

Asset Import Process

Link

This section explains how to create a new Unity project to use the asset.

First check which Unity version is compatible with the asset.

You find this info in the Unity store page of the asset, in the section **Technical details**.

Create an empty Unity 3D project

- Open Unity Hub

In this example, I am using Unity Hub 3.9.1. It may vary slightly depending on the Hub version.

- Press **New Project** button (spot 1).

- Select your Unity version (spot 1).

In this example I am using Unity 6000.0.23f1.

- Click on **All Templates** button (spot 2)

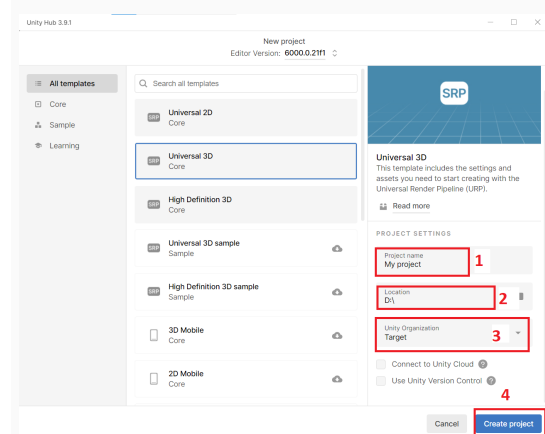
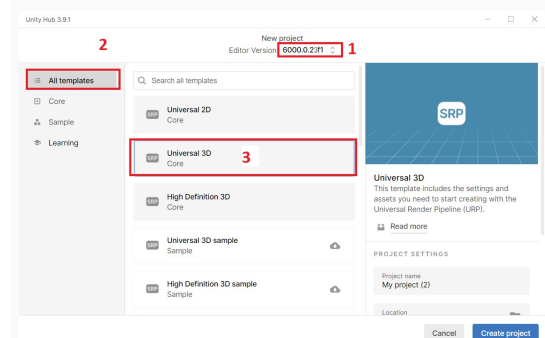
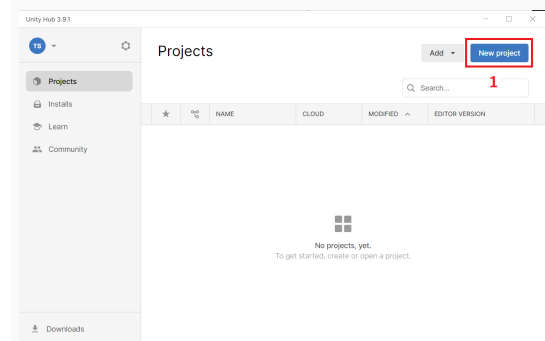
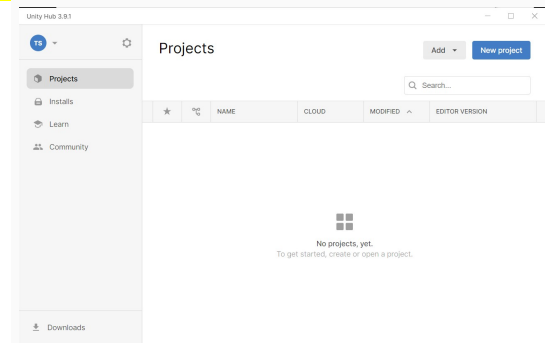
- Click on **Universal 3D Core** button to select the default URP Template.

- Choose a name for your project (spot 1).

- Choose the location for your project (spot 2).

- The Unity account you want to use for the project (spot 3).

- Press **Create Project** (spot 4).



Import asset

When the project is created.

- Go to **Window** → **Package Manager** (spot 1)

- Press **My Assets** button (spot 1).

In top right corner there is search field.

- In the search field write the name of the asset:
(spot 2)

- Select the asset in the list (spot 1) .

- If it is the first time you use the asset
press **Download** button to download the asset on your
computer (spot 2).

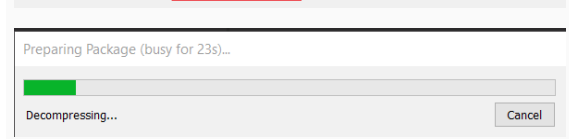
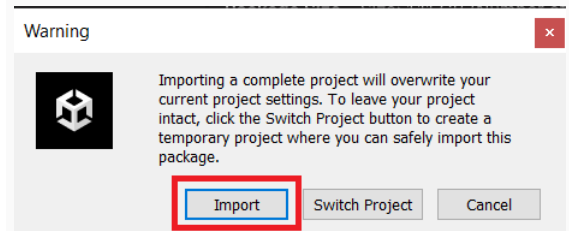
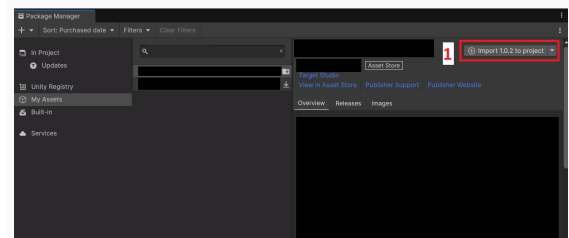
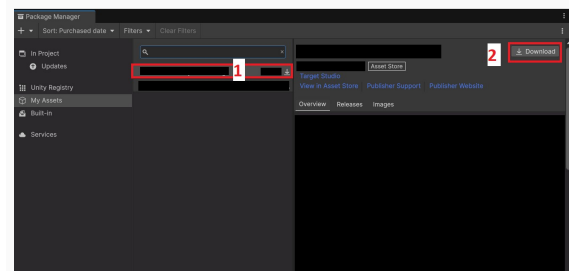
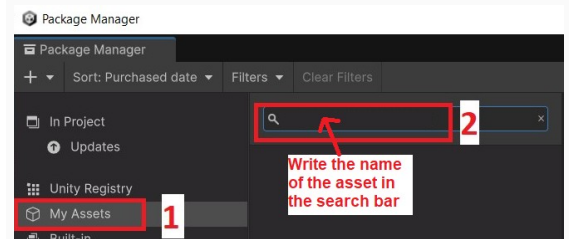
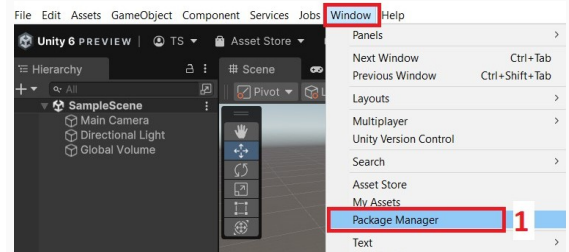
- Press **Import** button (spot 1).

A window that load the asset appears on screen.

When the window named **Warning** appears:

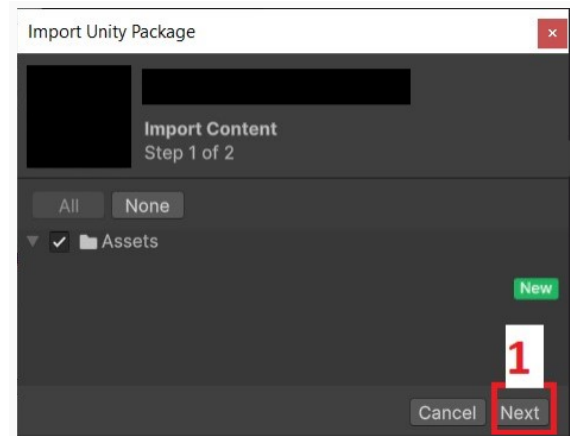
- Press **Import** button.

A window that load the asset appears on screen.



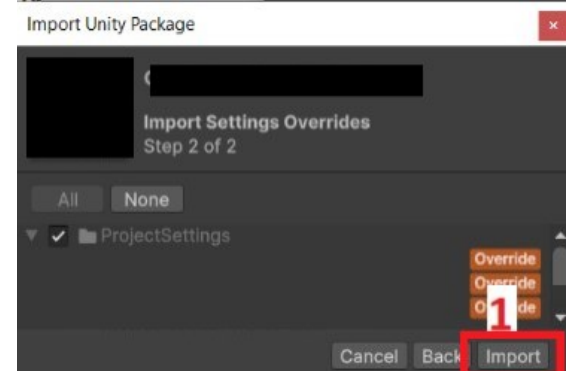
A new window appears.

- Press **Next** button (spot 1).



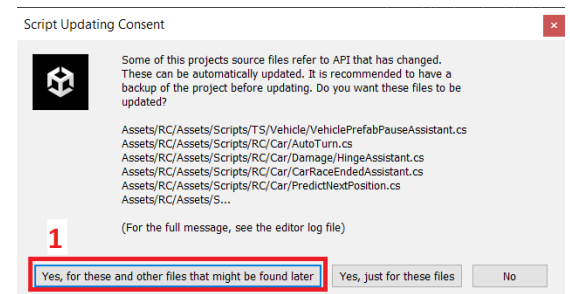
- A second screen appears.

- Press **Import** button (spot 1).



If this screen appears press

Yes, for these and other files that be found later (spot 1).



If you have a problem send me an email to help you find a solution.

Note:

To easily starts with the asset read the first tutorials included in the documentation.
Find the documentation in folder:
Project tab → Documentation →
Pinball_Documentation_Part1