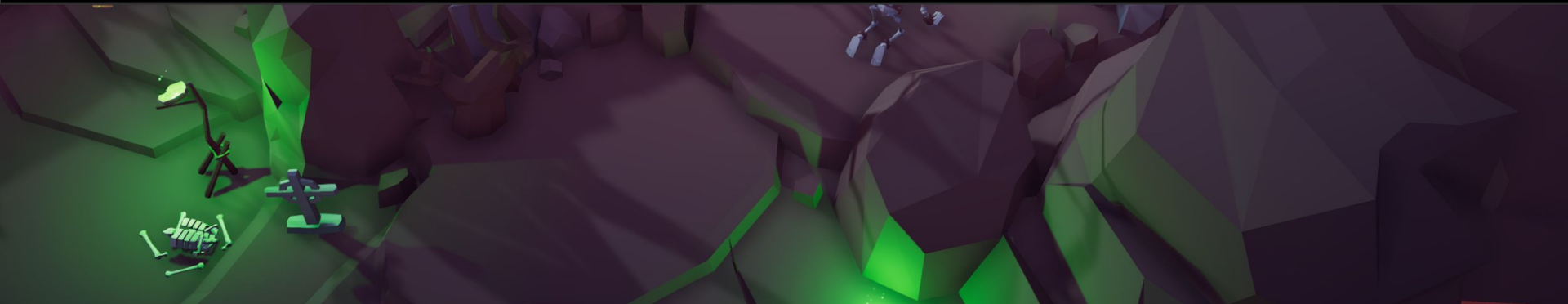
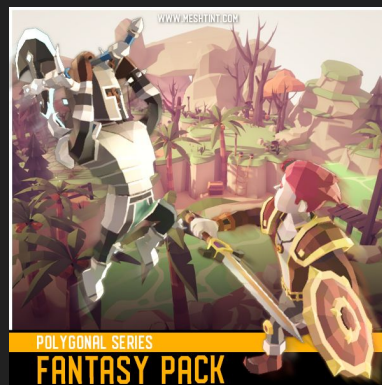


A guide by Meshtint Studio for you



If you like this pack, check out other assets!



Website: www.meshtint.com

Unity Asset Store: <https://assetstore.unity.com/publishers/3867>



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LITTLE HEROES MEGA PACK
CUSTOMIZABLE
CUSTOMIZE YOUR OWN CHARACTER | ANIMATED | HUMANOID MECANIM | + UNITY PARTICLES



FOREST CREATURES PACK
VERSION 1.4
✓ Unity Package Included
✓ Generic Mecanim & Legacy rig set up
✓ Colour variation
✓ Rigged & animated



POLYGONAL SERIES
SKELETON PACK



O-SIMP SERIES O
CHARACTER CREATOR



Galaxy Robots Pack 01
✓ FX Unity Particles included
✓ Generic Mecanim & Legacy rig
✓ 3 colours each
✓ Rigged & animated



You will require Unity to use this pack. You can download Unity here:

<https://unity3d.com/get-unity/download>



Important

The demo scenes in the package require the following free assets. Please download and import them into your project.

- Post Processing Stack V 1



Post Processing Stack V1

Unity post-processing stack is an über effect that combines a complete set of image effects into a single post-process pipeline.

You can download here:

<https://assetstore.unity.com/packages/essentials/post-processing-stack-83912>



Post Processing Stack V2

- If you are using a newer Unity version, you may consider using Post Processing Stack version 2 instead.
- Note that the Post Processing profile used in the demo scenes in Polygonal Skeleton Pack is only compatible with Post Processing Stack V1.
- You can download here Post Processing Stack V2:
<https://github.com/Unity-Technologies/PostProcessing>





Thank you for your purchase!