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# Introduction to SpeedTree for Unity

Welcome to SpeedTree for Unity. The pages in this section detail how to use the SpeedTree tools and models to their maximum effect in your Unity application.

## How Does It Work?

Using SpeedTree with Unity is a three step process:

- **Create a SpeedTree model.** You'll need a model to get started. Models consist of the SpeedTree files (.spm, .srt) and the textures and component meshes (.obj, .fbx) associated with it. Click [here](#) to learn more about creating models in SpeedTree.
- **Import the model into Unity.** SpeedTree models are imported into Unity like any other asset. They come in as a static mesh with extra vertex attributes to implement wind and smooth LOD. You can do anything with them that you can do with a static mesh inside of Unity. Click [here](#) to learn more about import SpeedTree models into Unity.
- **Place models in your scene.** Once imported, SpeedTree models can be placed or painted like any other static mesh. Click [here](#) to learn more about placing SpeedTree models in Unity.

## Topics in this Section

Follow the links below for detailed information about using SpeedTree with Unity.

[Managing Your Subscription](#)

[Creating Models for Unity](#)

[Importing Models into Unity](#)

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