

Jon Jon Games Studios, Inc.®

Cigarette Asset v1.0 Documentation

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Download Extra Assets:

FPS All-In One:

<https://assetstore.unity.com/packages/tools/input-management/first-person-all-in-one-135316>

Ash Tray Asset:

<https://assetstore.unity.com/packages/3d/props/interior/ashtrays-140632>

Table Asset:

<https://assetstore.unity.com/packages/3d/props/wooden-pbr-table-112005>

Asset Includes:

The Cigarette Asset Demo Scene which contains the cigarette, textures, prefabs which you can use in your game.

Licensing:

Free To Use Only.

Free to use Only license means that you can't make a profit on this asset. You are required to give credit to the owner if you use this asset. (Ex. Cigarette Asset: Jon Jon Games Studios, Inc.®). If you want to use this asset for commercial purposes, The Cigarette Asset Pack will be available in Q3 2020 (No Official Release Date yet). Once I create the pack, I will announce it on my Twitter and this documentation will be updated for a new version.

Contact:

If you got any suggestions or problems using this asset, don't hesitate to contact me, I will gladly to help you!

My Support Email: nscsflagman2013@gmail.com

Subject: Suggestions/Problems for Cigarette Asset

I will answer emails ASAP.

My Website: <https://jonjongames.com/>

Cigarette Asset Tutorial:

Here is a link on how to use this asset pack: \

<https://youtu.be/OTKRyGDwGXU>

Post Processing v2:

This asset uses the new post processing stack by Unity Technologies from the package manager in the Unity Engine.

Tutorial: <https://youtu.be/uK3nRo8dOag>