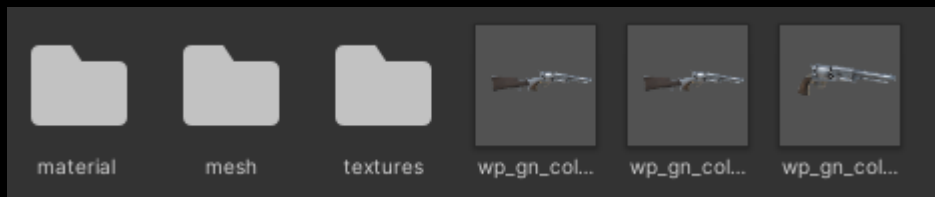


WESTERN WEAPONS

THANK YOU FOR PURCHASING OUR PRODUCT

We have prepared clarifications for your convenience in navigating the content you have purchased.

1. **Western Weapons** - the root folder containing subfolders for each asset presented within it.
-
2. Let's review the structure of an example, namely **wp_gn_coltwalker_01**:



- **material** - Configured materials for a specific asset.
- **mesh** - Asset geometry represented in **FBX** format.
- **textures** - High-resolution textures presented in **TGA** format.

Within the asset folder, you'll find assembled **prefabs** representing modifications, as well as the default configuration.

3. In the root folder **Western Weapons**, you can find the scene **WesternWeapons_All.unity**, where all weapons and their modifications are assembled.
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We are confident that this collection will assist you in your endeavors. Kind regards from the
Nasty Rodent team!