

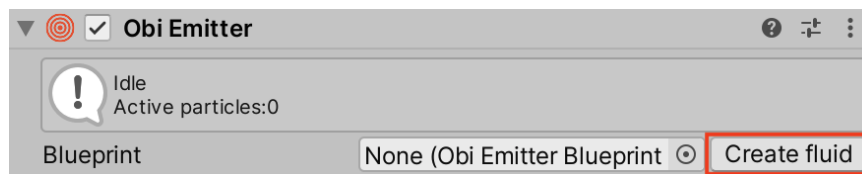


Quickstart Guide

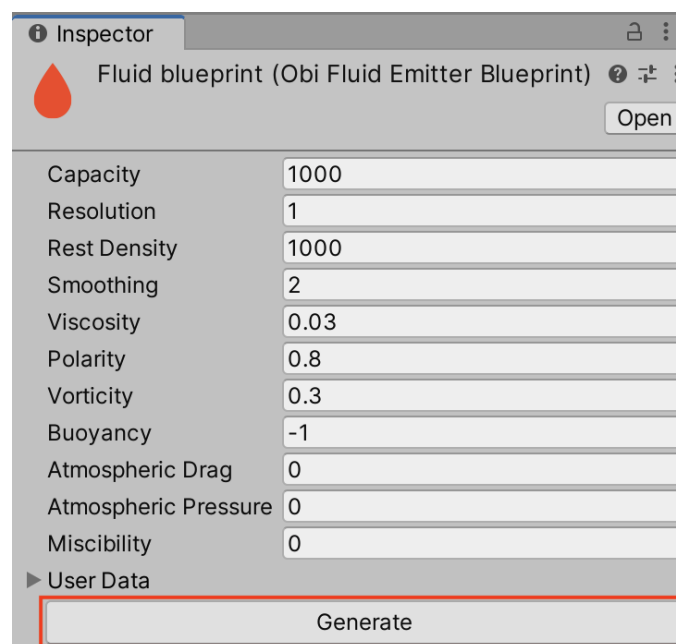
1.- Follow the setup guide in our webpage for steps on how to install Obi:
<http://obi.virtualmethodstudio.com/tutorials/setup.html>

2.- To create a fluid emitter, click on GameObject->3D Object->Obi->Obi Emitter.

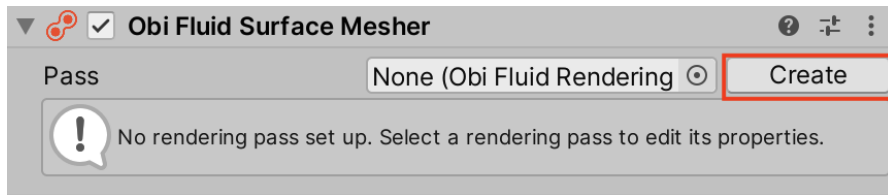
3.- Fluid data is stored in *blueprints*. Create a blueprint asset for your fluid, by clicking the "create fluid" button in the ObiEmitter component inspector and saving the blueprint file somewhere in your project.



4.- Select the blueprint you just created, and click "Generate".



5.- You'll also need a way to render your fluid, click the "create" button on your ObiFluidSurfaceMesher component to create a fluid rendering pass.



6.- You're done! click play, you should see your fluid falling due to gravity.

There's so much more you can do with Obi: make your fluid collide against objects in your scene, change the way your fluid looks, change the way it behaves making it more viscous or prone to form droplets, simulate adhesion or diffusion, simulate foam, etc. For further information, please refer to the [Manual](#).

Support / Contact

If you have any suggestions, questions or issues, visit our webpage:

<http://obi.virtualmethodstudio.com>