**3D Models**

I have collected a number of decent and applicable 3D models in my TurboSquid cart. Access it with TheKnee //// michaelvick . Most if not all of them will not be rigged nor have animations.

Please try to keep track of other people’s things you are committing so that we can give them credit at the end / somewhere.

**Trees, Environment Textures, Etc.**

We need to look into how Unity makes trees and grass “swayable” because if that is not difficult we should definitely look into that

**Rigging**

Simplest way to rig a model, in my opinion:

<http://www.youtube.com/watch?v=ZU8Qcm5_Oc0>

<http://www.youtube.com/watch?v=Lc8LiXUTU3g>

<http://www.youtube.com/watch?v=hQdFxX3POtE>

This guy makes a few mistakes with his IK bones, just be a little wary of that. If the auto attaching to the mesh doesn’t work too well, look into this one:

<http://www.youtube.com/watch?v=QGFe9FjkSig>

**Animating**

I’ll update this as we find a standardized way to do this and good tutorials that match that.