BAKO Architect 3D Sync for Unity - Official Documentation (v1.0.0)

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1. Overview

BAKO Architect 3D Sync connects Unity directly to https://architect.bako.co
to import AI-generated multi-storey 3D buildings with automatic storey
GameObject hierarchies and Built-in / URP / HDRP materials.

2. Step-by-Step Setup Tutorial

Step 1: Ensure Assets/BakoArchitect is imported into your Unity project.
Step 2: Open Assets/BakoArchitect/Demo/BakoArchitect_DemoScene.unity.
Step 3: In the top menu bar, click Tools -> BAKO Architect -> 3D Sync Panel.
Step 4: Select a model from the 3D Model dropdown and click Import into Unity Scene.

3. Using Featured (Free) and Saved Models

- Featured (Free): Includes 5 complete multi-storey buildings ready to import
  immediately with no login or API key required.
- My Saved Models: Paste your BAKO Pro API Key from https://architect.bako.co
  (click the MCP button) to sync your custom models and revision history.

4. Storey Hierarchy & Visibility Controls

Every floor (Basement, Ground Floor, 1st Floor, Roof) is created as a child
GameObject under BAKO_Architectural_Model. Toggle floors in the panel.

5. Script Reference

- BakoSystems.BakoArchitect.BakoArchitectWindow.ShowWindow()
  Opens the dockable BAKO Architect EditorWindow.

6. Support

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