

## Thank you for buying a Brushzim product!

### Product information

This package is a piece of demonstration of the original package, where you can find more than 158 unique assets. The Japanese food product by Brushzim, will be a large project to include almost all the Japanese food culture. At the end will be many packages so you can combine assets across them.

### Technical

All the 3D files are in FBX extension. No animation and no material. They use the "Standard material (Specular Setup)" from unity. There is only one texture in albedo map, no specular. The material can receive and cast shadows normally. All the prefabs are ready to use.

### Textures

In this package the assets share one texture. The texture is 1024x1024 resolution, they are set in unity as 512x512. You can change according to your needs. The texture is set as albedo.

### Polycount

The polycount changes depending on the asset size. For small items polycount can be around 90 triangles, for medium items 200 triangles and large items around 400 triangles. They are all lowpoly, extremely efficient.

### Package content

In this package you will receive 11 unique assets. They share one texture and one material.

Please let us know if you have any questions about the product. You can send an email to [brushzim@gmail.com](mailto:brushzim@gmail.com).