AA Low Poly Medieval Environment
Documentation

1) What is AA Low Poly Medieval Environment?

AA Low Poly Medieval Environment is a Unity Asset developed by Ahmet ALP. This asset contains over 850 low poly models.

2) How to install?

Step 1: In the Unity Editor window, go to **Window > Package Manager.**
Step 2: In the Package Manager window, on the top left corner, select **Packages : My Assets.**
Step 3: Locate **AA Low Poly Medieval Environment** on the list and select it.
Step 4: Press **Download** and wait for the Package Manager to download the asset.
Step 5: Press **Import.**
Step 6: On the **Import Unity Package** window, press **Import** and wait for Unity to install the asset to your current project.

✔ Installation has been completed!

3) How to place a model into the scene?

All the prefabs are located on the "Assets > AA Low Poly Medieval Environment > Prefabs" path. In this file path, there are categories about the prefabs. **You can simply drag and drop a prefab into your scene.**

4) Developer contact.

AHMET ALP
Asset Store Profile
Website
Email