How to import blender models into unity

1. Create Model in unity

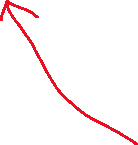
A screenshot of a computer

Description automatically generated with medium confidence

1. Hit file then export as .fbx

Graphical user interface

Description automatically generated



Make sure apply transform is on so there are no hiccups with unity

1. Drag and drop 3D object file into unity assets for use

A picture containing text, screenshot, electronics

Description automatically generated

1. Blender model is available for use, if no animation, disable animation import