

Importing 3D Assets in Godot

The tutorial below recommends to use **GLTF/GLB** as a preference if available. Importing **FBX** is acceptable too.

<https://www.youtube.com/embed/XRUWhE4OnOY?si=oQ9idWxL5exGYix3>

Revision #1

Created 2026-09-04 14:47:30 UTC by Wes

Updated 2026-09-04 14:51:48 UTC by Wes