

# **[Sample]LOW-POLY GUNS PACK instruction manual**

Thank you for downloading the asset !

This asset is the sample version of “**LOW-POLY GUNS PACK**”, also available on Unity Asset Store.

This asset basically consists of a 3D model only, which can be simply used by drag and drop into the scene view.

## **How to change texture**

Drag & drop the material from the "Materials" folder onto the GameObject with the Skinned Mesh Renderer component after you place in the scene view.

## **How to change magazine to empty**

Set the value of “nobullet” of Skinned Mesh renderer to 1, in “Mesh/mag 1” in the model.

If you like this asset, please purchase the full version!

The full version contains total 44 weapons and some attachments such as optical sight, flashlight and suppressors!