

Unity Quick Start

What is Anything World?

Anything World is an innovative platform that combines AI, voice computing and 3D rendering with layers of behavioural intelligence. We enable users to request and play with any object imaginable. It's the easiest and fastest way for developers to create AI-driven 3D experiences powered by voice.

FAQ

How does API billing work?

You will have a monthly free API call limit depending on the tier. This limit includes all requests made from the model browser in editor (eg. clicking on a model and bringing it into the scene in Unity) and during the runtime of the project (eg. calling a model through the scripting API in the engine, making a request directly to our API). You will be notified via email when you are 100 requests away from reaching your free allowance in the month, after the free requests have been reached the API calls will be paid on a per request basis.

For more information on tiers and to calculate usage fees visit our website.

What platforms do you support?

Anything World works on any device capable of WebGL rendering, that is all modern web browsers.

For developers, we provide integration guidelines & SDKs for integrating Anything World into the web and Unity.

Can I add custom models?

We're working towards opening Anything World for 3D model submission from the community.

We're open to discussing custom content with select partners! Reach us at hello@anything.world.

I have a feature request or found a problem!

You can reach us via support@anything.world or connect with the community on Discord and we'll help out!

Installation Guide

Requirements:

- **Unity 2020.3 or above**
- **Anything World SDK**
- **Anything World Account Details**

Note: If you're completely new to Unity it might be a good idea to learn a bit about the Unity interface. The first 6 videos in the [Unity essentials series](#) are a great way to pick up the basics.

Once you've got the basics down, follow this guide and see how to get started with creating 3D content in Unity!

Please note: this package is not compatible out of the box with the previous (legacy) versions of Anything World.

Contact us on discord or email if you have a project that needs migrating.

1. Create your Anything World account

[Create an account through the Anything World website](#) to get access to the Anything World SDK for Unity.

Note: Our REST API requires a unique developer API key for authentication in order to allow make APIs calls.

<https://docs.unity3d.com/Packages/com.unity.editorcoroutines@0.0/api/Unity.EditorCoroutines.Editor.EditorCoroutineUtility.html>

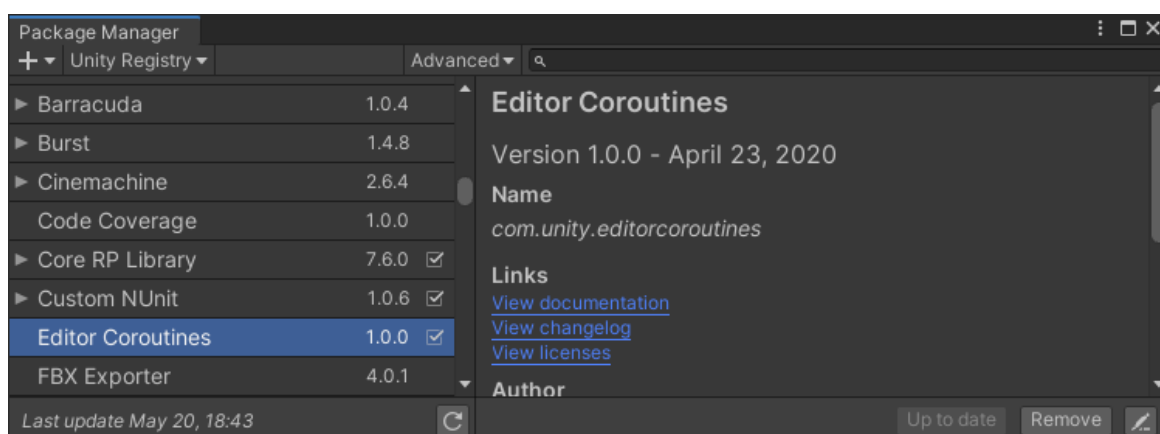
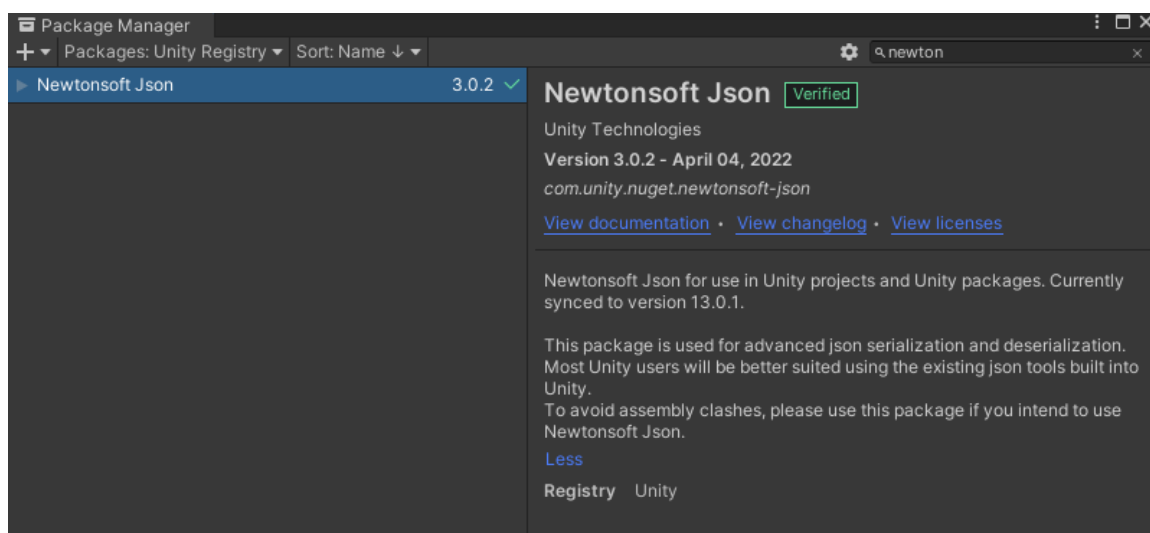
2. Set up the Anything World SDK

Step 1: Download the latest Unity Anything World SDK from the [My Account page](#) on the Anything.World website.

Step 2: Open the project with **Unity 2020 to Unity 2022**. Open the Package Manager panel and change the Package dropdown option to “Unity Registry.”

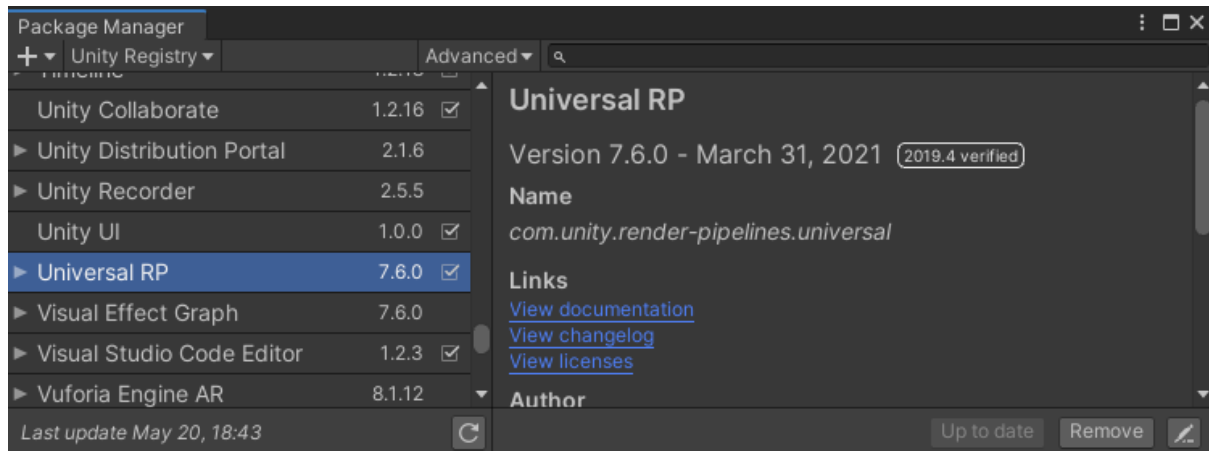
If using Unity 2020: Install the [Editor Coroutines](#), [NewtonSoft Json](#).

Use git urls “**com.unity.editorcoroutines@0.0**” and “**com.unity.nuget.newtonsoft-json@3.2**”



If Newtonsoft isn't available in the package browser for your version of Unity you'll need to add it via git URL **com.unity.nuget.newtonsoft-json**

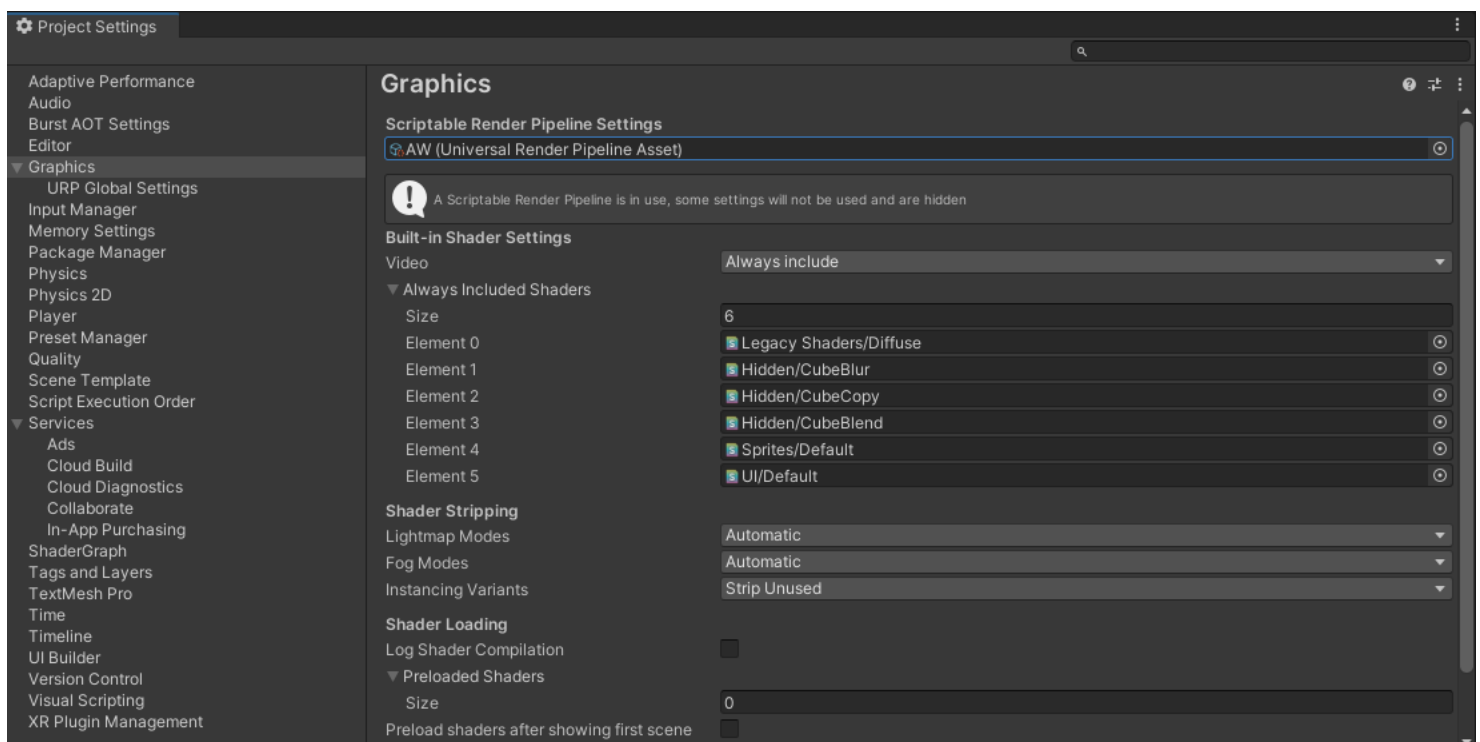
Step 3. For all versions install [Universal RP](#) packages using the Unity Package Manager.



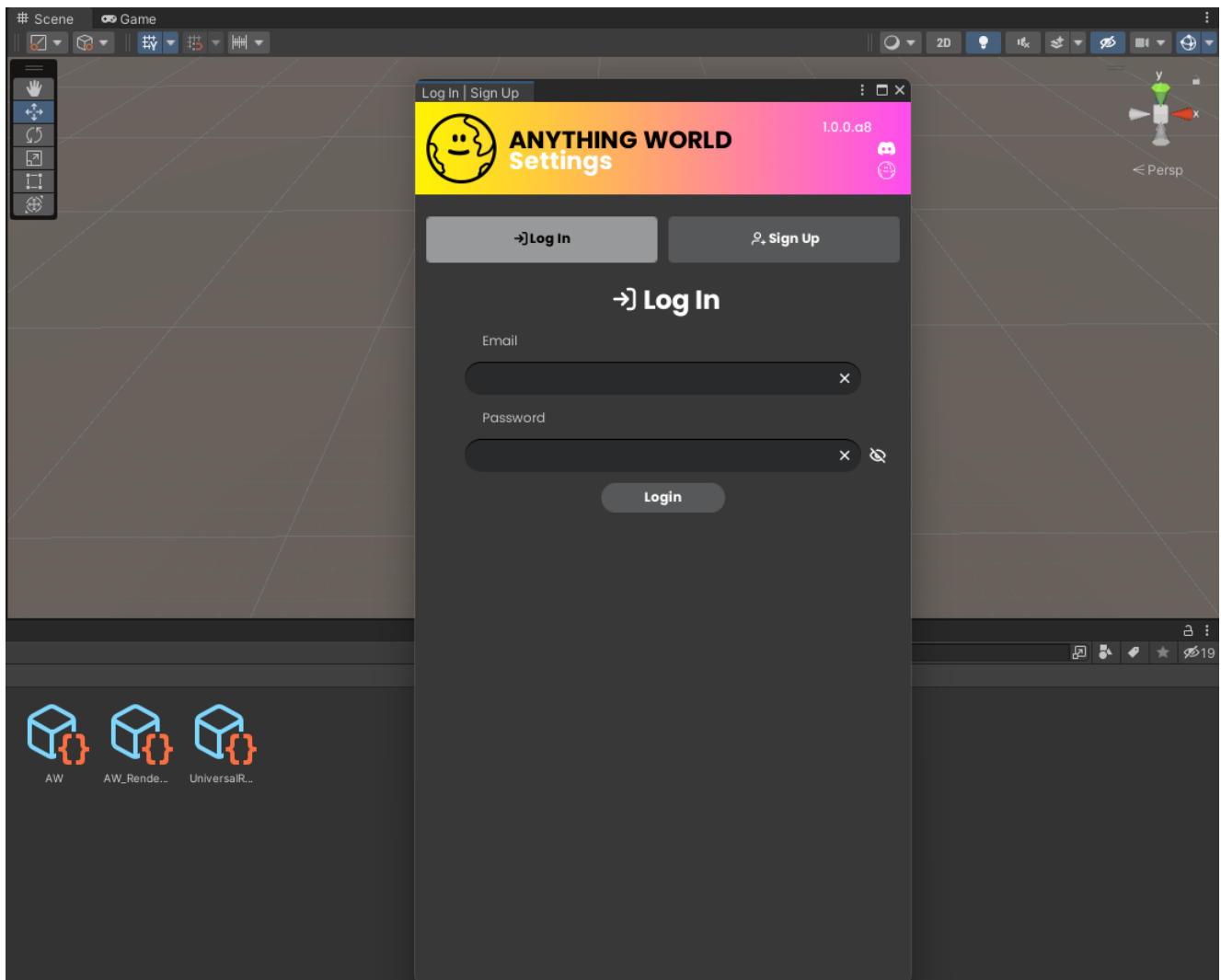
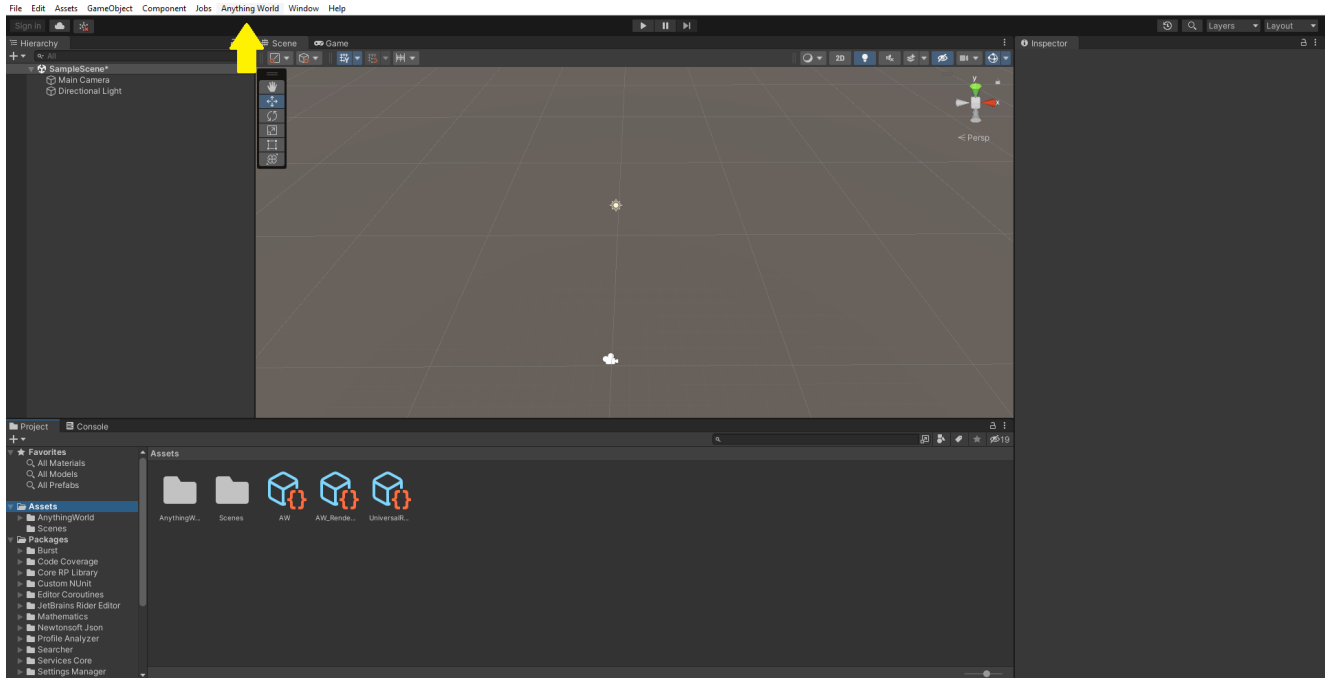
Step 4: Import the **Anything World.unitypackage** file into the project.

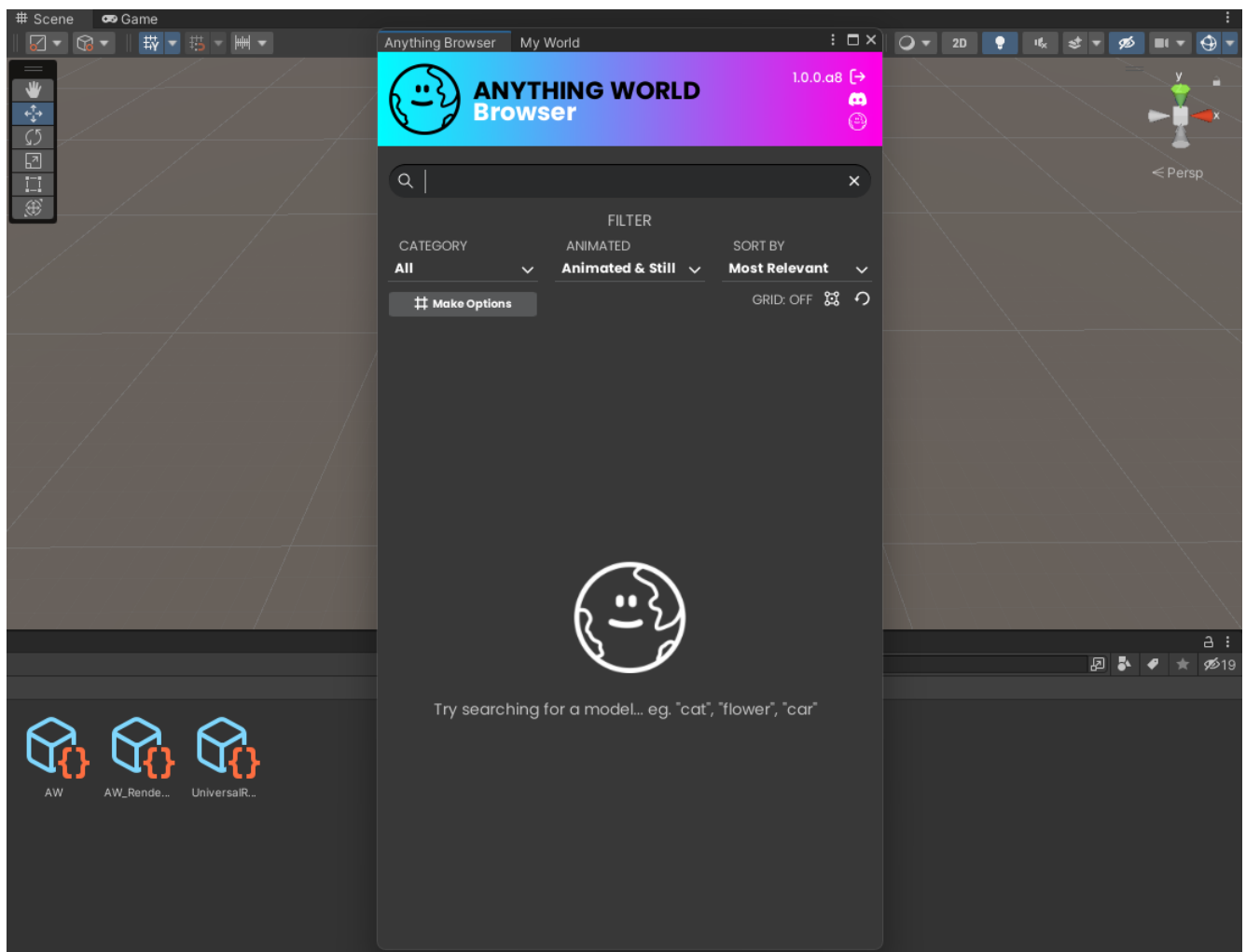
Step 5: Create a URP Asset (with Universal Renderer) in the Project.

Step 6. Open Project Settings and navigate to the Graphics section. Add the new URP Asset to the Scriptable Render Pipeline Setting



Step 7: Select the Anything World dropdown menu and open the Anything Browser. Log in using your Anything World account with your email and password. Two new panels will appear after signing in, the Anything Browser and the My World panels.





Step 8: The Anything Browser allows you to find animated and still models. Search for a 3D model by typing the keyword in the search bar and press the enter key to find the results. The filter options gives you control over the types of models that are displayed in the search results. You can also save these models for later by either selecting the My Likes or the My List icon on your favourite models.



Cat



105 results

1x

FILTER

CATEGORY

All



ANIMATED

Animated & Still



SORT BY

Most Relevant



Make Options

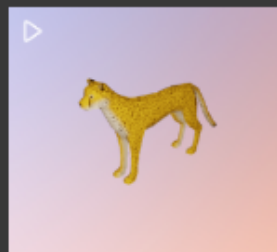
GRID: OFF

Bobcat
Poly by Google

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Cat
Poly by Google

2

Cheetah
Poly by Google

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El Gato
Gloria Ducommun

2

Tiaer
Poly by Google

1

Arabian Wildcat
Poly by Google

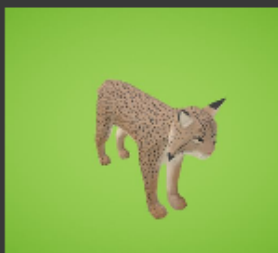
0

Auaaies Cat O Tron
Nathan DiPietro

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Bobcat
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Bobcat
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Bonao Cat Pumpkin
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Castle Cat Tower
sirkitree

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Cat Bell
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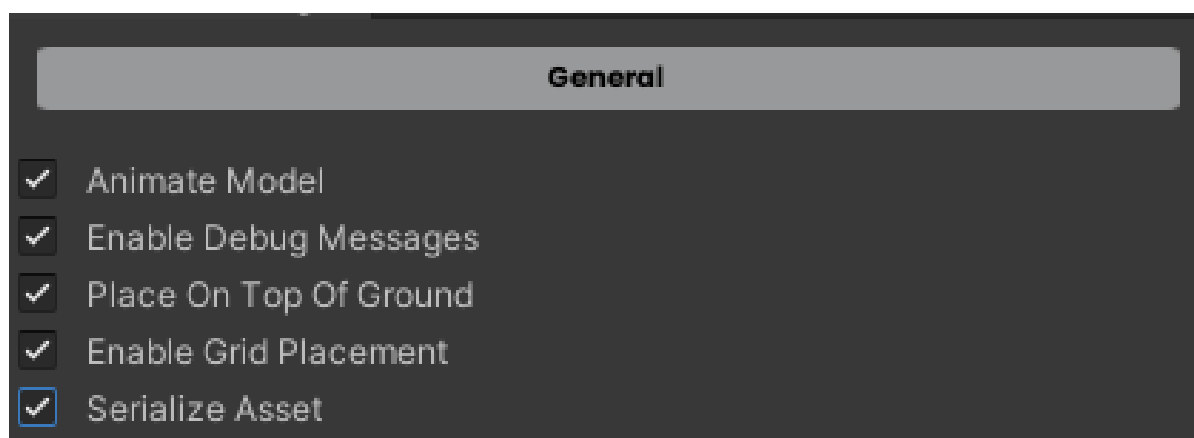


Make Options:

General: The General menu provides two options.

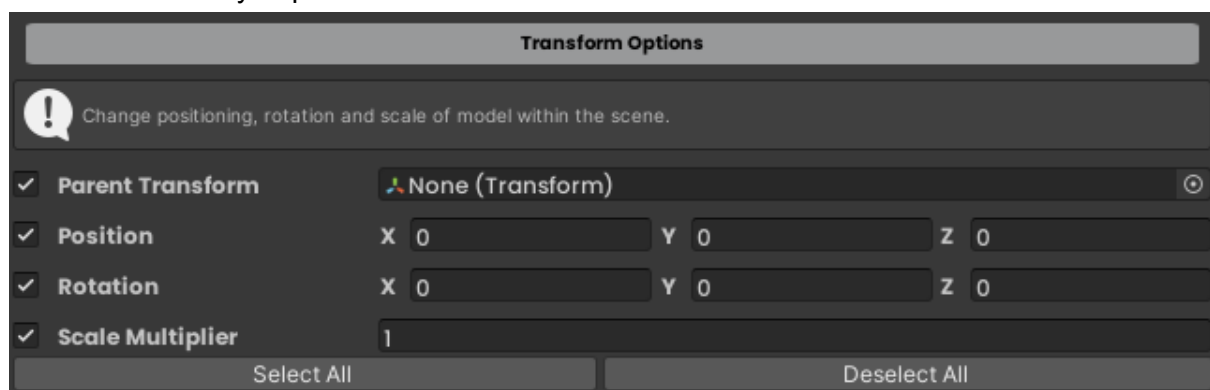
General:

- The **Animate Model** option allows you to choose if you want the model to have animations when moved to your scene.
- The **Enable Maker Debug Messages** option provides unity console messages about the models status when moved to your scene.
- The **Place On Top of Ground** option place the models above the floor in your scene.
- The **Serialize Asset** option allows users to create Prefabs from the selected model.



Transform Options:

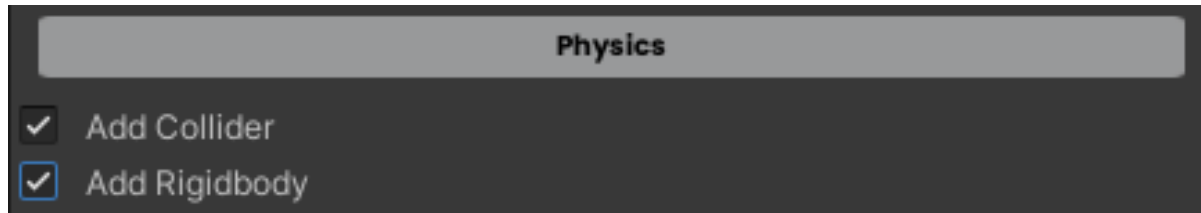
- **Parent Transform** allows you to input a parent object for your model when it is placed in the scene.
- **Position** enables you to select the starting place for your model based on the inputs given for the X, Y, and Z coordinates.
- **Rotation** gives you the ability to alter the orientation of the model when placed in the scene for the X, Y, and Z parameters.
- **Scale Multiplier** increases the size of the models on all coordinates by the input value that you provide.



Physics Options:

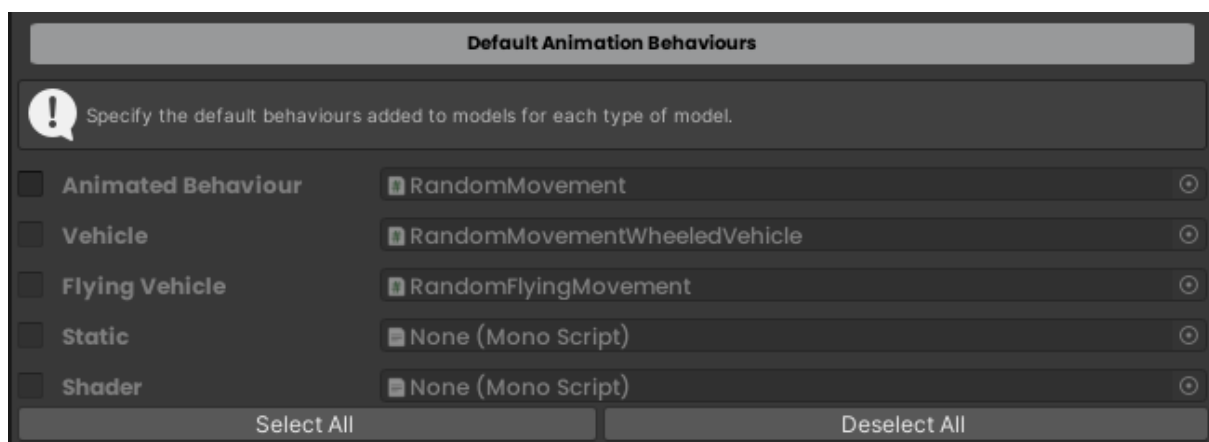
Physics:

- **Add Collider:** Automatically adds a collider component to the desired model.
- **Add Rigidbody:** Automatically adds a rigidbody component to the desired model.

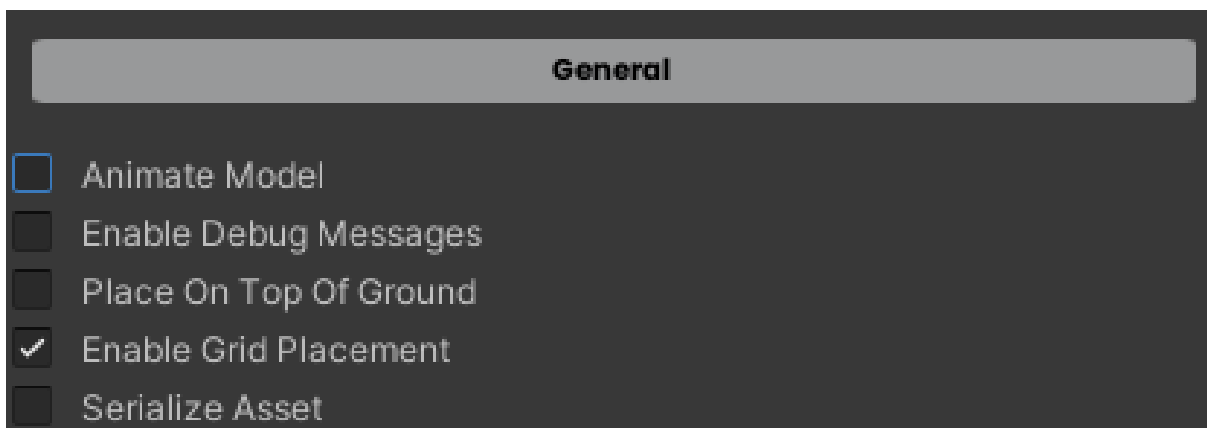


Default Animation Behaviours:

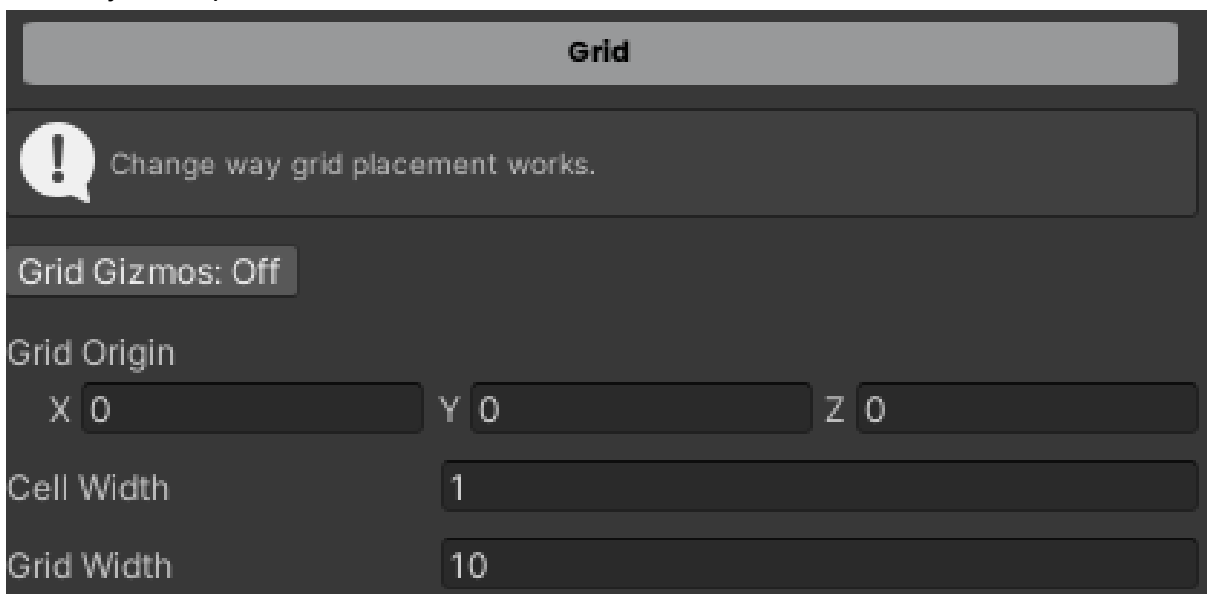
- The **Animated Behaviour** option allows you to attach scripts to the models directly from the Anything Browser. This option comes with a default Random Movement script to help you get started.
- The **Vehicle** behaviours option can be used for providing functionality to cars and other four wheeled vehicles. This option comes with a default RandomFlyingMovement script to help you get started.
- The **Flying Vehicle** behaviours options is useful for adding functionality to planes and other forms of aviation models. This option comes with a default RandomFlyingMovement script to help you get started.
- The **Static** Behaviour option allows you to apply a mono script to the model that is static.
- The **Shader** Behaviour option provides a way to attach custom shader scripts to the model.



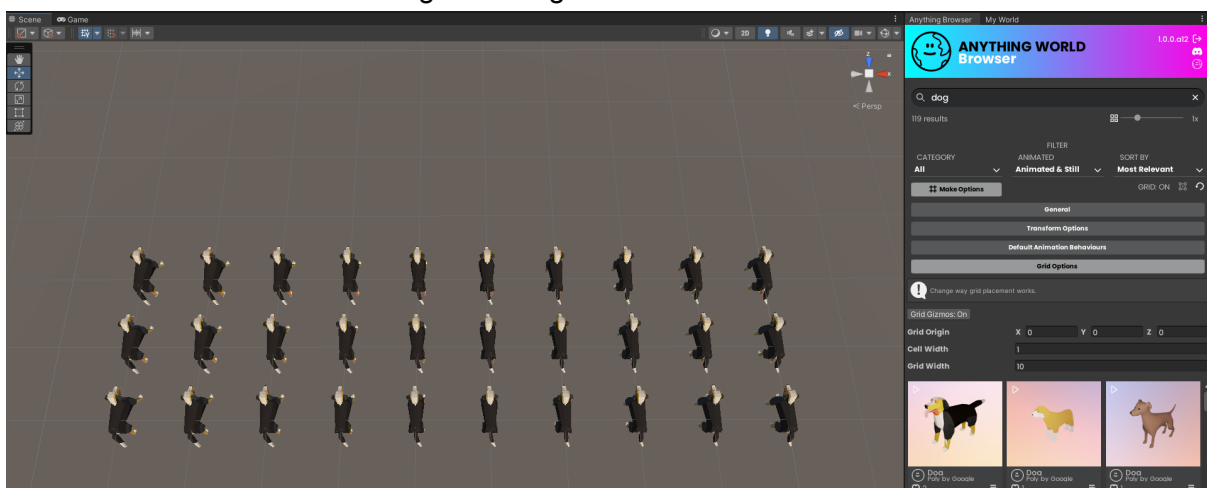
Grid Options: Enable Grid Placement button from the General section.



Then adjust the parameters available in the Grid section.



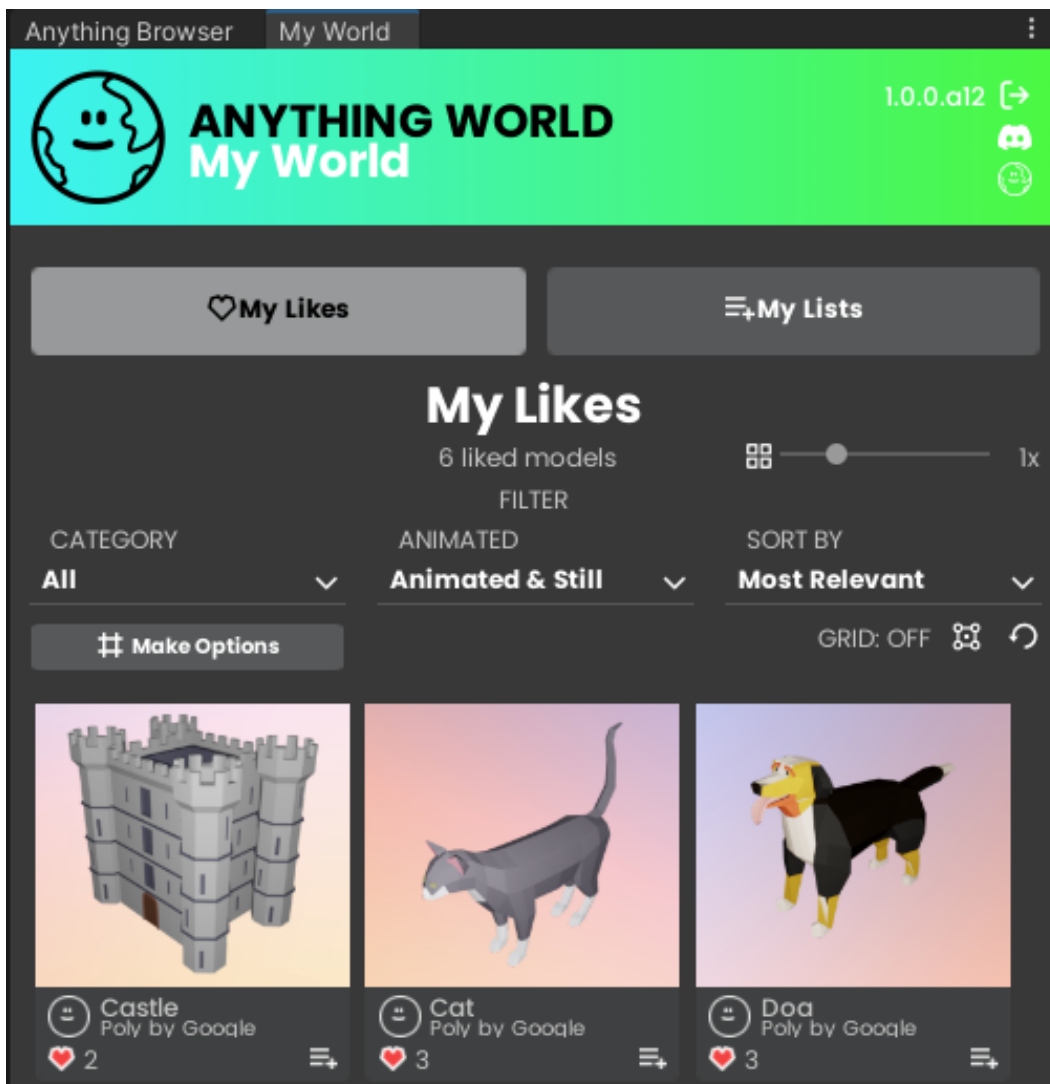
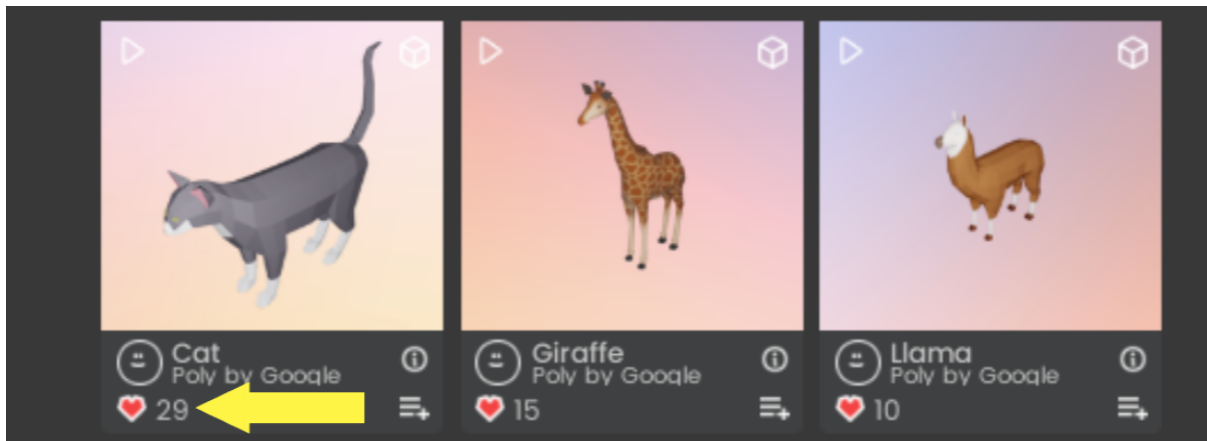
- **Grid Gizmos:** Button that displays the origin point in relation to the grid.
- **Grid Origin:** The starting position of the grid placement feature.
- **Cell Width:** The distance between each placed model.
- **Grid Width:** The row length of the grid.



Step 8: The My World panel allows you to find your favourite models quickly. There are two ways to save the models in the My World panel.

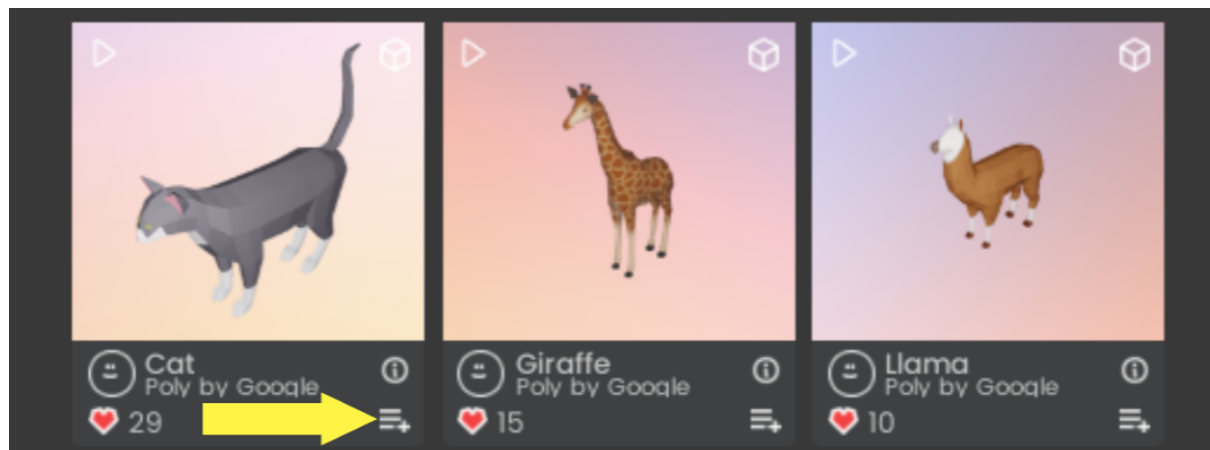
My Likes:

Search for a model in the Anything Browser, then select the heart or “My Like” button on the best model. These models can be viewed in the “My Likes” view on the My World panel.



My Lists:

Search for a model in the Anything Browser, then select the list icon button on the right side of the model result box. When selected, the “My List” button will open a window that allows you to add the model to a pre-existing collection or create a new collection.



Add to Collection



Add to a pre-existing collection?

...or make a new collection?

My Favorite Models

Create Collection

Once a model is added to the collection, the model can be found in the “My Lists” view within the My World panel.

