How to add 3d objects and set them to the corresponding texture in the GUI

First of all you have to convert your 3d object to the correct format - .FBX or .3DS .The objects must be added in the folder Assets/Resources/PlacedObjects. That can be done by dragging your object into the opened Unity3D project.

Tips for creating your 3d Objects:

1. You have to take in mind that the coordinate systems of unity and 3ds max are completely different.
2. The difference is that the object is flipped 180 degrees in Y direction. (according to 3ds coordinate system)
3. Don’t do any textures in 3ds Max use the decal or diffuse function from unity to set the textures for your objects.

The next step would be to set a texture(button) that can place your object to the UI. Download a picture(.png) and add it to the corresponding folder - Assets\Resources\guiImages\Roads or Cars or Buildings or Infrastructure or Environment.

When you have set the same **name** to the picture and the 3d object you can place your object to the grid successfully.