



Polygonal Series

A guide by Meshtint Studio

Meshtint Studio



Website: www.meshtint.com

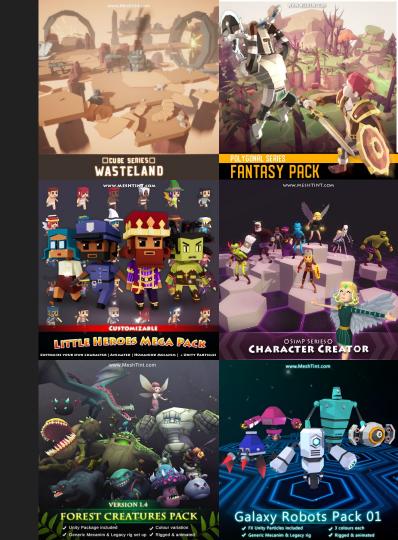
Unity Asset Store: https://assetstore.unity.com/publishers/3867

Email: info@meshtint.com

Facebook: https://www.facebook.com/MeshTint/

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

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

Post Processing Stack 2



Introduction to Polygonal Series

- Polygonal Series 3D models are in faceted style. Texture size is small and asset textures remain clear when close up. It will be a good addition to other faceted style environment packs.
- Getting Polygonal Fantasy Pack in our store is a good start to begin using Polygonal series. Polygonal Fantasy Pack is a 3D assets pack with modular 3D characters and environment props in faceted style for your game development. See image beside.
- But if you already own some other faceted style packs from other publishers, Polygonal creatures are still a good fit for many faceted style packs!



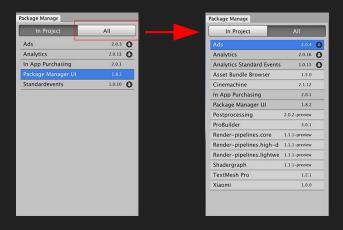




Post Processing Stack 2

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 in Unity using package manager.





Check out other Polygonal Series assets!





