

How to add more filters

1. Import 3D model of the glasses(.fbx)
2. Add it to the GlassesGroup prefab
3. Position the new glasses similar to the rest of the glasses
4. Increase the number of elements of the filters and preview sprites under the Filter Switcher script in the inspector of the GlassGroup Prefab
5. Drag the new glasses model from the prefab to the new element of filters
6. Now, drag the png of the glasses to the new element of the preview sprites