Workshop 2 Lab2

Import obj file

1. Create a new Unity 3D project.
2. Download a free 3D model <https://free3d.com/3d-model/lego-man-25498.html>
3. Create a new folder “3DModels” under Assets
4. Import the 3D model under 3DModels folder
5. Rename the folder as lego man

Graphical user interface, application

Description automatically generated

1. Drag lego obj file into Game Scene.

Graphical user interface

Description automatically generated

Import Unity Asset file

1. In Unity menu, Go to Window=>Asset Store
2. Click on Search Online
3. Select Asserts=>3D

Graphical user interface, application

Description automatically generated

1. Under Pricing, click on Free Assets

Graphical user interface, text

Description automatically generated

1. Purchase the Food PackGraphical user interface

   Description automatically generated
2. Click on Open in Unity and the Package manager will be open.
3. Import the Food pack in Package manager.

Graphical user interface, text, application

Description automatically generated

1. An AddOns folder will be created with Mg3D\_food sub folder.

Graphical user interface, application

Description automatically generated

1. Drag a food into game scene

A picture containing floor, red

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