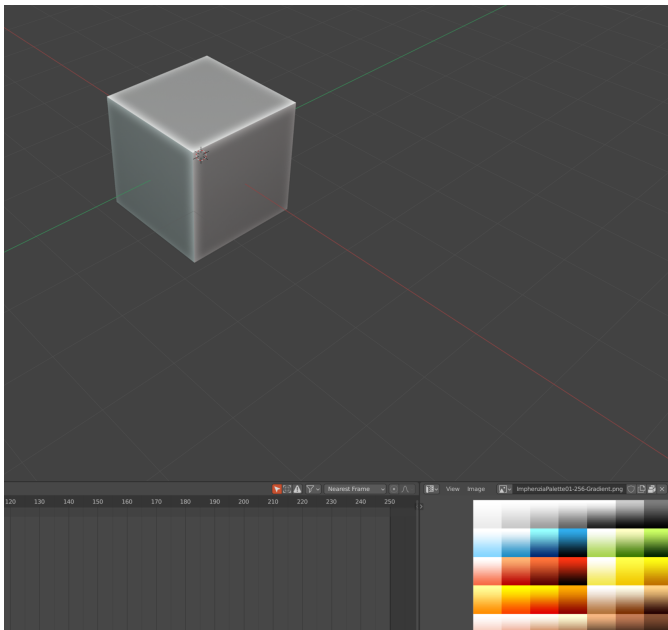


[Exercise] asset management and the Unity-Blender pipeline

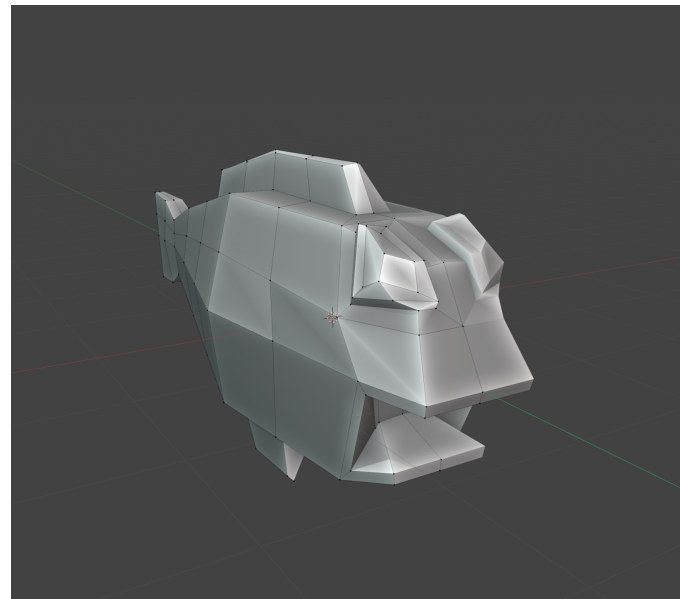
A small introduction into asset management and importing textures, their UV maps, rigs and animations from Blender or other 3D Modelling software into Unity. The model and the assets are based on this [youtube tutorial](#)

Blender files



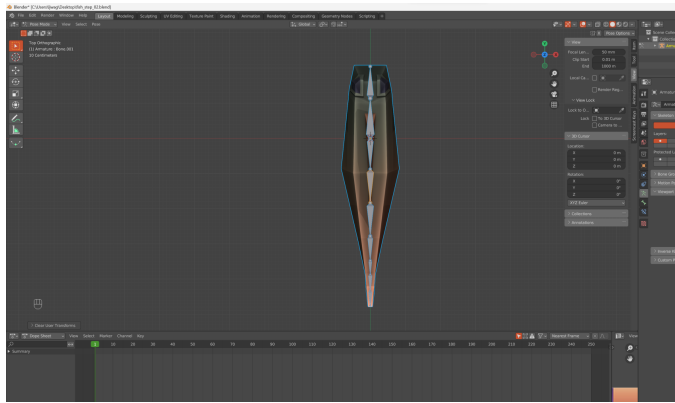
Initial setup in Blender 3.5

[Download *.blend file](#)



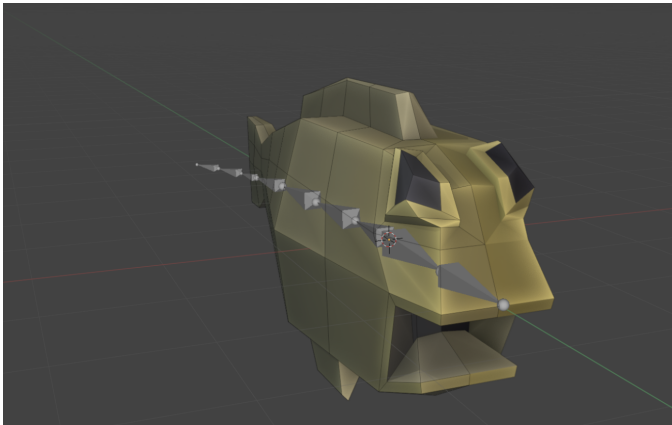
3D model no texture, no rig

[Download *.blend file](#)



Rigged and textured but not animated

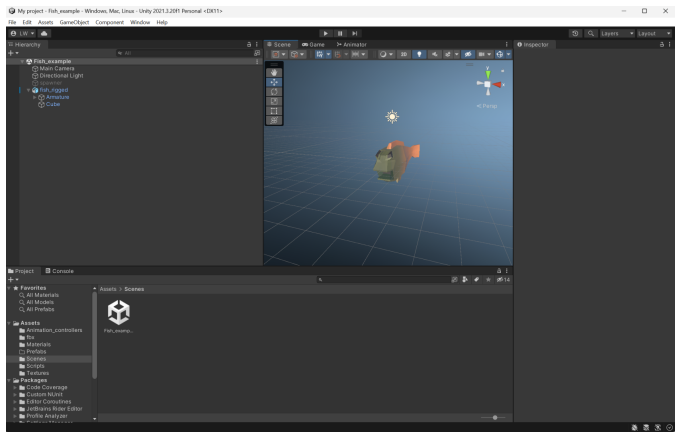
[Download *.blend file](#)



Rigged, textured, animated

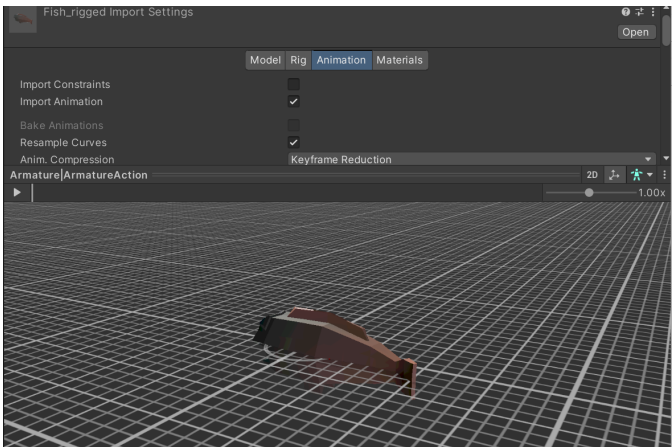
[Download *.blend file](#)

Unity Package



Unity package file

[Download *.unitypackage](#)



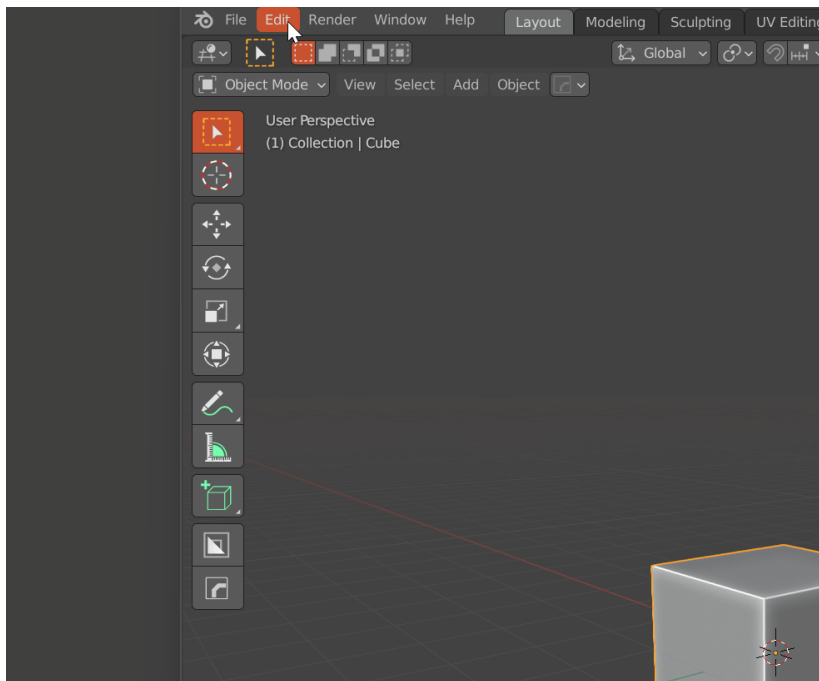
Only the *.fbx file

[Download *.fbx](#)

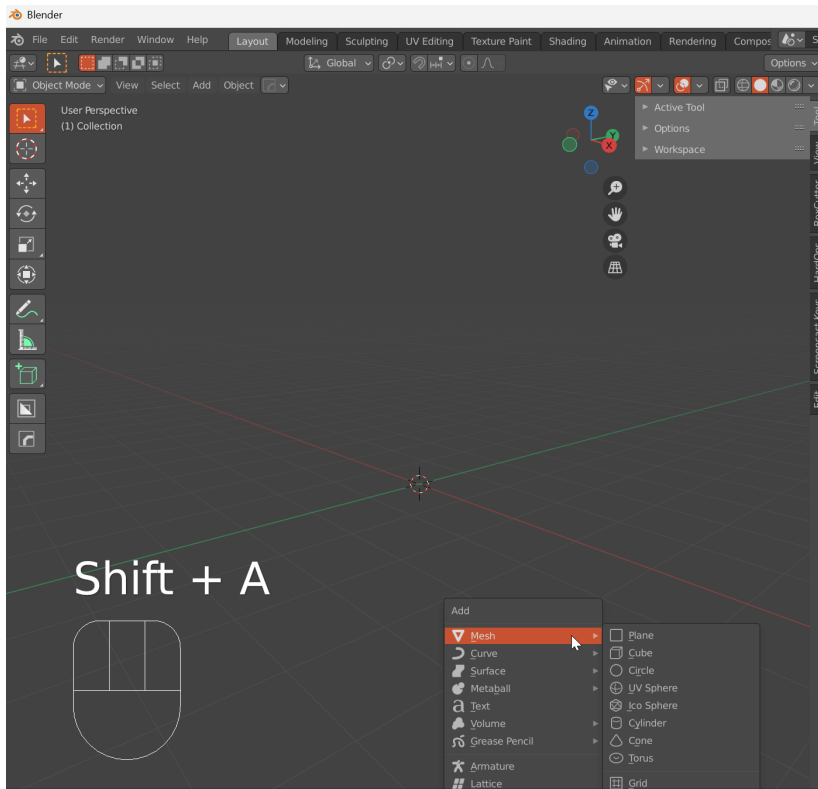
[Go to Project folder Adversarial Animation on Sciebo](#)

Step by step

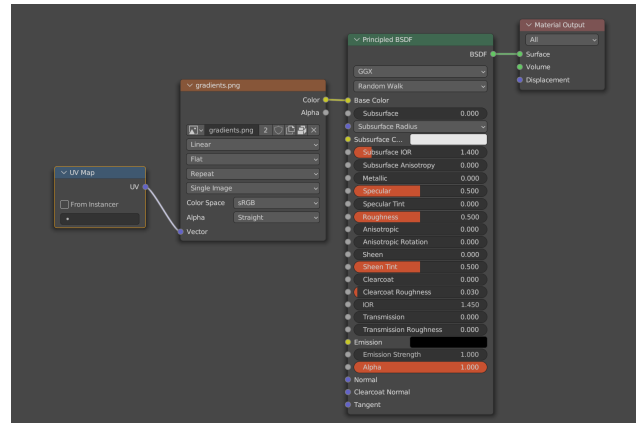
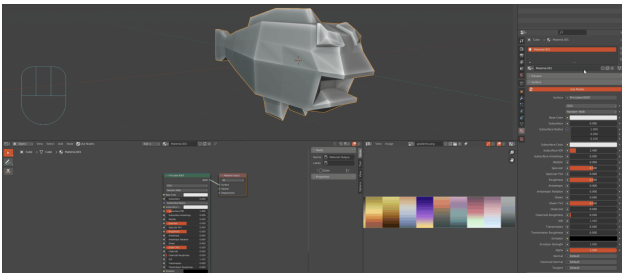
enabling the Auto Mirror Add-On



Creating subdivisions



Setting up the Material



Revision #12

Created 12 April 2023 08:56:16 by Laura Wagner

Updated 13 April 2023 08:39:42 by Laura Wagner