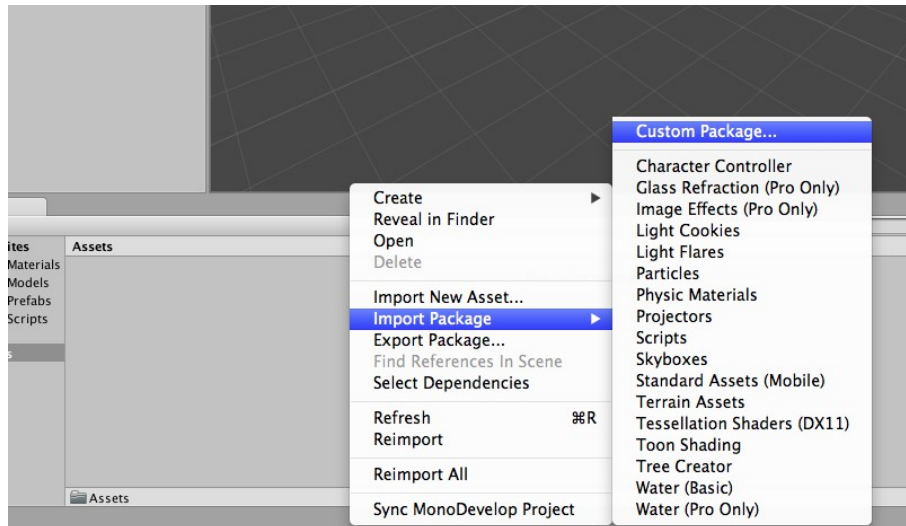




Quickstart Guide

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



2.- Move the "Obi/Editor Default Resources" and "Obi/Gizmos" folders to the Assets folder in your project.

3.- Go to GameObject->3D object->Obi->Obi Emitter (with solver). This will create an Obi Emitter object, a disk shape and a solver, all properly set up.

4.- Set any of the included emitter materials (water, oil, smoke, ketchup...) to your emitter's "Emitter material" property. You're done!

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

Support / Contact

If you have any suggestions, questions or issues, contact the developer at:

virtualmethodstudio+obi@gmail.com