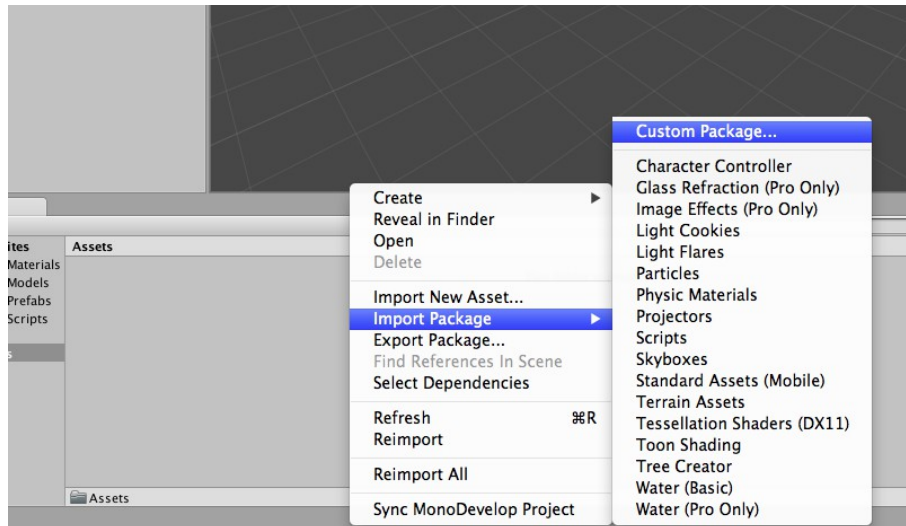# Quickstart Guide

1.- Include the Obi package in your project. Right click in the project window, "Import Package"   "Custom Package", then select ObiCloth.unitypackage.

2.- Generate a blueprint asset for the mesh you want to simulate. Right click on your assets folder, Create->Obi->Cloth Blueprint. In the inspector, assign the desired mesh to the "Input" property and click "Generate".

3.- Go to GameObject->3D object->Obi->Obi Cloth. This will create an Obi Cloth object and a solver, properly set up. Select the Obi Cloth object and drag the blueprint asset you just created to its "Blueprint" slot. You're done!

For further information, please refer to the [Manual](#).

Support / Contact

If you have any suggestions, questions or issues, visit our webpage:

http://obi.virtualmethodstudio.com