Asset Store - Low Poly Planet Base

File Structure

1. Asset Store-Space

   - Example-Scenes
     The folder where the example scene is located

   - Fbx
     You can move the car model you bought to your project that you want to be in this folder, only with this fbx.

   - Materials
     This folder include all the materials

   - Prefab
     Skybox that you can use in your game