**Created models in Blender and imported them in Unity**

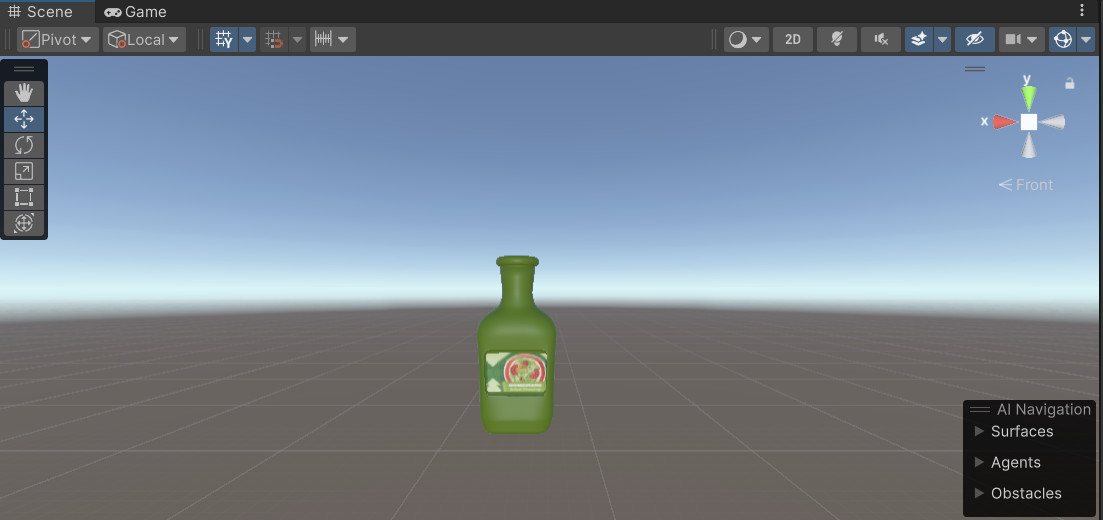
**Tomato Soup canned model**



**Chocolate crispy cereal**



**Salad dressing**



**Sugar**



**Water**



**White beans**



**MUG**

