# Quickstart Guide

1.- Follow the setup guide in our webpage for steps on how to install Obi:
http://obi.virtualmethodstudio.com/tutorials/setup.html

2.- To create a cloth, click on GameObject->3D Object->Obi->Obi Cloth.

3.- Cloth data is stored in *blueprints*. Create a blueprint asset for the mesh you want to simulate as cloth, by clicking the "create" button in the ObiCloth component inspector and saving the blueprint file somewhere in your project.
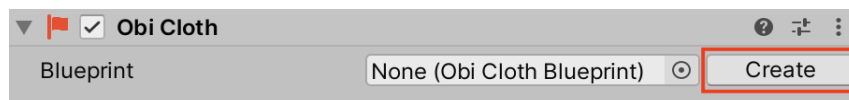
4.- Select the blueprint you just created, select an input mesh for your cloth, then click "Generate."
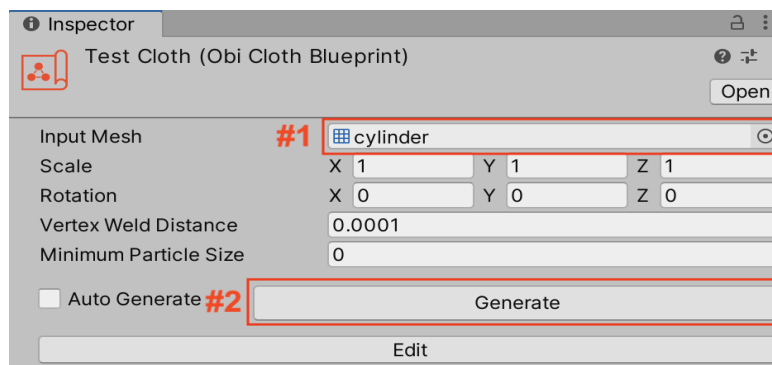
5.- You're done! click play, you should see your cloth falling due to gravity.

There's so much more you can do with Obi: get your cloth to collide against objects in the scene, other clothes or even itself, attach parts of it to other objects, paint cloth properties in the blueprint editor, simulate aerodynamics, character cloth, tearable cloth, etc. 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