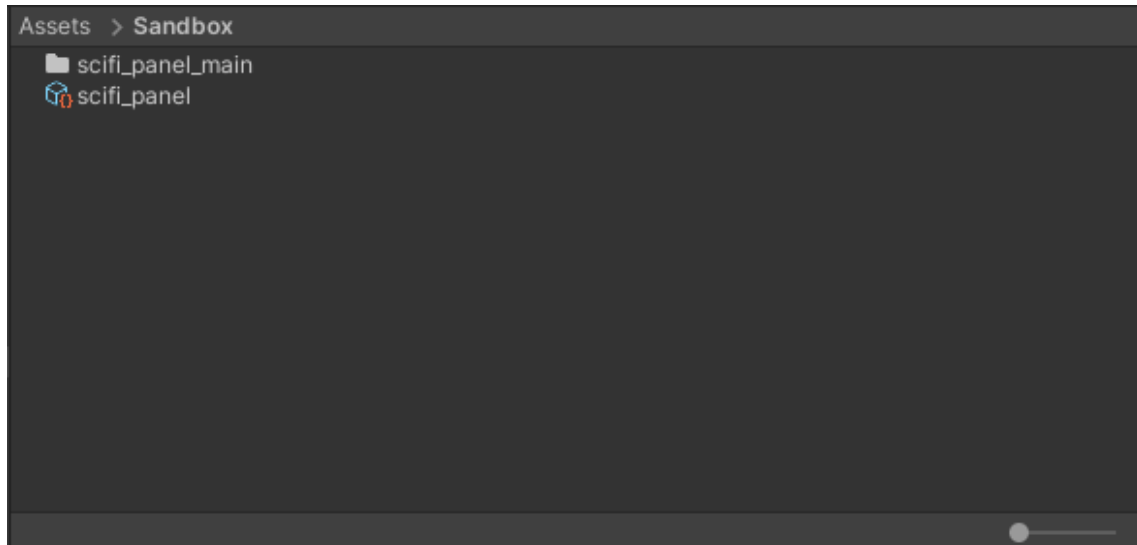# Substance 3D for Unity HOWTO
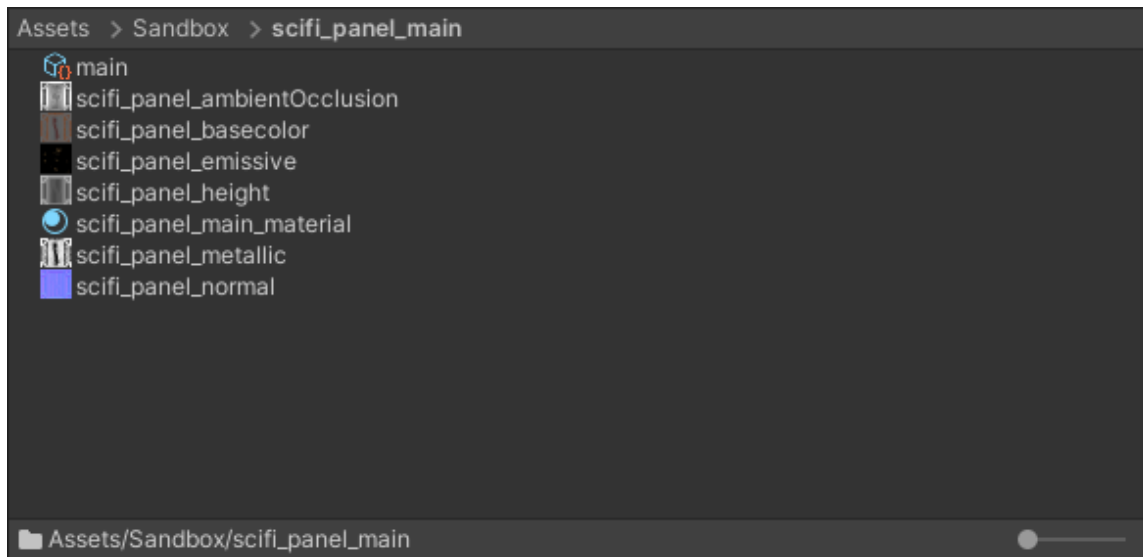
This is a simple HOWTO guide to get started using Substance 3D for Unity. For detailed information refer to our online documentation located at substance3d.adobe.com

Importing, Assigning, and Tweaking a Substance Material Step-by-Step

### 1. Import a substance material (with the extension .sbsar) into your project

Importing a substance material into your project can be performed by dragging an asset into your project view in Unity or by context clicking inside the project view. Once imported you will have a Substance Graph object and a folder containing the Unity material and textures. Here are screenshots showing the result of importing the Substance Material *scifi_panel.sbsar*

Assets > Sandbox > **scifi_panel_main**

- main
- scifi_panel_ambientOcclusion
- scifi_panel_basecolor
- scifi_panel_emissive
- scifi_panel_height
- scifi_panel_main_material
- scifi_panel_metallic
- scifi_panel_normal

Assets/Sandbox/scifi_panel_main

2. Assign the Substance Material to a mesh

Assigning the Substance Material to a mesh is done by assigning the Unity material that is created for you to your mesh of choice. Here is the result of us assigning the sci_fi_panel to a standard Unity cube:
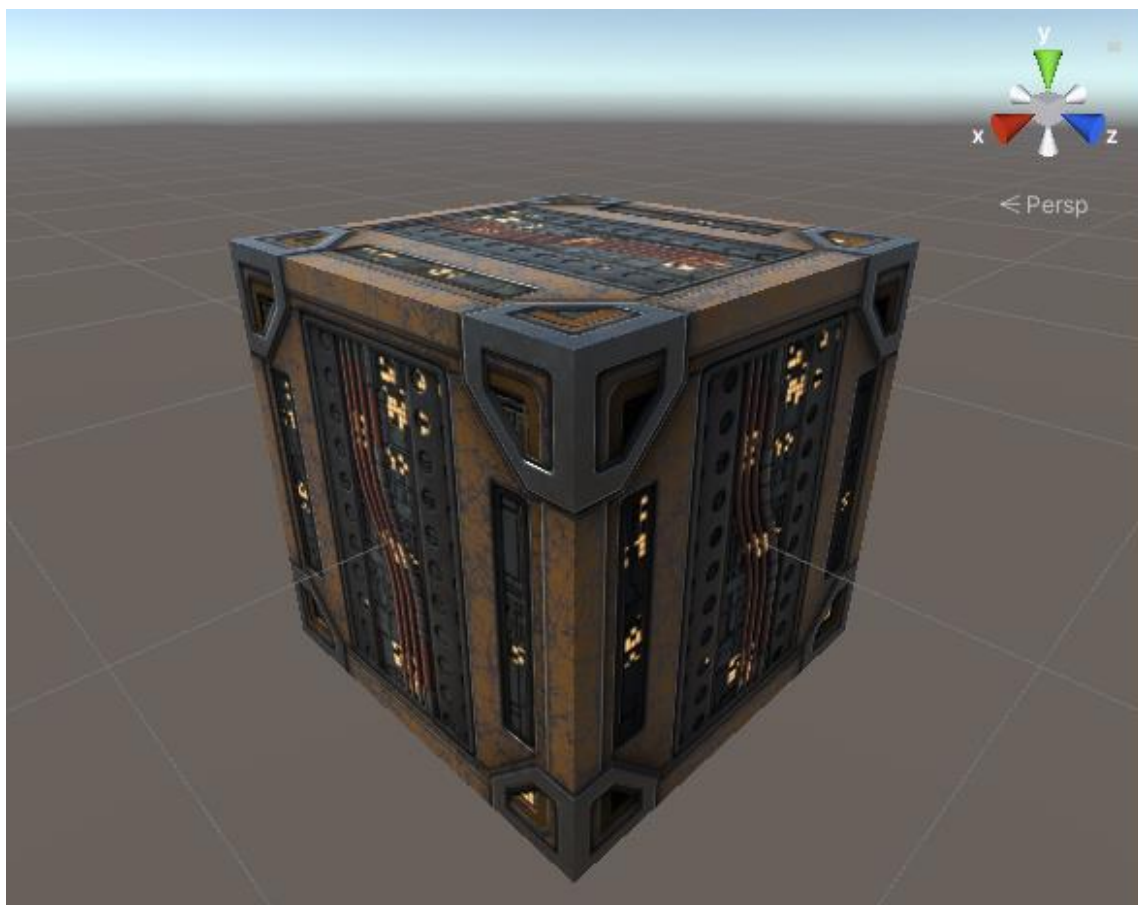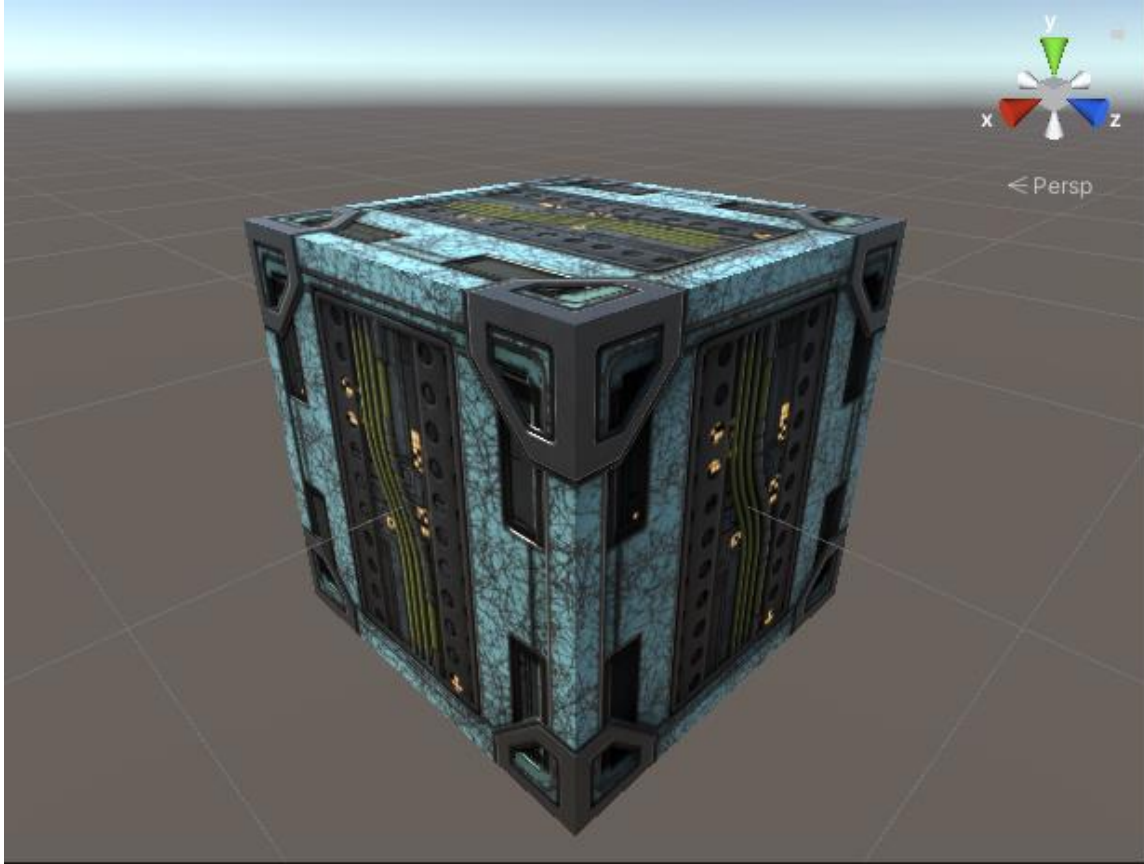

2. Tweaking the Substance Material

Tweaking the Substance Material is done by selecting the graph object. Your inspector panel will now display the tweakable parameters:
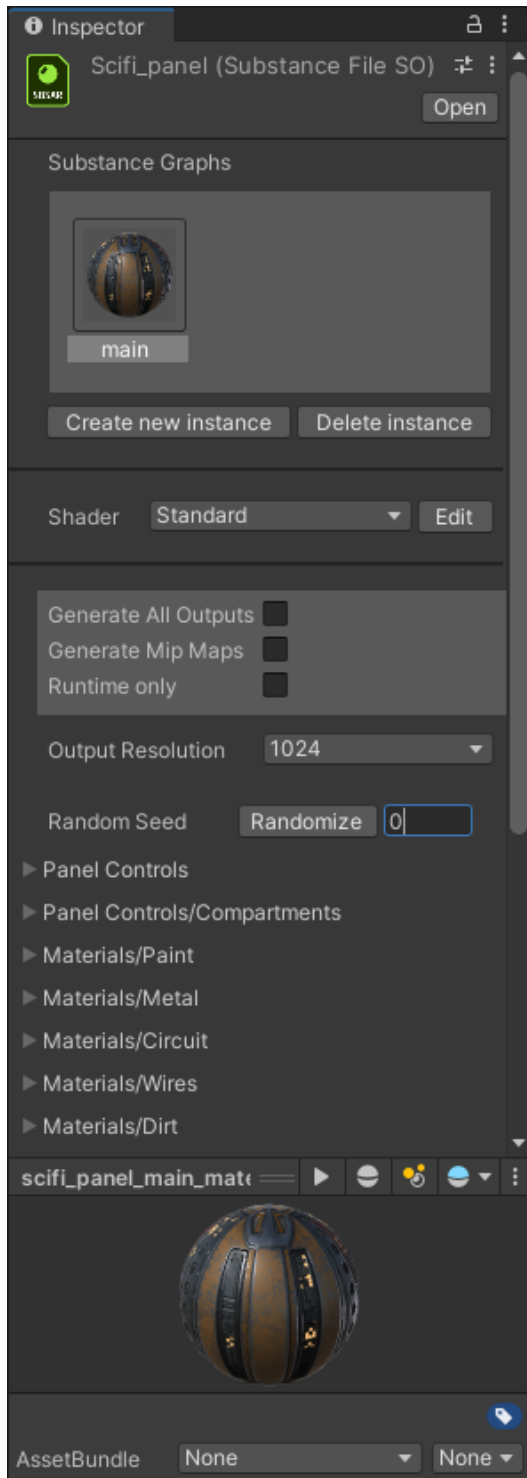
Here is a screenshot of the Substance Material after changing some parameters:

After performing these steps, you are ready to play with the materials and have fun!