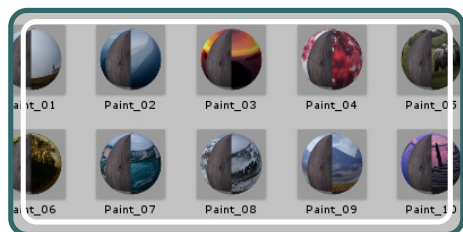# 3Dfrk
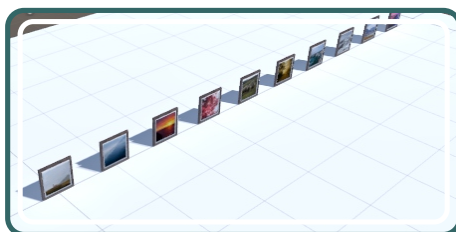
Picture frames with photos
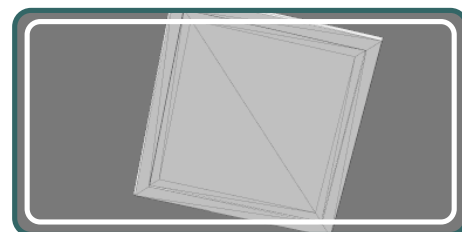
— What is included? —

A collection of ten (10) materials
with textures from
different photographs.

Assets/3Dfrk/Frames with pictures/materials

A collection of ten (10) prefabs,
each with a different
photograph.

Assets/3Dfrk/Frames with pictures/prefabs

One (1) mesh with 80 verts (44 tris)
and UV mapped
for textures.

Assets/3Dfrk/Frames with pictures/meshes

— How to use? —

Simply drag some of the prefabs
(Assets/3Dfrk/Frames with pictures/prefabs) in your scene,
if you want to change the picture just drag
another material *(Assets/3Dfrk/Frames with pictures/materials)*
to the instance (gameobject) of your scene.