

A guide by Meshtint Studio

## Introduction: Cute series

Cute Series 3D models are cute and easy to use. Most of them comes with 3 different evolution. Evolution 1 is the least evolved ( weaker) and 3 is the most evolved ( Most powerful). You can use it to show progression in your game! It's a good addition for games like Pokemon, Mario, casual / educational, tower defense, RPG games and more.

Website: www.meshtint.com

Unity Asset Store: <a href="https://assetstore.unity.com/publishers/3867">https://assetstore.unity.com/publishers/3867</a>

Email: info@meshtint.com

Facebook: <a href="https://www.facebook.com/MeshTint/">https://www.facebook.com/MeshTint/</a>

Twitter: https://twitter.com/Meshtint

Youtube: https://www.youtube.com/channel/UCG9WBTCp07YIzYkz31BFchg







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

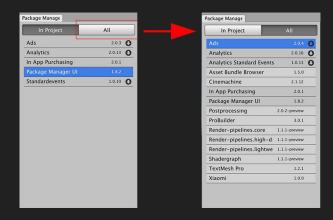
https://unity3d.com/get-unity/download



## Important - Plugins

The demo scenes in the package is using (but not required) the following free assets.

- 1. Post Processing Stack 2
- 2. Progrid



You can download them in Unity using package manager.

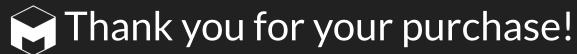


## How to use Dungeon Pack



- Just drag and drop them onto your game scene.
- Most of the environment asset are using the same material, so it's very optimized!
- Recommended to use Unity's free Pro grid to snap the prefabs when placing them in the scene.





See more assets at <u>www.meshtint.com</u>