



Zombies In Hospital Pack

SUPER 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/>

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VERSION 1.4

FOREST CREATURES PACK

✓ Unity Package Included ✓ Colour variation
✓ Generic Mecanim & Legacy rig set up ✓ Rigged & animated



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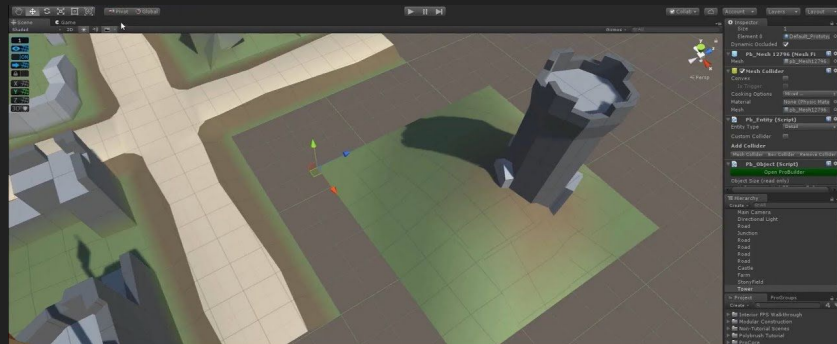


Galaxy Robots Pack 01

✓ FX Unity Particles included ✓ 3 colours each
✓ Generic Mecanim & Legacy rig ✓ Rigged & animated

Using environment props in Super Hospital Pack

- It's recommended to use Unity's Free ProGrids to snap the props so that it's easier to place them. This is especially useful for walls and grounds.
- You can install ProGrids via Package Manager in Unity.



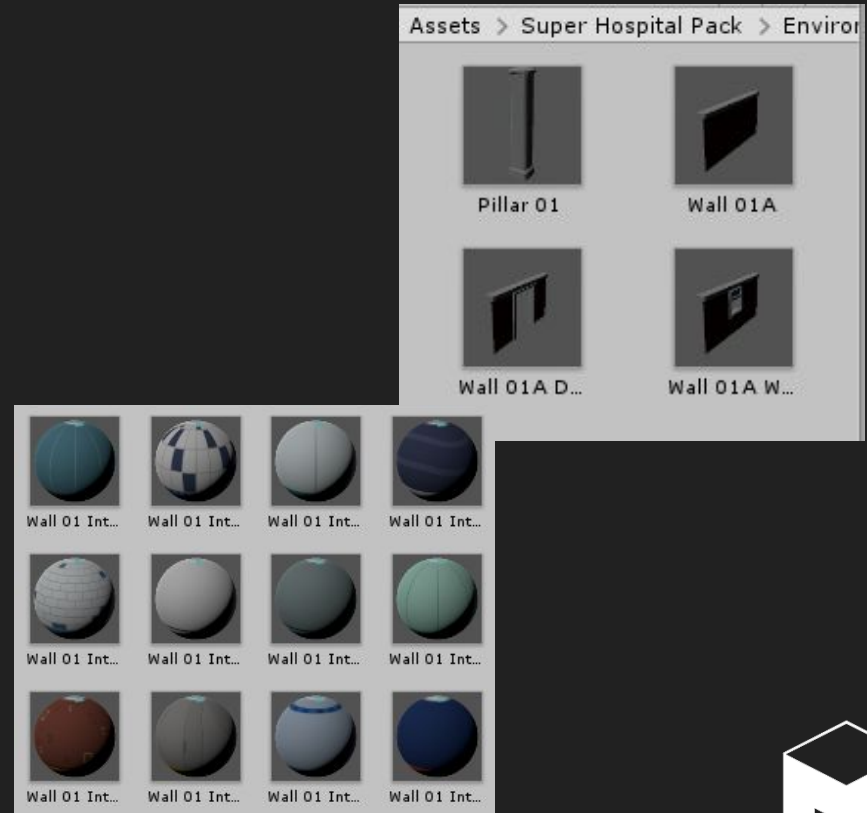
ProGrids
Grids and Snapping



Using environment props in Super Hospital Pack

Walls

- To place walls onto the scene, simply drag the prefabs in the 'Grounds and Walls' folder and put it in the scene. If you are using Progrid, you should be able to snap them and place them easily.
- Note that the walls are using Wall 01 Int 01 by default.
- To change wall material, simply drag the wall materials in the material folder and drop it onto the wall prefabs in the scene.





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