

3. Final integration of your vehicle, ready for public release

Tutorial for importing and integrating a vehicle from an existing 3D model.

Voici le tutoriel pour la 2ème intégration de votre véhicule. Ce tutoriel vous aidera à rendre votre véhicule 100% fonctionnel, beau, propre ainsi que prêt à la publication.

Prerequisite:

- Have already done the " Vehicle creation and all aspects of import"
- 100% understanding of the introduction to vehicles category
- [Lights configuration & creation](#)
- [Animation & finition \(Doit être rework\)](#)

Lights configuration & creation

Animation & finition (Doit être rework)

you will learn here how to animate the component of the car

- wheel

- doors

- steering wheel

and many more

- LOD level for optimisation: <https://wiki.nabla.sh/books/general-info-tips-for-the-workbench/page/what-are-lods-and-why-should-i-add-them>

- texture import to reduce the size of the prefab