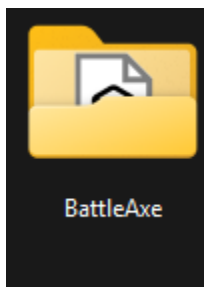


# Quick Guide: Importing a 3D Asset into the Desktop Editor

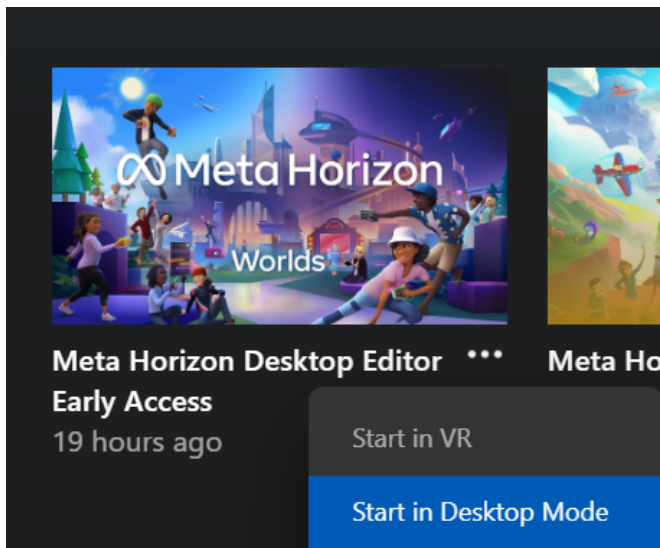
## Step 1: Download the Files

- Download file attached to this post
- Save the **FBX model** and **two texture files** to a folder on your computer.



## Step 2: Open the desktop editor

- Launch the Horizon app on your desktop.



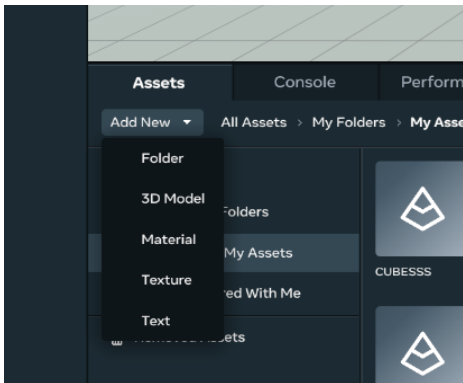
- Open an existing project or create a new one.

### Step 3: Locate the Import Tab

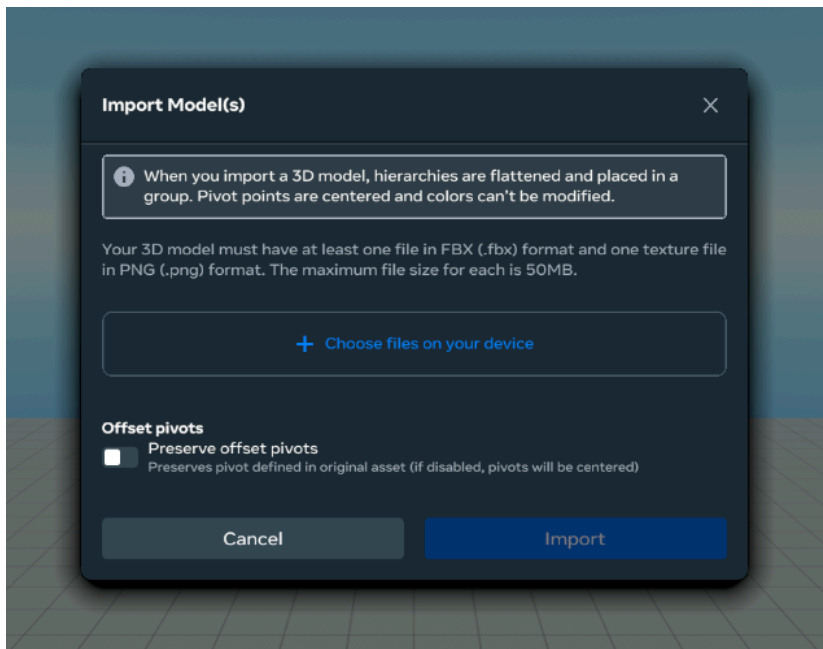
- In the desktop editor interface, find the **Assets** tab on the bottom left.

### Step 4: Import the 3D Model

- Click on the **Add New** drop-down.
- In the drop-down menu, select **3D Model**.



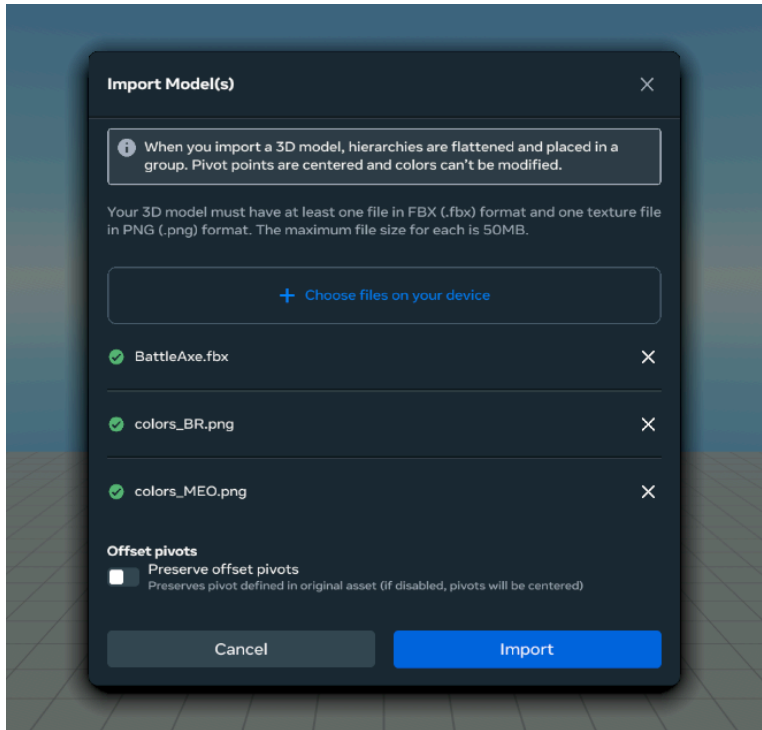
### Step 5: Find Your File



- A file explorer window will open.

## My First Import: Forum Challenge

- Navigate to the folder where you saved the **FBX model**.
- Select the file and click **Import**.



### Step 6: Place Your Asset in the Scene

- Drag and drop the imported model into your game world.
- Adjust its position and rotation as needed.

✅ **You're all set!** Your 3D asset is now in Horizon Worlds. 🎉