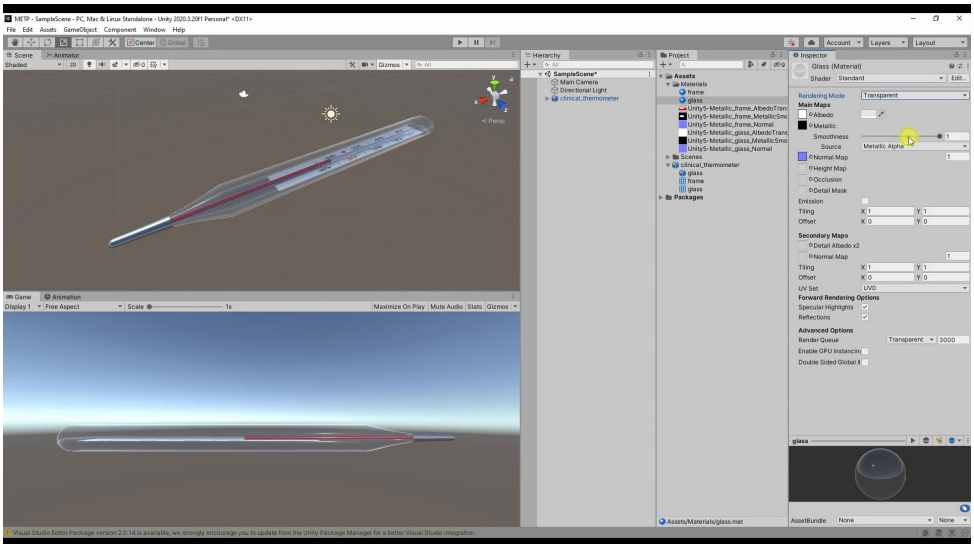


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Hello everyone!

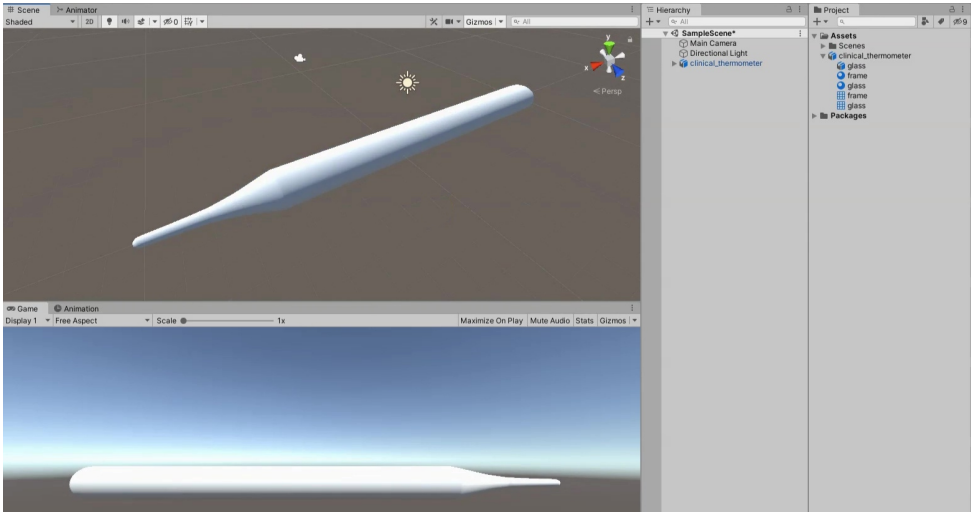
In this tutorial I'm going to show you how to switch to the **Materials Legacy mode** in Unity, in order to manually assign the textures to the Material of an **imported 3D model**.

This may be useful when you **import an FBX 3D model in Unity**, provided with its own Materials, but then you see that **the Materials have no Textures** and you can't drag and drop the Textures files in the Material.

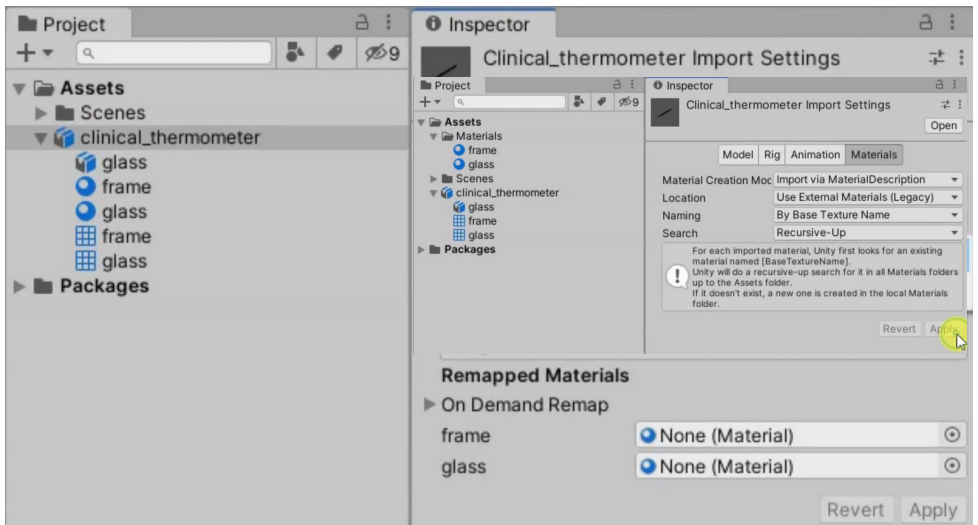
First of all, I **drag the FBX file in the Project tab**, so that it can be put in the current project.

I'm dragging **the object in the 3D scene too**, in order to take a look at the changes in real-time.

The object is made by two geometries and two Materials; in particular, **the Materials will look grey, without any Texture.**



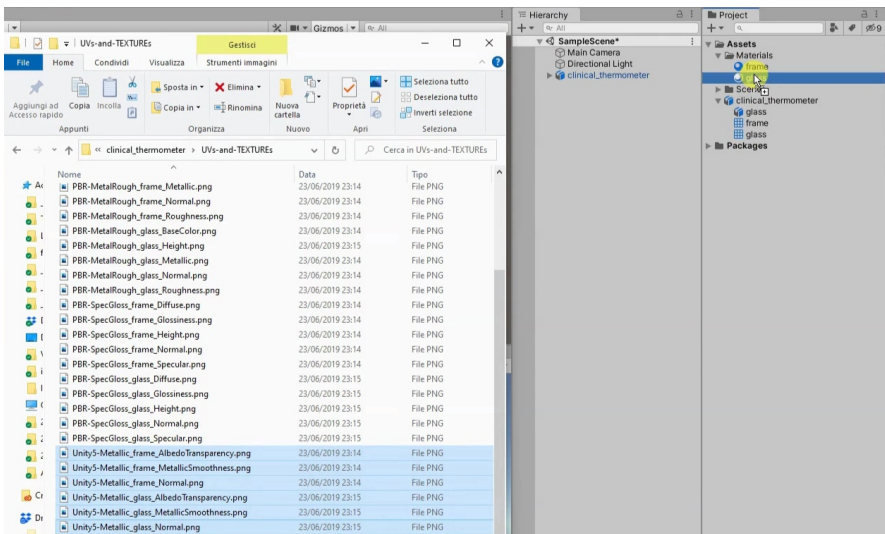
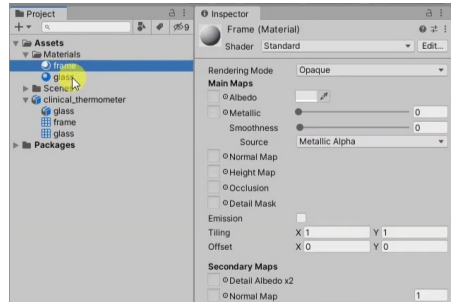
Right now, **we can't change the Materials' settings**, because Unity imports the FBX files giving them the Materials available in the FBX file, as we can see in the Materials tab of the Inspector for the imported object: here, the "**Material Creation Mode**" is set on "**Import (Legacy)**", while "**Location**" is set on "**Use Embedded Materials**".



I then click on the "**Use Embedded Materials**" option (beside the "**Location**" label) and change it to "**Use External Materials (Legacy)**", then I click on "**Apply**" to apply the changes.

Unity will create a **folder**, called **Materials**, and will put in it the Materials of the objects; this time, however, we can assign them some Textures.

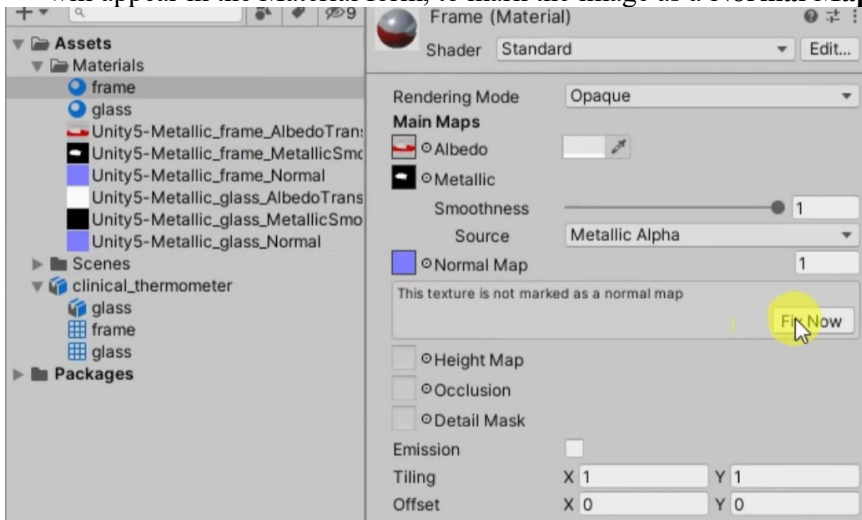
Now I can select the images files with the "Unity5-Metallic" prefix from the Textures folder of my asset and **drag them in the Materials folder in the Project tab**; in particular, I have to **drag three images for each Material**.



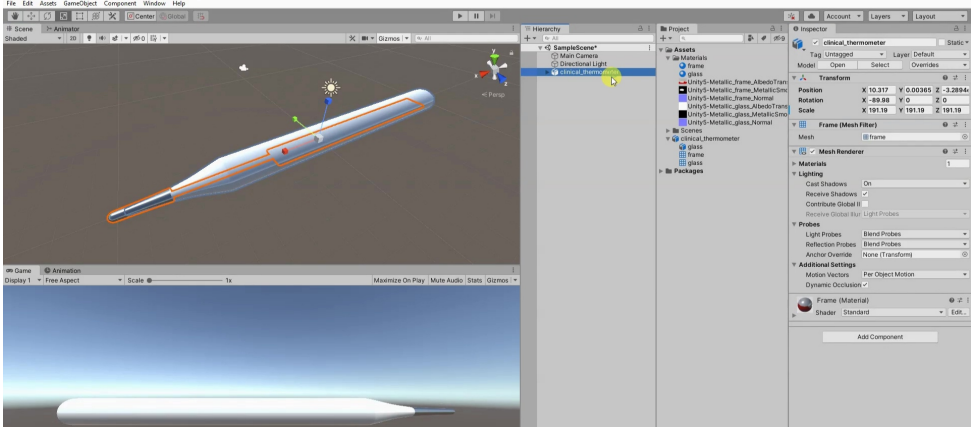
Setting the Textures for each Material is an easy task, because we just have to drag:

- the textures with the *AlbedoTransparency* suffix in the **Albedo** slot;
- the texture with the *MetallicSmoothness* suffix in the **Metallic** slot;
- the texture with the *Normal* suffix in the **Normal Map** slot of the

Material; in this last case, we'll have to click on the "**Fix Now**" button that will appear in the Material form, to mark the image as a **Normal Map**.

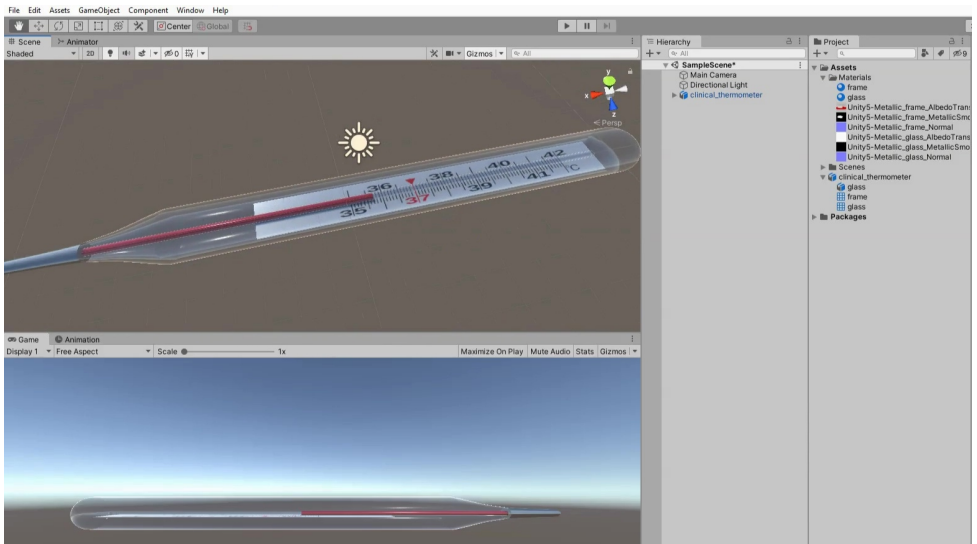
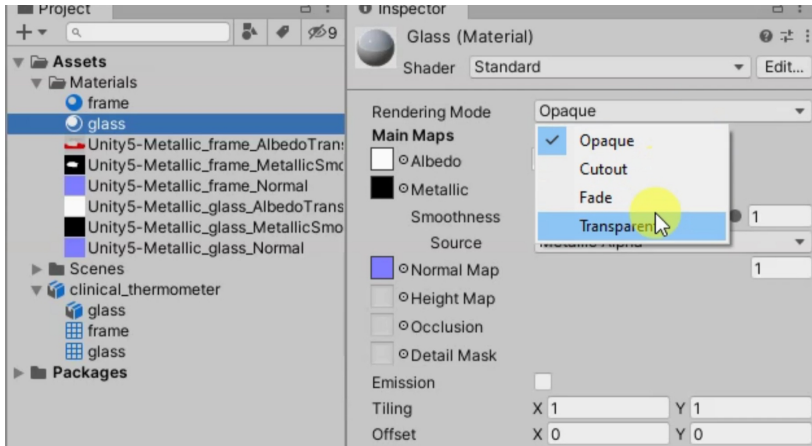


I'm working on the **Prefab** of the asset, in the **Project** window, so we can see the changes immediately in every instance of the Prefab, like the one I made by dragging the Prefab in the scene.



There's no need to do anything else to set a basic opaque Material; **regarding the Materials with transparency**, on the other hand, it is necessary to change the "**Rendering Mode**" parameter, on top of the Material Inspector form, from "**Opaque**" (the default value) to "**Transparent**".

UNITY - How to switch to Materials Legacy mode to manually assign Textures to Materials
www.francescomilanes.com --- 2024 --- video: <https://youtu.be/kIZXNZHPy4M>



Well, that's all for this tutorial! See you soon!