

# MEGA POLY



## WAREHOUSE PACK

**Megapoly.art** proudly introduces **"Warehouse Pack"**. This package includes everything you need to create your own warehouse with well modeled props, building assets, and two of our popular packages;

- Cardboard Boxes Pack
- Material Handling Equipments

as well as 1 demo truck and 1 demo van from our "Truck & Trailers" and "Vans & Light Trucks" pack.

Mobile friendly low poly modelling and optimized texturing.

## Pack Info

**Total : 105 Prefabs :**

- Material Handling Equipments : 1 Telescopic Loader, 2 forklifts , 2 stackers, 3 trolleys
- Cardboard Boxes : 8 unique boxes, 8 labeling prefabs
- 32 modular building assets, 49 props

The pack is fully compatible with Megapoly.art low poly packages. Combine with other asset packs from Megapoly.art to create your dream city.

## Compatibility

Unity 2017.1 above

Universal Rendering Pipeline (URP)

Easy to adapt to High Definition Rendering Pipeline (HDRP)

Mobile friendly

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## Pack Info

Total : 19 Prefabs - 6 unique machines , 1 robotic arm, 8 conveyor props and 4 floor markings.

## Compatibility

- ☐ Unity 2017.1 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 Mechanic Shop Pack 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 using 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.

## Support

Check our other assets and services on our website.

[www.megapoly.art](http://www.megapoly.art)

Please let us know if you have any questions.

info@megapoly.art

Enjoy,

**Megapoly.Art**