URBAN PROPS

Megapoly.art is happy to present the 3rd free asset pack **"Urban Props".** This package includes 11 different props to be used in your city/street/urban scenes.

The pack is fully compatible with **Megapoly.art low poly packages**. No limit for creativeness, combine with other asset packs from Megapoly.art.

Pack Info

Total : 11 Prefabs ,

Compatibility

- ❏ Unity 2020 above
- ❏ Universal Rendering Pipeline (URP)
- ❏ Easy to adapt to High Definition Rendering Pipeline (HDRP)
- ❏ Mobile friendly

Release Log

1.0 : Initial release

How to Install

For the users using the **2019.4 Unity version or below**. Open the Asset Store inside Unity and download and import the Megapoly.Art Vintage Control Room into your project.

For the users using the **2020.1 Unity version and above**. Open Asset Store in browser, press the "Add to my Assets" button and then the "Open in Unity" button. Go to the Unity Editor and import your asset via **Package Manager/My Assets**.

How to Use

After importing all the assets to your scene, you can access the prefabs under the Prefabs folder and directly start usşng in your scene.

There is one main material which can be used for all prefabs and this includes one texture. Alternatively you can check other materials inside the Materials folder which has prefix "offset". This material is basically using the same texture with offset to get different color schemes.

Emission materials are the main material for lamps, buttons and screens.

Support

Check our other assets and services on our website.

www.megapoly.art

Please let us know if you have any questions.

info@megapoly.art

Enjoy,

Megapoly.Art