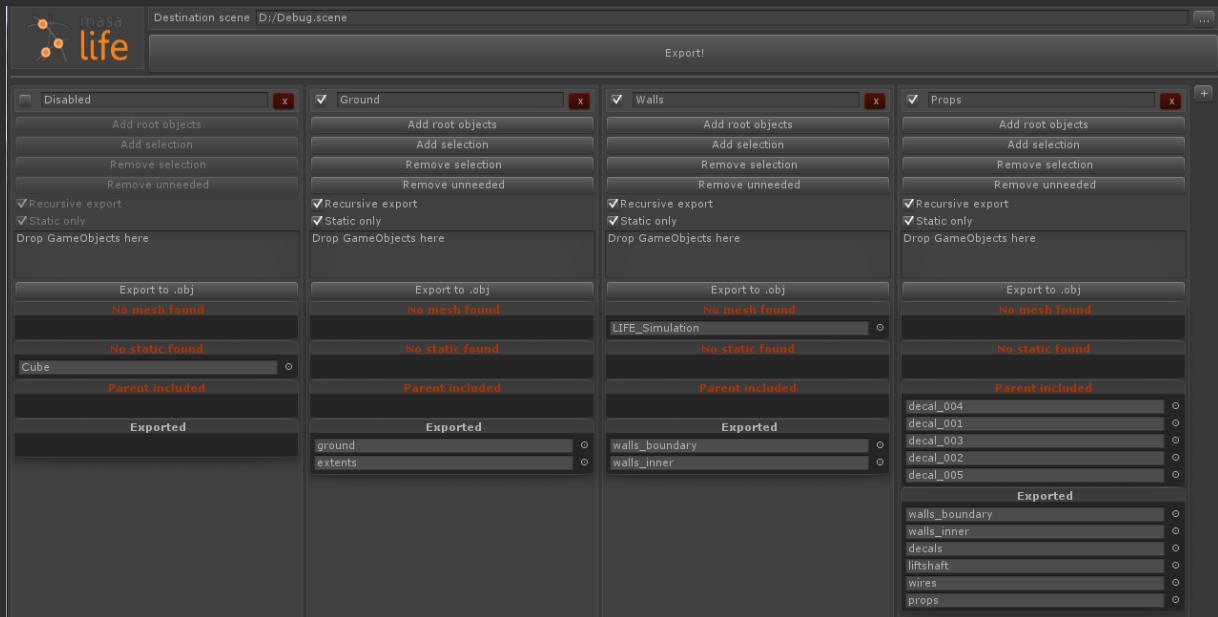


# Unity 3D exporter

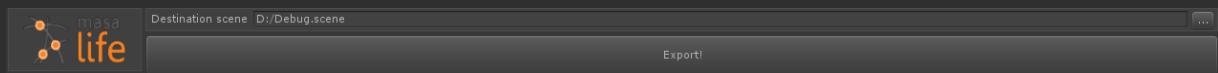
Within Unity3D, you can export your scene in a format that can be used directly in LIFE. The 3D exporter will save the geometry in several `.obj` files. In the case you use the middleware for artificial intelligence MASA LIFE an `.mlscene` file will be created, where all `.obj` files are aggregated.

This document describes the high-level features for this exporter.



## Export destination

You first need to specify where the exporter will save all files.

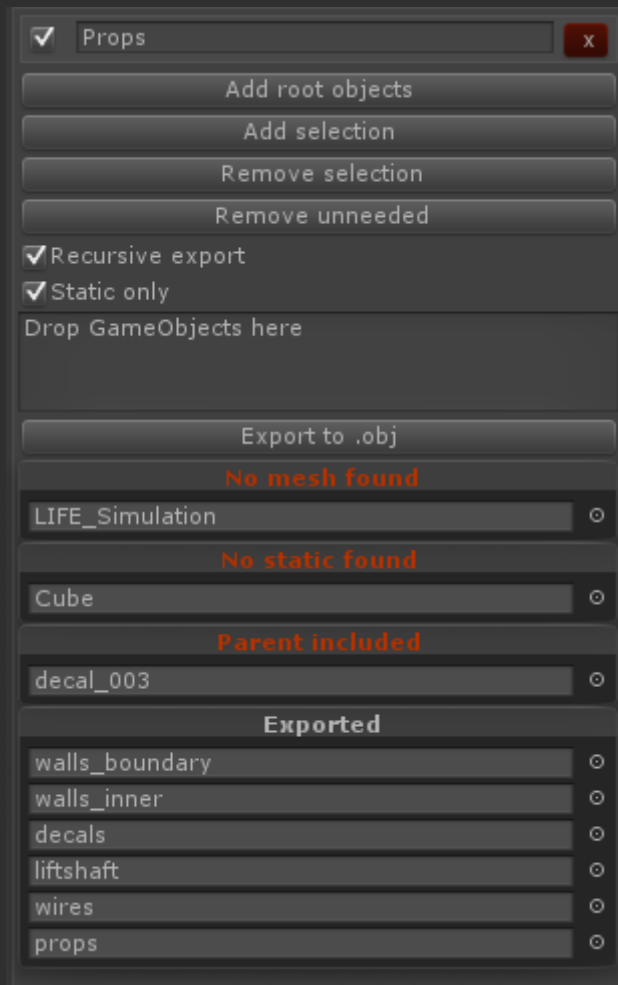


You can use the `...` button to navigate to the correct directory.

By default, the files will be saved with the same name as the current Unity scene

## Exporting `.obj`

Each *layer* will be exported as a single `.obj` file. A layer consist of one or several *GameObjects* that have at least one *Unity.MeshRenderer* or *Unity.Terrain*. In the later case, the terrain is converted to a triangle mesh before the export.



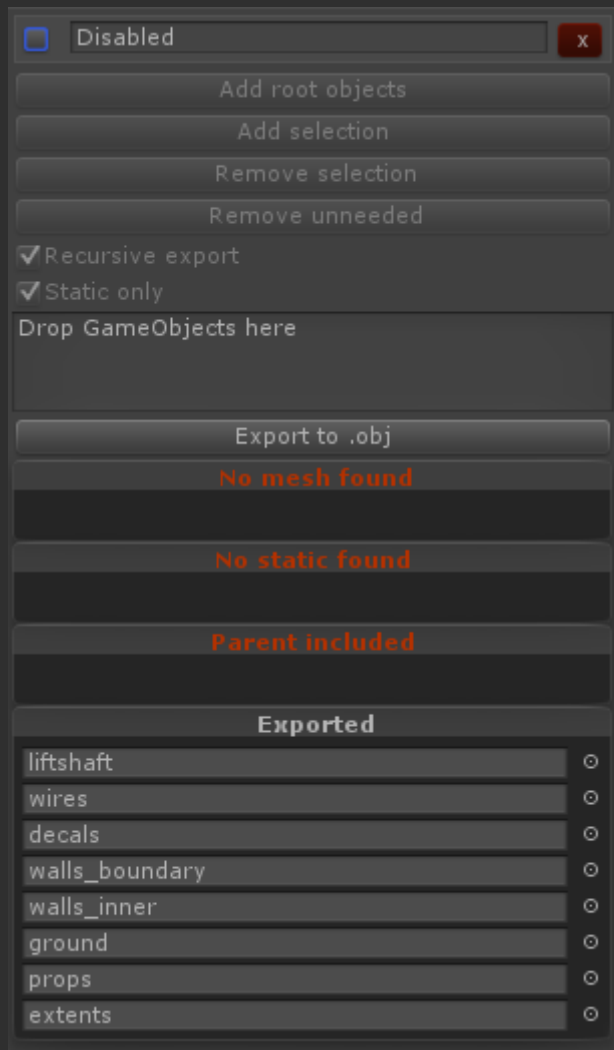
The **.obj** will be saved alongside the **.scene** file.

You can specify the name of the **.obj** as the name of the layer.

- **Add roots objects** will add all root objects of the scene to this layer.
- **Add selection** will add all selected objects to this layer.
- **Remove selection** will remove all selected objects from this layer.
- **Remove unneeded** will remove all objects from this layer that won't be exported anyway; based on your selection, unneeded objects can be: non-static **GameObjects**, **GameObject** already included in the export, **GameObject** without any mesh datas.
- **Recursive export** if checked, will export children of layer's **GameObjects** into account
- **Static only** if checked, will only export **GameObjects** marked as **Static** in Unity3D.
- **Export to .obj** will export this layer only.

You can add a selection of **GameObjects** by drag&dropping them in the drop box.

You can enable/disable the export of a layer when exporting the scene by using the top left checkbox.



You can remove a layer by using the **x** button.

You can add a new layer by using the **+** button.

## Errors

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- You can't export if two layers have the same name (as it will save both to the same file). Both layers will have their names in red and the export button will be red.
- You can't export if a layer name is not a valid file name. The layer name will be in red.