**GAMEDEVREJECTS:**

**IMPORTING ASSETS INTO UNITY**

**Orlando Unity3d Development Group**

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**Contents**

[**2.1.0** **Importing Assets into Unity** 3](#_Toc85533507)

[**2.1.1** **Create a New Project & Scene** 3](#_Toc85533508)

[**2.1.2** **Import Asset Process into Unity** 3](#_Toc85533509)

[**2.1.3** **The Unity Package Manager** 3](#_Toc85533510)

[**2.1.4** **The Unity Asset Store** 3](#_Toc85533511)

[**2.1.5** **Prefabs** 5](#_Toc85533512)

[**2.1.6** **Importing Custom Assets** 6](#_Toc85533513)

[**Glossary** 7](#_Toc85533514)

[**Resources** 8](#_Toc85533515)

# **Importing Assets into Unity**

The objectives:

* **Download & Install Assets from the Asset Store**
* **Understand the difference between a 3d model, a game object & a prefab**
* **Importing Custom Assets**

# **Create a New Project & Scene**

**(NavigateTo).UNITY HUB -- (IN).Unity Hub – Projects – New – 3D – Settings -- / Project Name – Rename. <TEST001 > /**

**(NavigateTo).UNITY HUB -- (IN).Unity Hub – Projects – New – 3D – Settings -- / Location.< (Select).Filepath> /**

**(NavigateTo).UNITY HUB -- (IN).Unity Hub – Projects – New – 3D – Settings -- / (Select.Click).Create /**

**(IN).PROJECT -- ASSETS -- / (RightClick).<\_SCENES >.Create – Scene.(Rename). < SCENE001 >/**

*Please note you can create a new scene using the Top Menu bar, as well*

**(Select).SCENE001 -- / (DoubleClickOn).SCENE001 /**

Also refer to 01.3.0 Create a New: PROJECT & SCENE

* + 1. **Import Asset Process into Unity**

Ok, let’s get started by importing a simple asset object into Unity. To understanding what that process is, you should really get familiar with two areas.

* + 1. **The Unity Package Manager**

**The Unity Package Manager –** is used to **list, track, view, install, remove, or update assets, plugins, built-in assets,** linked to your Unity Id, and downloaded stored on your PC, and imported to your specific project.

**(NavigateTo).WINDOW – Package Manager – / Packages in PROJECT /**

Please be advised int the Package Manager settings, you can specify what type of package types you require access to.

For example to enable access to pre-release Assets, (in addition to official releases) which are in the early stages of development by updating Package Manager Settings as follows:

**(NavigateTo).EDIT – Project Settings – Package Manager -- / (CheckTickOn).< Enable Preview Packages > /**

Now, at this stage we recommend you just stick to the official release’s tags, because it’s just going to be safer !

* + 1. **The Unity Asset Store**

To access the Unity Asset store is Unity’s online marketplace for 3d models, assets, plugins etc.

To download any Unity Assets from the Unity Asset Store, go online. Click the link below

<https://assetstore.unity.com/>

Or inside Unity as follows:

(NavigateTo).WINDOW – Asset Store -- / (Click.< Search Online > /

Then login with your Unity id if you haven’t already. Then you can search for whatever asset your looking for by using the asset store category menu or do a quick find using the search for asset box if you know what your looking for. E.g Lets say your searching for “building”, you could search on that.

Graphical user interface, website

Description automatically generated

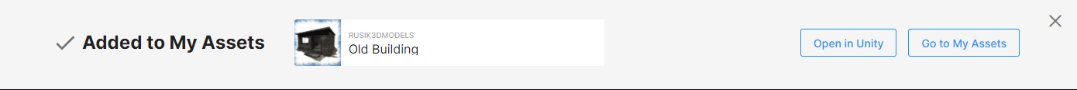
When you’ve identified the asset to download. The Asset Store will give you the option to Add in My Assets, as follows

Graphical user interface, website

Description automatically generated

When you’ve selected Add in My Assets, follow the steps, until you get to the Package Manager in Unity.

…Click on Add in My Assets -- Open in Unity -- Open in Unity Editor -- / < Package Manager > /



Then it will show up in your package manager. Search for it in your package manager, then click download then import, as follows:

(IN).PACKAGE MANAGER -- / (Select). < Asset > -- Download -- / (Click).< Import > -- Import Unity Package – Import.(“ALL”) /

Now, close the Package Window, then navigate to your Project/Asset/Old building/Model folder drag and dop the old building the in your Scene Window, as follows:

(IN).PACKAGE MANAGER.(Close Window)

(NavigateTo).PROJECT – Assets – Old building – **Model** – / (DragAndDrop).< Old building>.(IN).SCENE /

(IN).HIERARCHY – Inspector – Transform -- / (CheckReset).< Reset > /

For now, make sure you select Model, which contains a 3d model, it contains all the components, in your import settings, because you still have a lot of geometry options. as to what you want to use. For demonstration purposes, we’ll just to stick to selecting all for now. Note when we add this 3d model to the hierarchy panel, it is now a Game Object an instance, a copy of the 3d model in our scene.

Graphical user interface, application

Description automatically generated

This model is an .FBX model. Please be advised Unity only accepts .FBX, .OBJ models. The biggest difference between an .OBJ and an .FBX is that .OBJ’s are usually imported to be static objects, that doesn’t have a rig applied like a character whilst an .FBX will support a deformation, and information. You choose which one you prefer.

It also supports are Software 3d software like blender .blend files because blender has a .fbx convertor. In the background what blender does is convert your .blend file into .fbx. Which is great, because what you can do is update your 3d model in blender then it will automatically update in Unity. Though, you must be careful especially if you need embed.

* + 1. **Prefabs**

Prefab is a template or a copy for a game object. For situations we need to create multiple instances of our game object or we don’t want to create the gameobject from scratch in our hierarchy. Once a prefab is created you literally drag and drop or import into the Hierarchy and view it in the Scene View.

* + 1. **Importing Custom Assets**

In addition to The Unity Asset store, you have 3rd render sites you can import assets to unity from like TurboSquid, SketchFab , Adobe Maximo & CG Trader for example. So knowing what you know now Unity supports .FBX and .OBJ. Lets say you go to TurboSquid.com.

Similarly like using the Unity Asset store, you can literally download the .FBX or .OBJ to your desktop, then in Windows Explorer folder or downloads folder, drag and drop the Asset into your Assets folder in Unity or Navigate to Assets in Menu Bar, then import new assets, navigate to the same Windows Explorer folder

/END

# **Glossary**

Package Manager is used to track, view, install remove or update **assets, plugins, built-in assets,** in your Unity Project

# **Resources**

Scripting API: MonoBehaviour.StartCoroutine - Unity – Manual

<https://docs.unity3d.com/ScriptReference/MonoBehaviour.StartCoroutine.html>

/End