

Assets Compatibility

[Link](#)

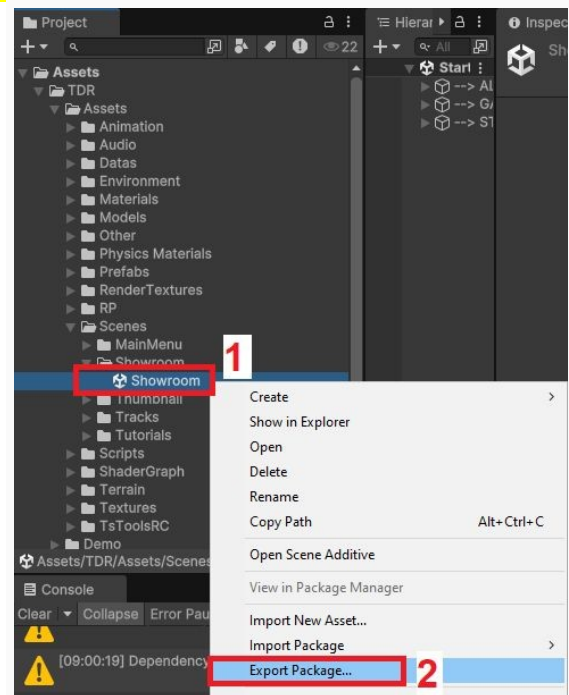
Compatibility

The asset has been designed as a complete project, with close integration between its various features. It is particularly aimed at beginners who do not wish to code. Due to this design choice, it was not specifically intended to be compatible with other assets from the Unity Store, nor to be easily modifiable or allow the addition of new gameplay features. The asset is also not compatible with the other Targetstudio assets.

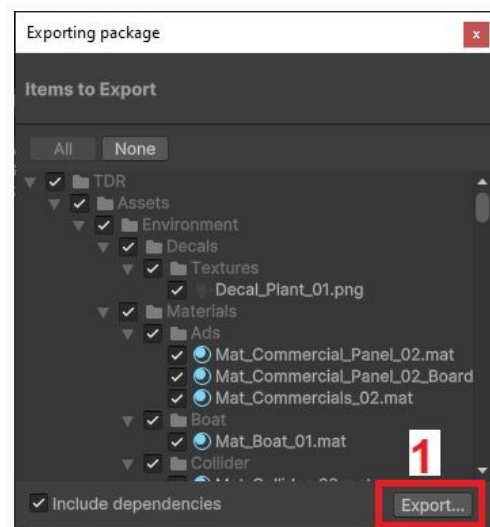
That said, it is entirely possible to export the 3D models if you wish to use them in another project.

Export 3D Models to another project

- In the Project Tab, **Right Click** on Showroom scene (spot 1).
- Then select **Export Package** in the dropdown menu (spot 2).

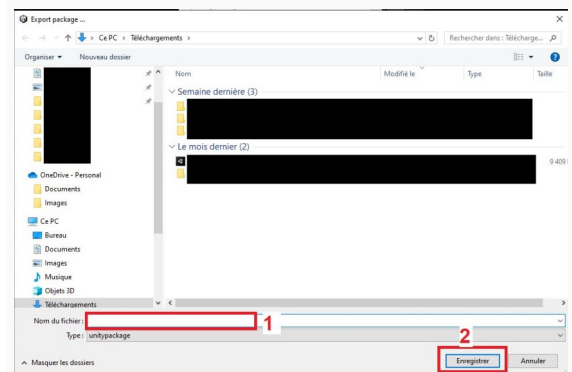


- A new window appears.
- Press **Export** button (spot 1).



- Select a name for your file (spot 1)

- Press **Save** (spot 2).



Now you can import your file in another project using:
Assets → **Import package** → **Custom Package**

