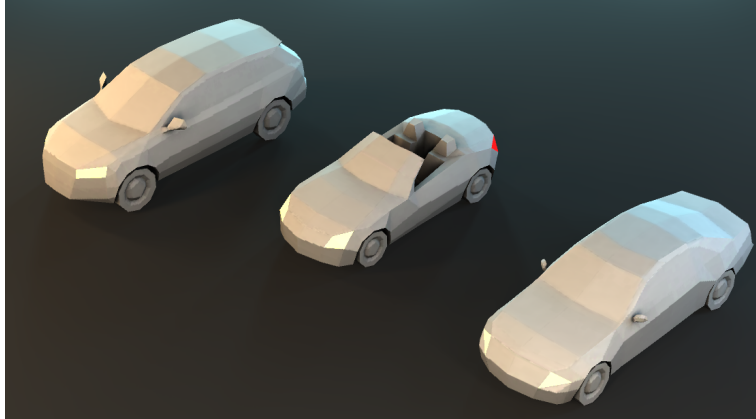


## Paper Cars Free

This asset is the free version of Paper Cars. You can view the full version here:  
<https://assetstore.unity.com/packages/3d/vehicles/land/paper-cars-216225>

This document describes usage guidelines for the Paper Cars Free asset



The asset contains:

- 66 different ready for use Prefabs!

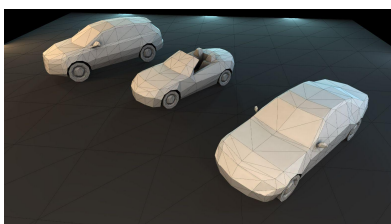
look in folders:

**\Paper World\Paper Cars Free\Prefabs\PaperCarsDayVariants**

**\Paper World\Paper Cars Free\Prefabs\PaperCarsNightVariants**



- 3 different 3D models of low poly cars



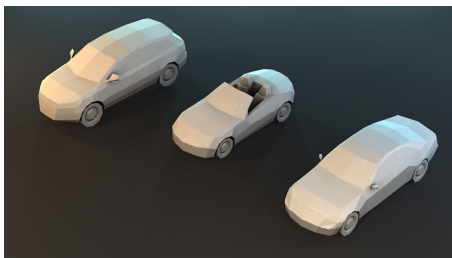
- 10 different colors for each car (daily version)



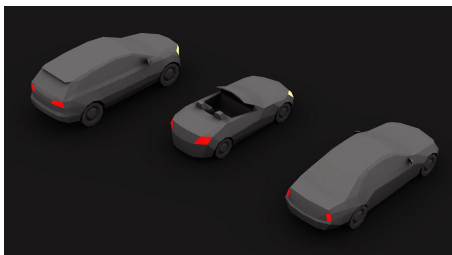
- night version of each car in each of the ten colors (headlights and taillights turn ON)



- Layout Day material for each car



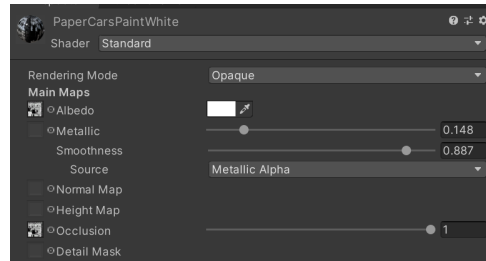
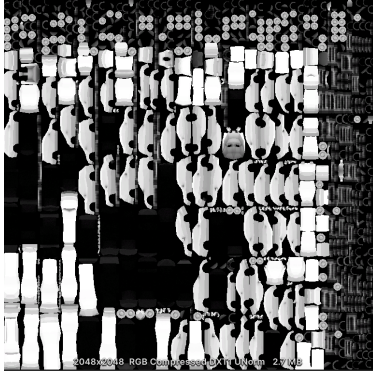
- Layout Night material for each car



- Each car is divided into 6 Materials. The material structure of all models is identical. It is easy to make changes to groups of cars.

<p>Mesh Renderer</p> <p>Materials</p> <p>Size: 6</p> <p>Element 0: PaperCarsPaintYellow</p> <p>Element 1: PaperCarsHeadlightsOff</p> <p>Element 2: PaperCarsTaillightOff</p> <p>Element 3: PaperCarsGlass</p> <p>Element 4: PaperCarsRim</p> <p>Element 5: PaperCarsTires</p>	<p>Element 0: The color of the car paint</p> <p>Element 1: Headlamp material.</p> <p>Element 2: Material for rear lights</p> <p>Element 3: Material for the glass</p> <p>Element 4: Wheel material</p> <p>Element 5: Tire material</p>
---	--

- All materials share a black and white texture for Albedo and Occlusion (2048x2048).



- Easily create new colors. Just copy one of the existing materials and change its color.

