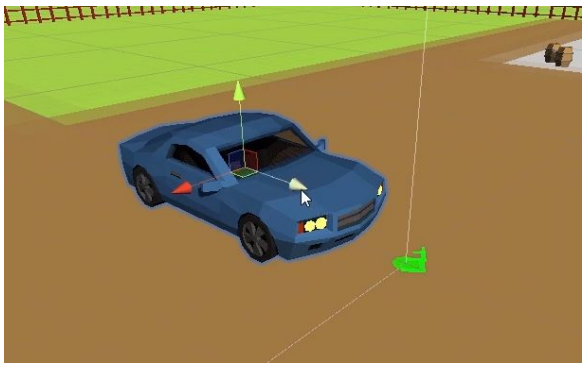
3.2 Download and Import the Assets

The car asset we'll be using



Activities:

Step 1: Download the Car from within Unity

Step 2: Download the Clamp, Good Battery, Dead Battery from Unity Learn site

Step 3: Organize into a "Models" folder

Length:	15 minutes
Overview:	Downloading the 3D models to be used in the project
Project Outcome:	Students will have downloaded and imported the assets
Learning Objectives:	The students will be able to: - Locate and Download the Files - Import the files into the project - Organize the imported files
Prerequisite:	Previous Tutorial steps
ISTE Student Standards	3a. Knowledge Constructor: can locate and use digital assets

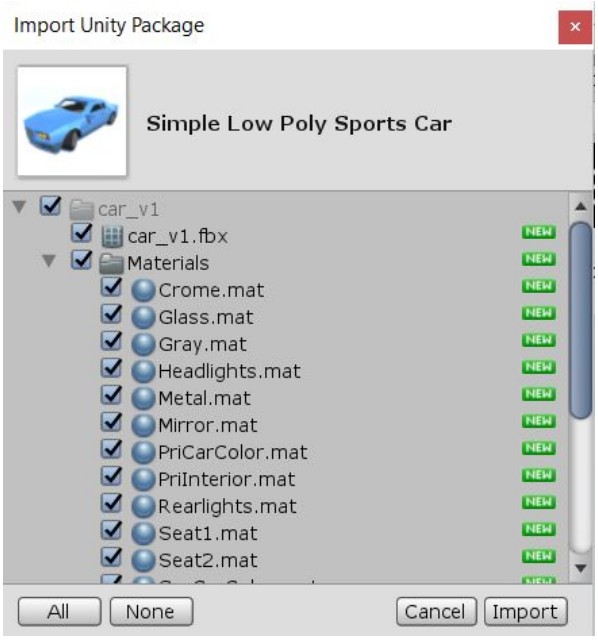
Video	https://vimeo.com/350130019

Step 1: Download the Car from within Unity

1. Visit The link below

Explain fbx is a common 3D model format

   a. https://learn.unity.com/project/vr-in-unity-a-beginner-s-guide
2. For the car model, It's actually easier if you open your Unity Project, then:
   a. Go to Window > Asset Store (you must sign in to your Unity account!)
   b. Search "low poly car" and set the search options to only find FREE assets
   c. Find the car shown and click "Download"
   d. The button becomes an "Import" button, click it.
   e. In the resulting window, click "Import"



Step 2: Download the Clamp, Good Battery, Dead Battery from Unity Learn site

1. Visit the project page here: https://learn.unity.com/project/vr-in-unity-a-beginner-s-guide?preview=true
2. Click the link to each of the fbx files:
   a. Clamp.fbx
   b. GoodBattery.fbx

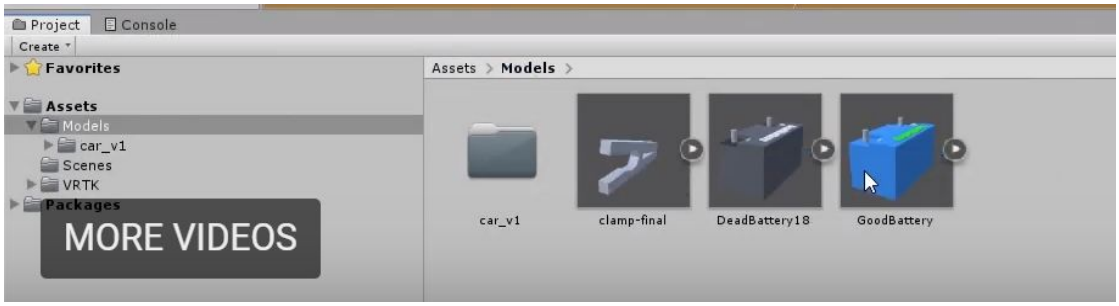
- **Explain** Assets like 3D models can be Downloaded/Imported through the Asset Store, or imported from a file location.(such as those you created yourself).

   c. DeadBattery.fbx
3. If the files become odd file names, be sure to rename them correctly!
4. In your Unity project, right click Assets > Import Asset, and select all three fbx files

Step 3: Organize into a “Models” folder

Keeping an organized project makes life easier.

1. Right click Assets > Create > Folder, call it “Models”
2. Drag the 3 fbx files, and the “car_v1” into the Models folder



Your “Models” folder should look like this

End of Lesson

Recap

Key concepts:

- Models can be imported directly from within Unity using the Asset Store, or downloaded/imported from an external source.

Key skills:

- Using the Asset Store from within Unity to directly import
- Downloading files from an external source, then importing

Key terms:

- **Asset Store:** A collection of all types of assets, both free and paid, to be used in Unity projects.
- **FBX**: a 3D model format