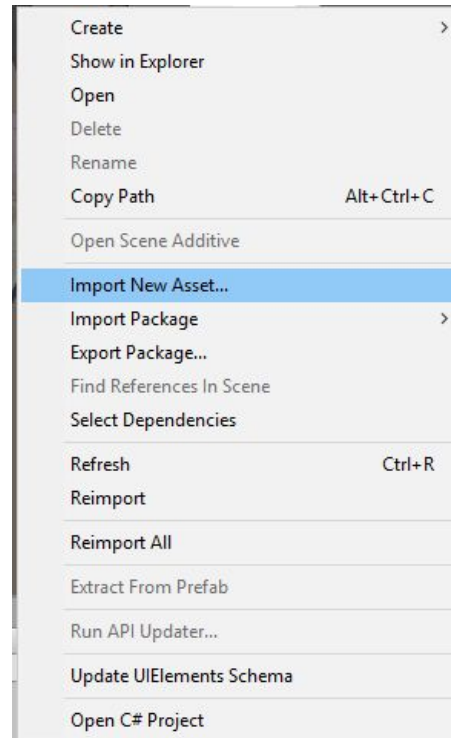
# Unity Basics 2

Importing Assets

- Recognise the relevance of important key words.
- Import assets at the correct scale.
- Remember the sequence required to import assets into the software successfully.
- Organise assets in the software's file system for ease of use.
- Create Materials and Normal Maps for use on assets.
- Apply instructions needed to display assets as they were intended.
- Install Lighting into a scene correctly and experiment with different effects.
- Use the Camera component correctly, making good use of advanced properties such as Viewport, Clipping and Field of View options (FOV).
- Change the environmental scene to give it an entirely new feel.

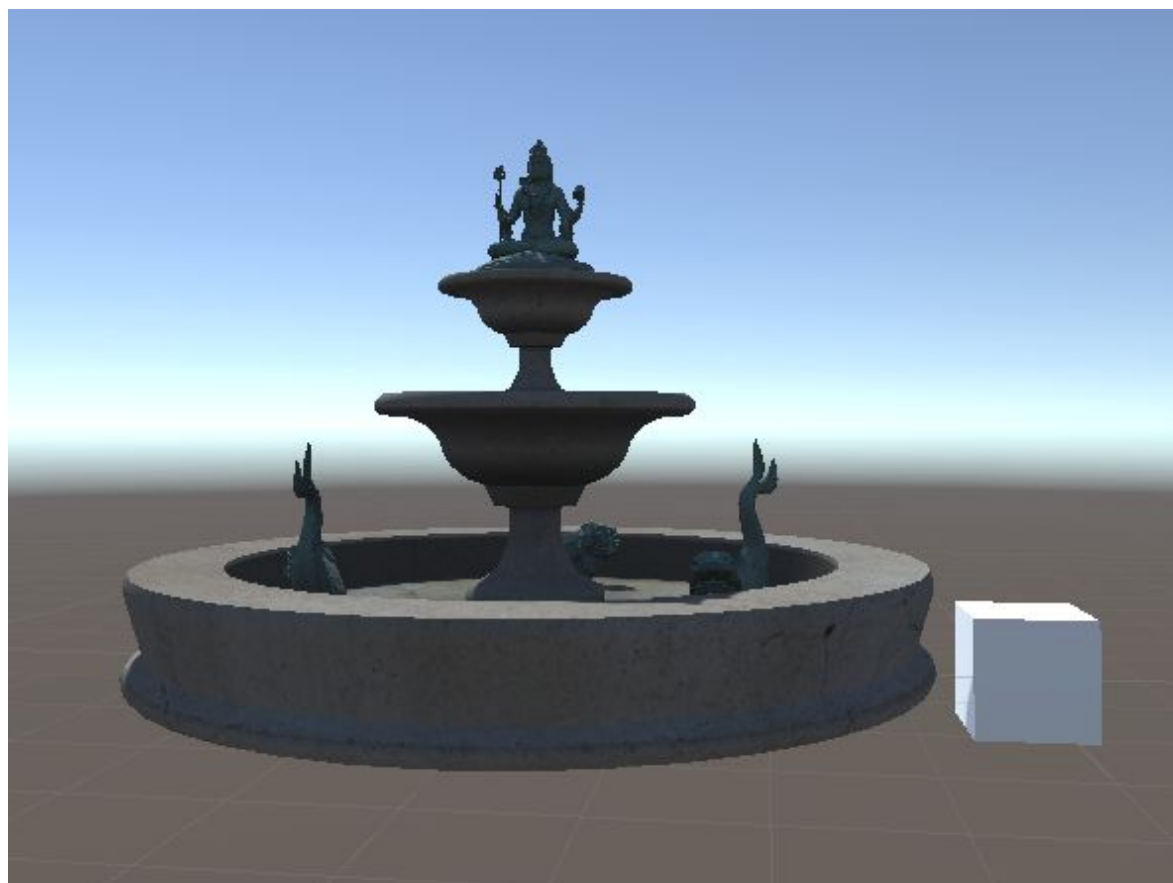
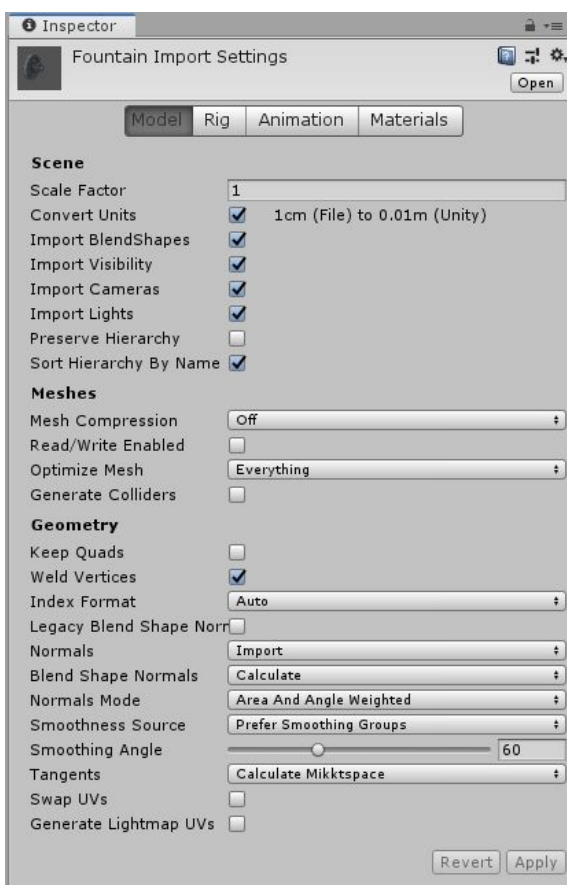
- Importing Assets Correctly

- Importing .fbx files are the easiest way to bring assets into Unity.
- Create an appropriate folder in the Project folder and either drag the objects you require directly, or you can right-click and Import New Asset.

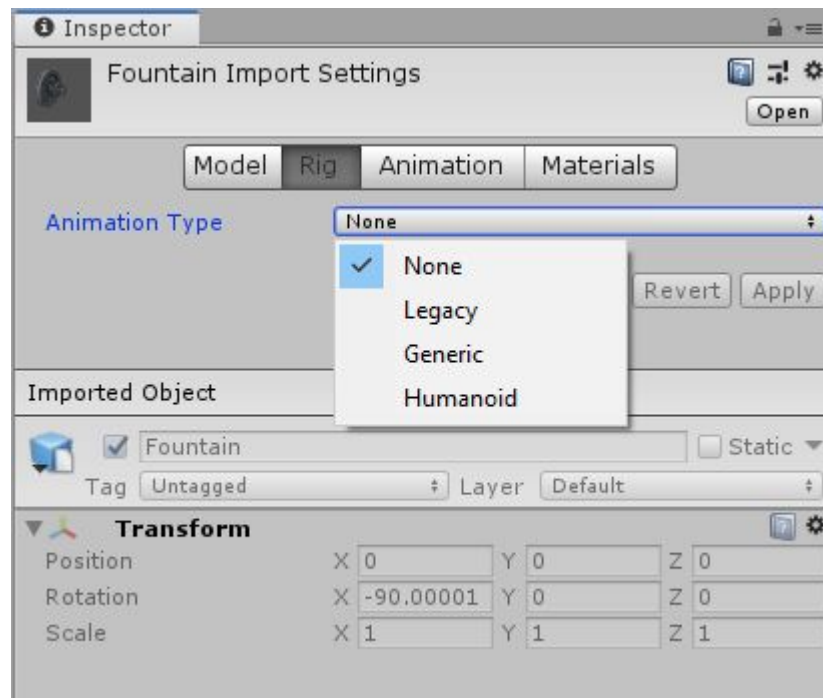


- It's important that you check the Import Settings of the .fbx file as this is where you will find information to make your asset look as you intended.
- Settings include:
  - Model
  - Rig
  - Animation
  - Materials

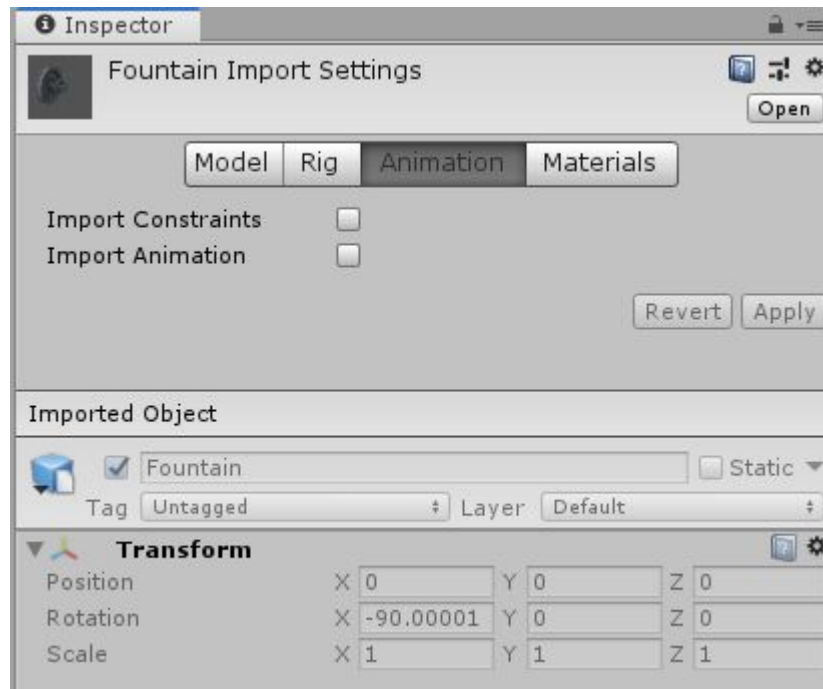
- The Scale Factor can be adjusted so it relates to the dimensions used when it was created.
- The easiest way see this in the scene is to simply add a Cube of Scale 1 1 1.



- If the asset is a rigged animation you will need to select the most relevant option from the drop-down menu. Unity will select what it thinks is the most appropriate, which will generally be correct.
  - Generic is for most rigged animations.
  - Humanoid is for complex bone structures used for humans or animals.

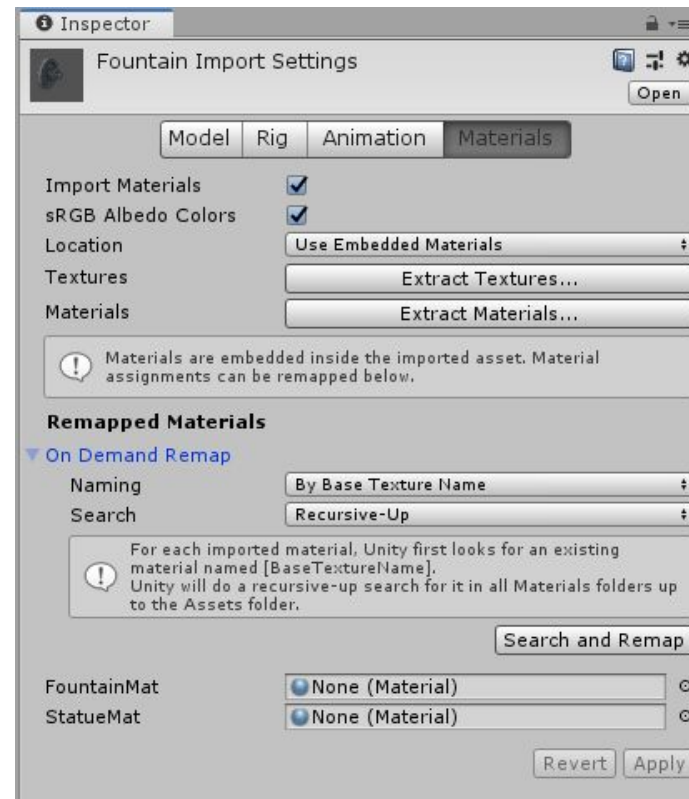


- Adding an Import Animation in here will add an Animation Controller Component to the gameobject.
- If there is no animation simply untick everything so it doesn't need to be removed later.





- Materials should be embedded in .fbx file but they don't come across you can do an On Demand Remap.
- Extracting the Materials allows to point to directly to the Material you wish to map.
  - There are different options you can search using but remember to click Apply to see the results.



# Thank you.



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