**3D Models**

I have collected a number of decent and applicable 3D models from TurboSquid. Access them at <https://docs.google.com/spreadsheet/ccc?key=0AmgR1qMKt2FndFUzSkZoQ0RmWW5jM1I3LTRjYzJreGc&usp=sharing>

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 using+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 incorporate 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**

Any basics video should pretty much cover all you’ll need.

<http://www.youtube.com/watch?v=u6xkeyqO_B4>