3D mesh icons 02

Models

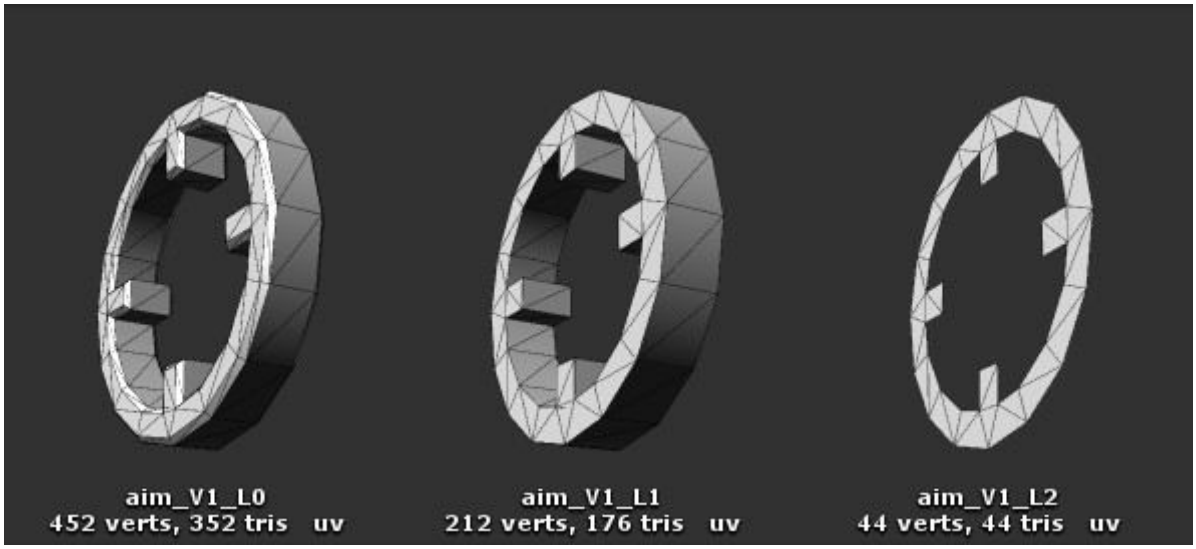
The package contains two types of models:

1. 3_in_1 - one model contains three meshes with different details.
2. 1_in_1 - one model contains one mesh.

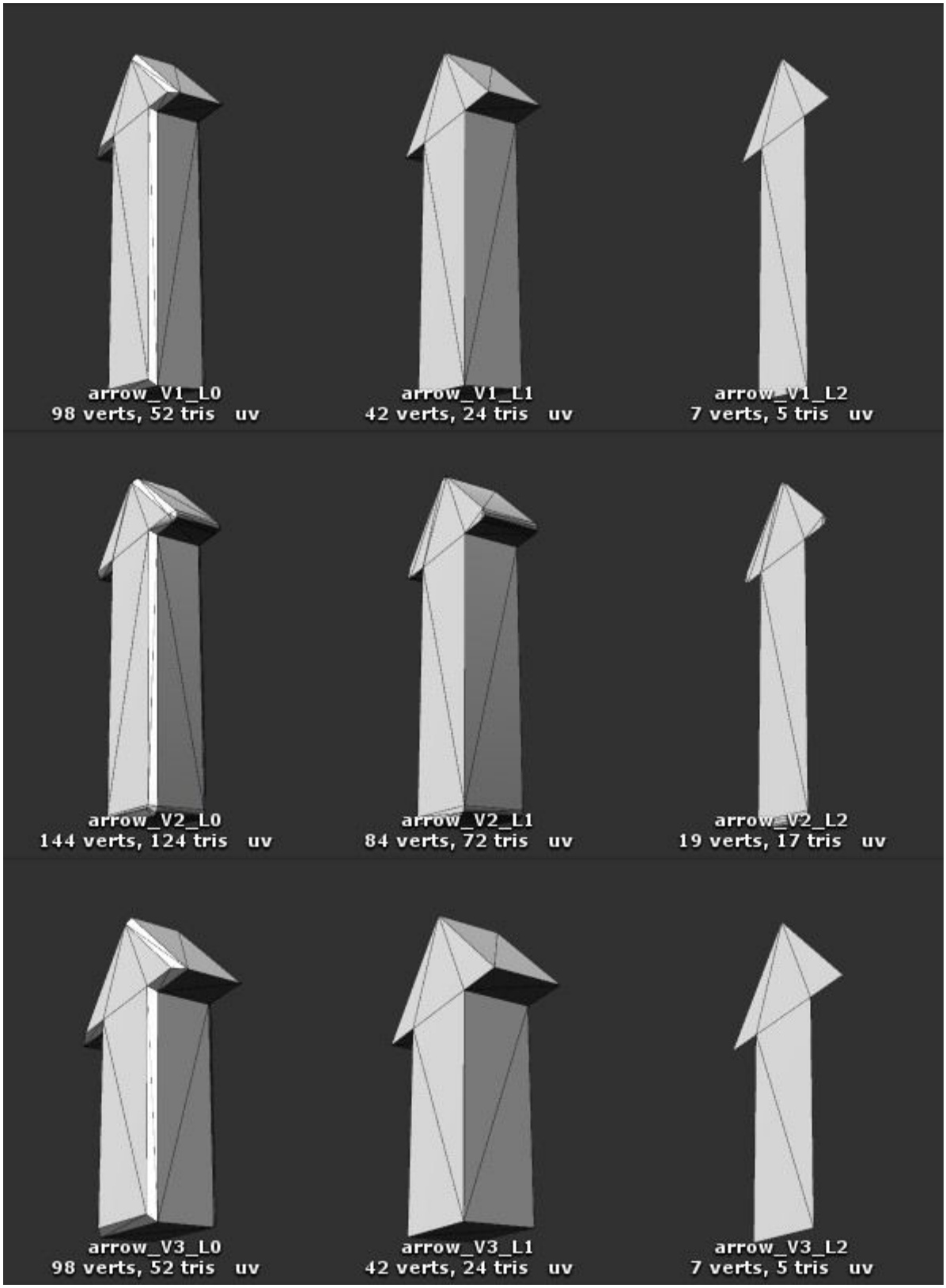
Exception:

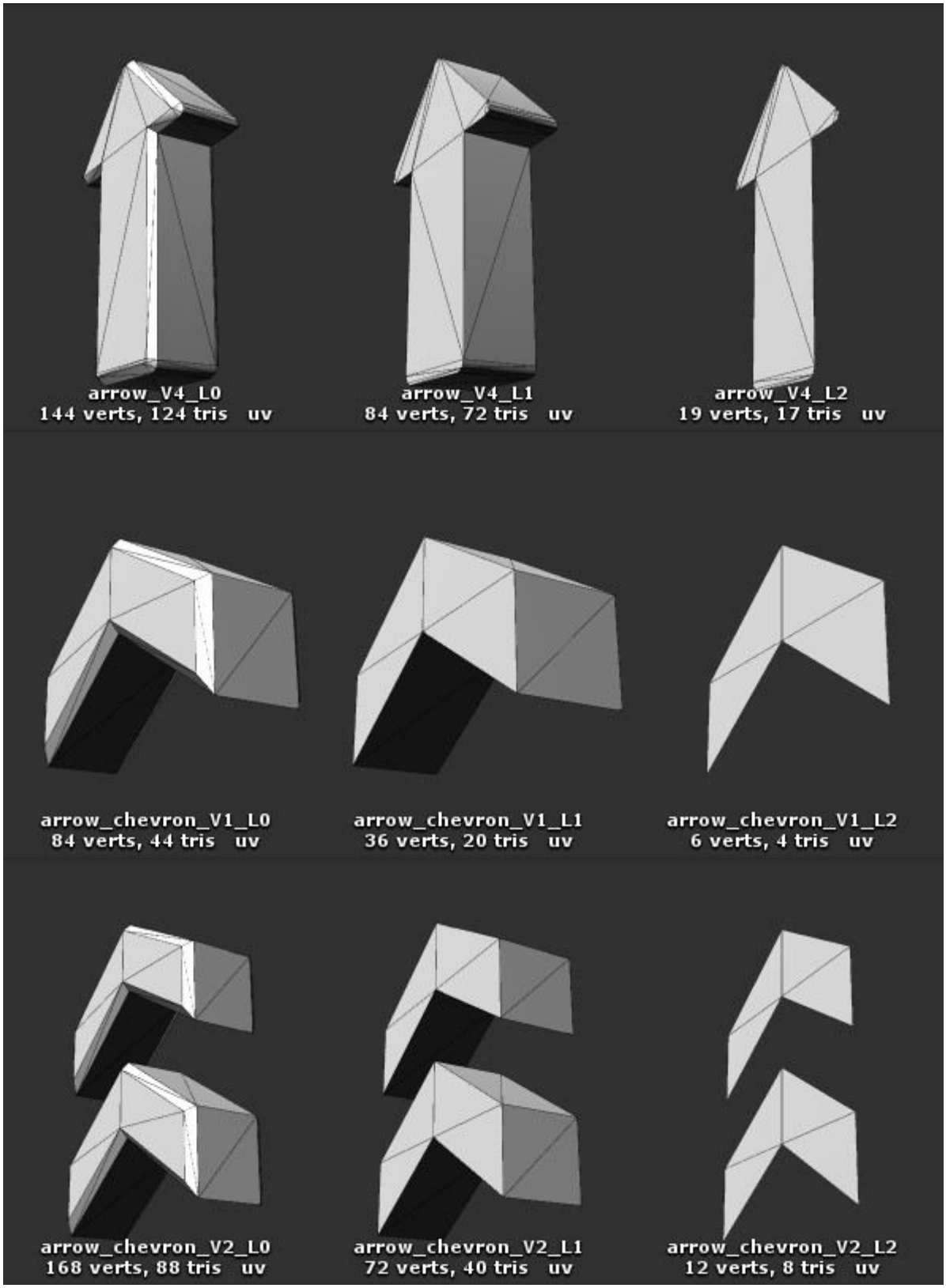
1. 2_in_1 - one model contains two meshes with different details (these models are in the folder “Markers\Models\2_in_1”)
2. parts - one model contains all parts needed for this model (these models are in the folder “Markers\Models\parts”)

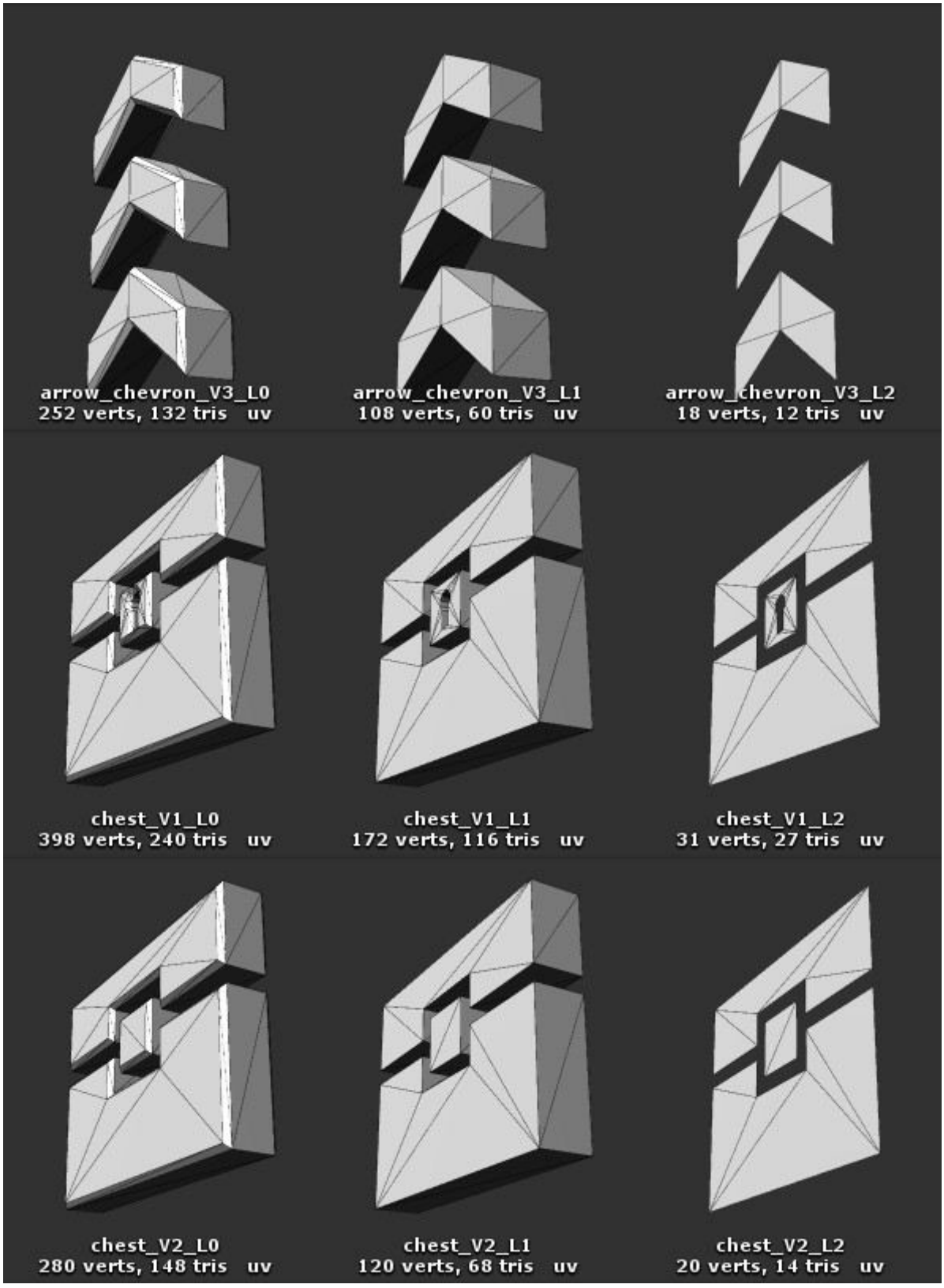
Meshes

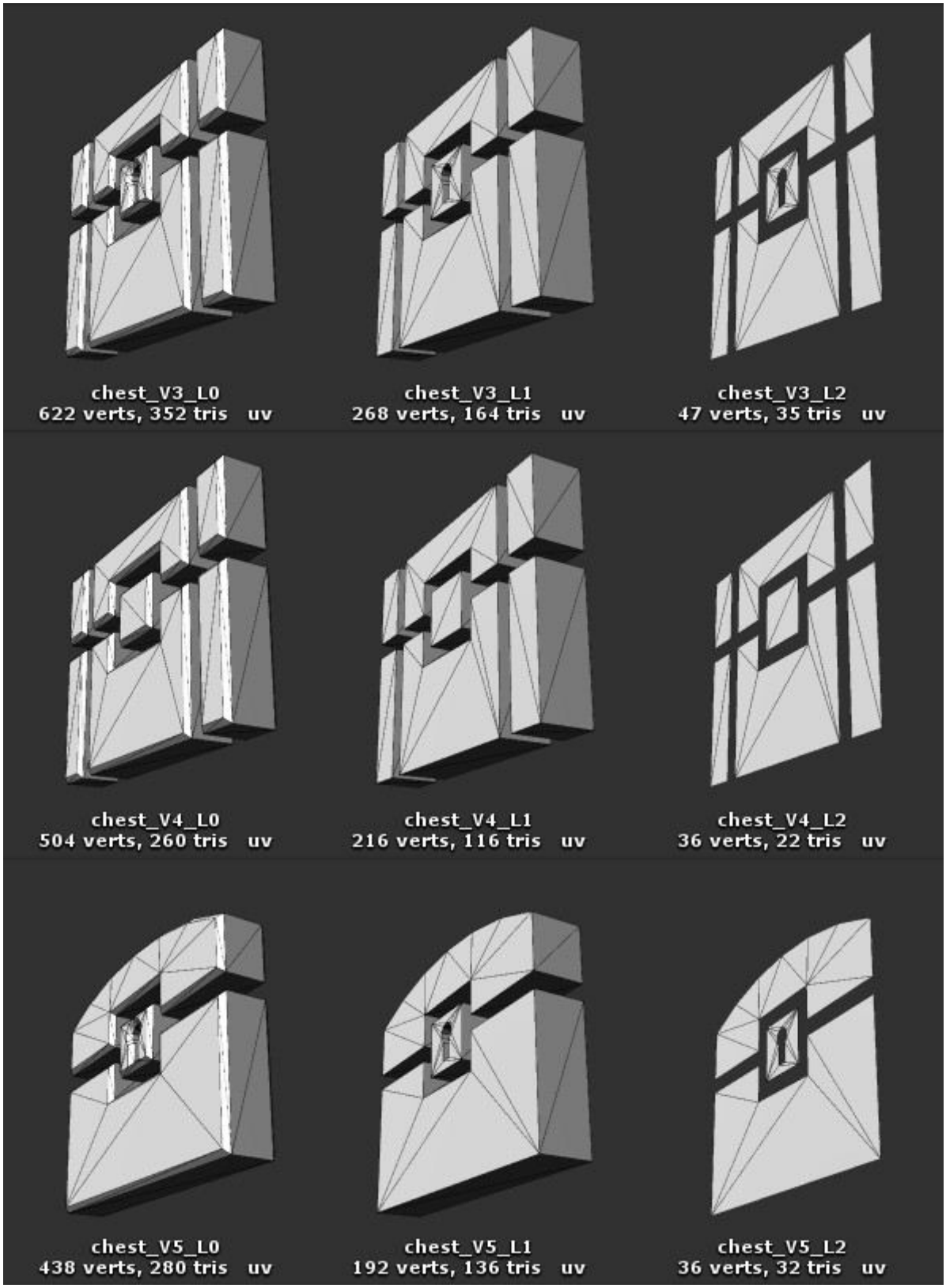


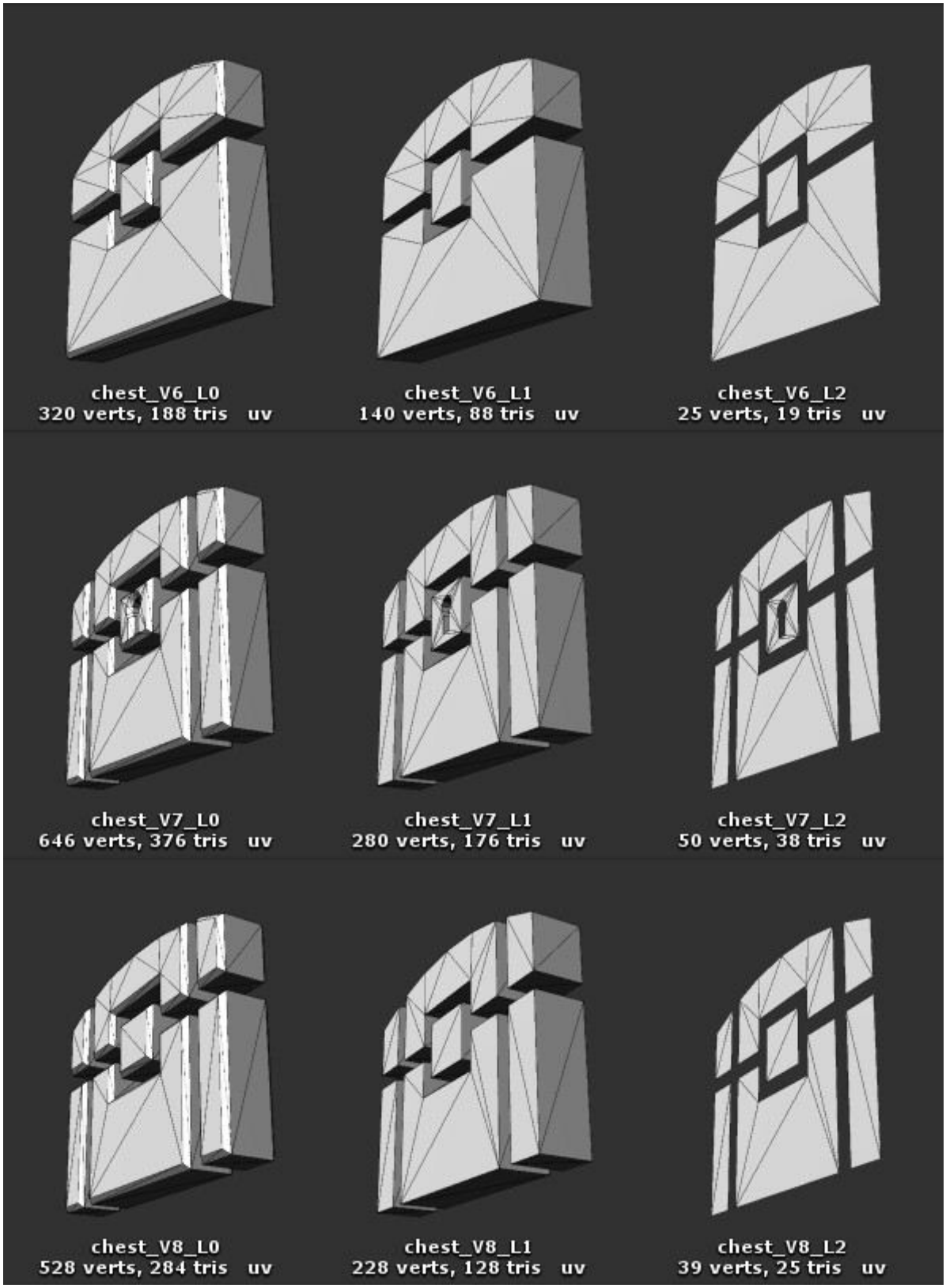

aim_V2_L0
396 verts, 320 tris uv
aim_V2_L1
188 verts, 160 tris uv
aim_V2_L2
40 verts, 40 tris uv
aim_V3_L0
640 verts, 448 tris uv
aim_V3_L1
288 verts, 224 tris uv
aim_V3_L2
56 verts, 56 tris uv
aim_V4_L0
584 verts, 416 tris uv
aim_V4_L1
264 verts, 208 tris uv
aim_V4_L2
52 verts, 52 tris uv


arrow_V1_L0
98 verts, 52 tris uv
arrow_V1_L1
42 verts, 24 tris uv
arrow_V1_L2
7 verts, 5 tris uv
arrow_V2_L0
144 verts, 124 tris uv
arrow_V2_L1
84 verts, 72 tris uv
arrow_V2_L2
19 verts, 17 tris uv
arrow_V3_L0
98 verts, 52 tris uv
arrow_V3_L1
42 verts, 24 tris uv
arrow_V3_L2
7 verts, 5 tris uv

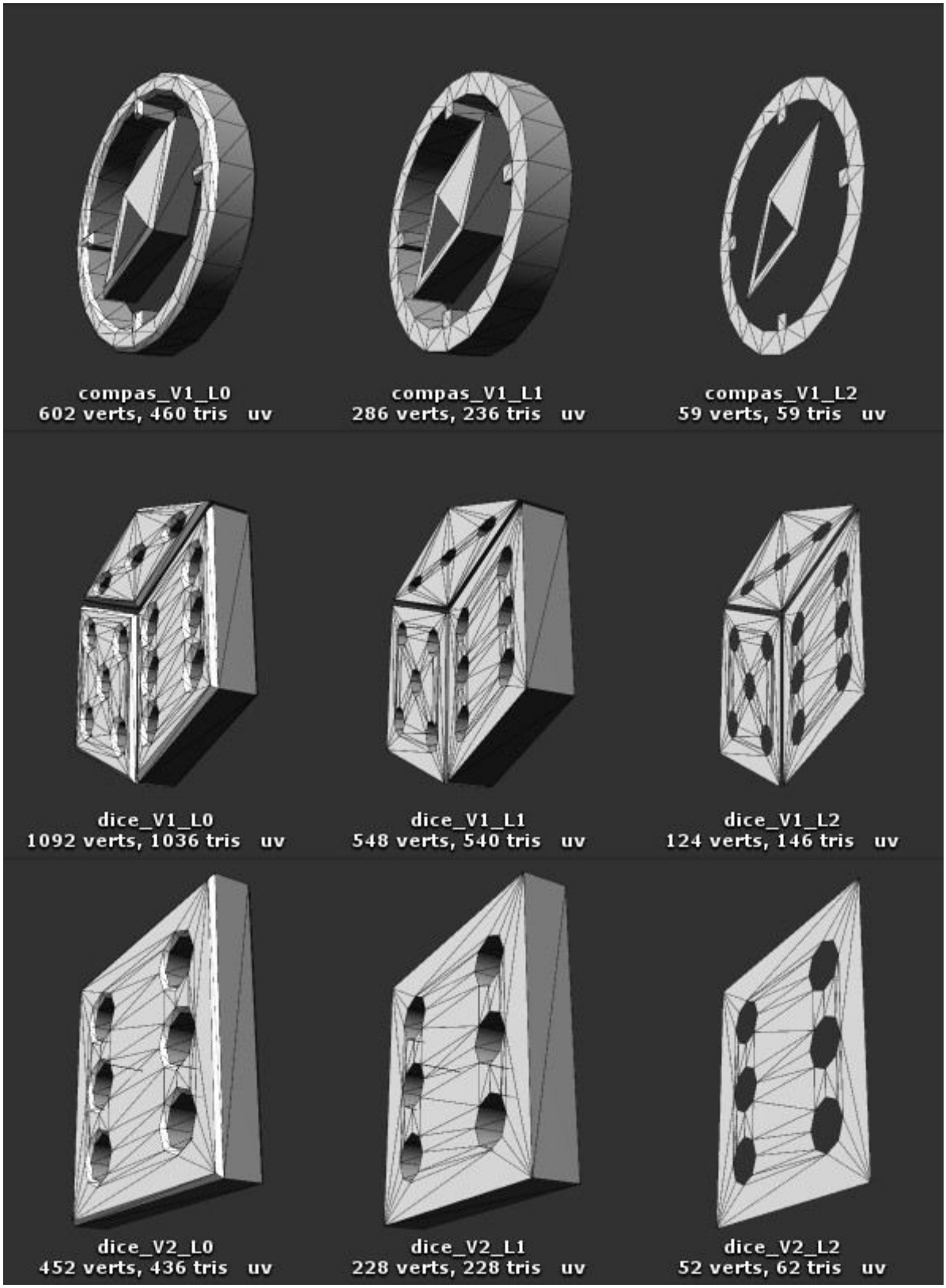

arrow_V4_L0
144 verts, 124 tris uv
arrow_V4_L1
84 verts, 72 tris uv
arrow_V4_L2
19 verts, 17 tris uv
arrow_chevron_V1_L0
84 verts, 44 tris uv
arrow_chevron_V1_L1
36 verts, 20 tris uv
arrow_chevron_V1_L2
6 verts, 4 tris uv
arrow_chevron_V2_L0
168 verts, 88 tris uv
arrow_chevron_V2_L1
72 verts, 40 tris uv
arrow_chevron_V2_L2
12 verts, 8 tris uv

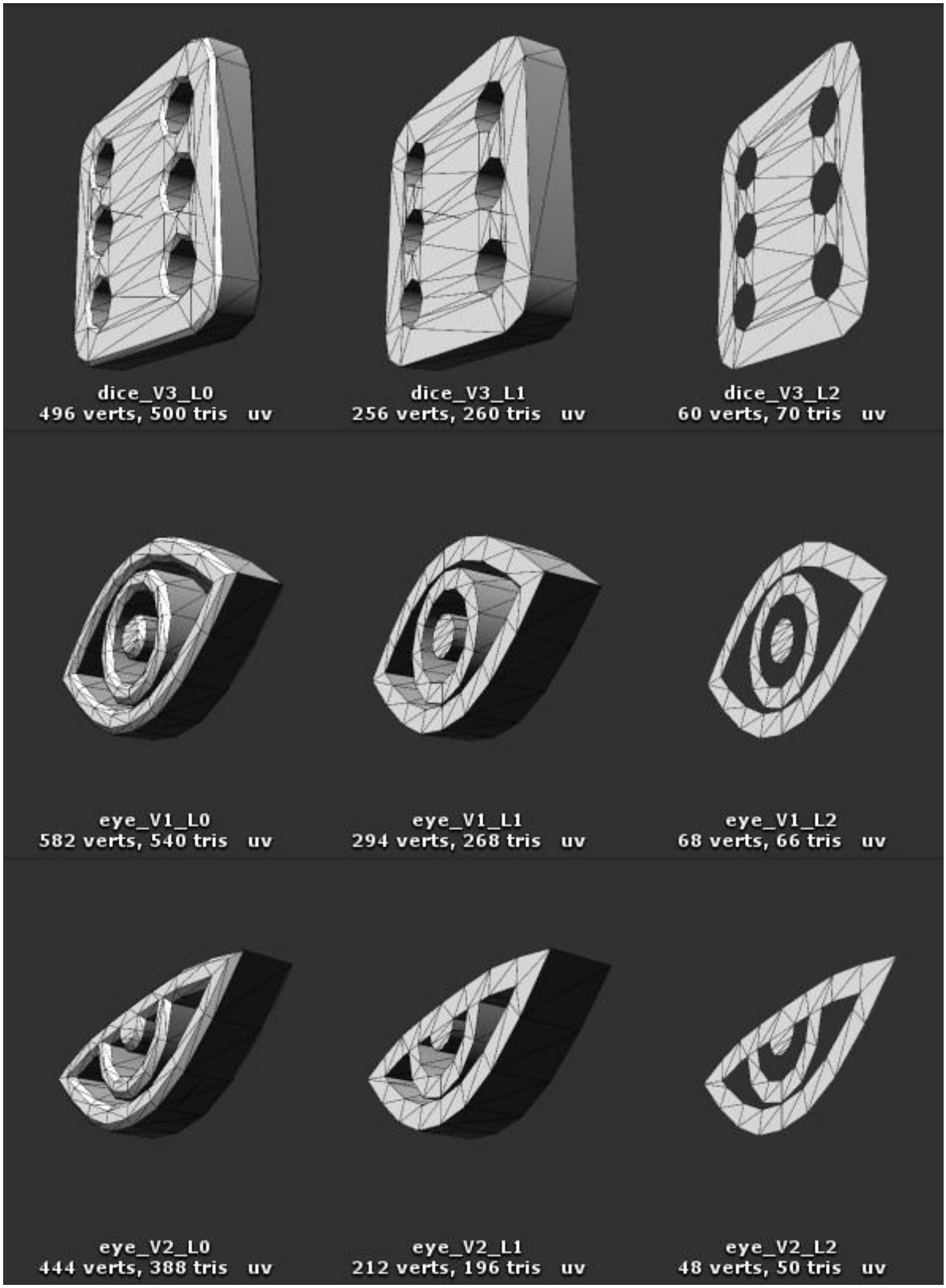

arrow_chevron_V3_L0
252 verts, 132 tris uv
arrow_chevron_V3_L1
108 verts, 60 tris uv
arrow_chevron_V3_L2
18 verts, 12 tris uv
chest_V1_L0
398 verts, 240 tris uv
chest_V1_L1
172 verts, 116 tris uv
chest_V1_L2
31 verts, 27 tris uv
chest_V2_L0
280 verts, 148 tris uv
chest_V2_L1
120 verts, 68 tris uv
chest_V2_L2
20 verts, 14 tris uv

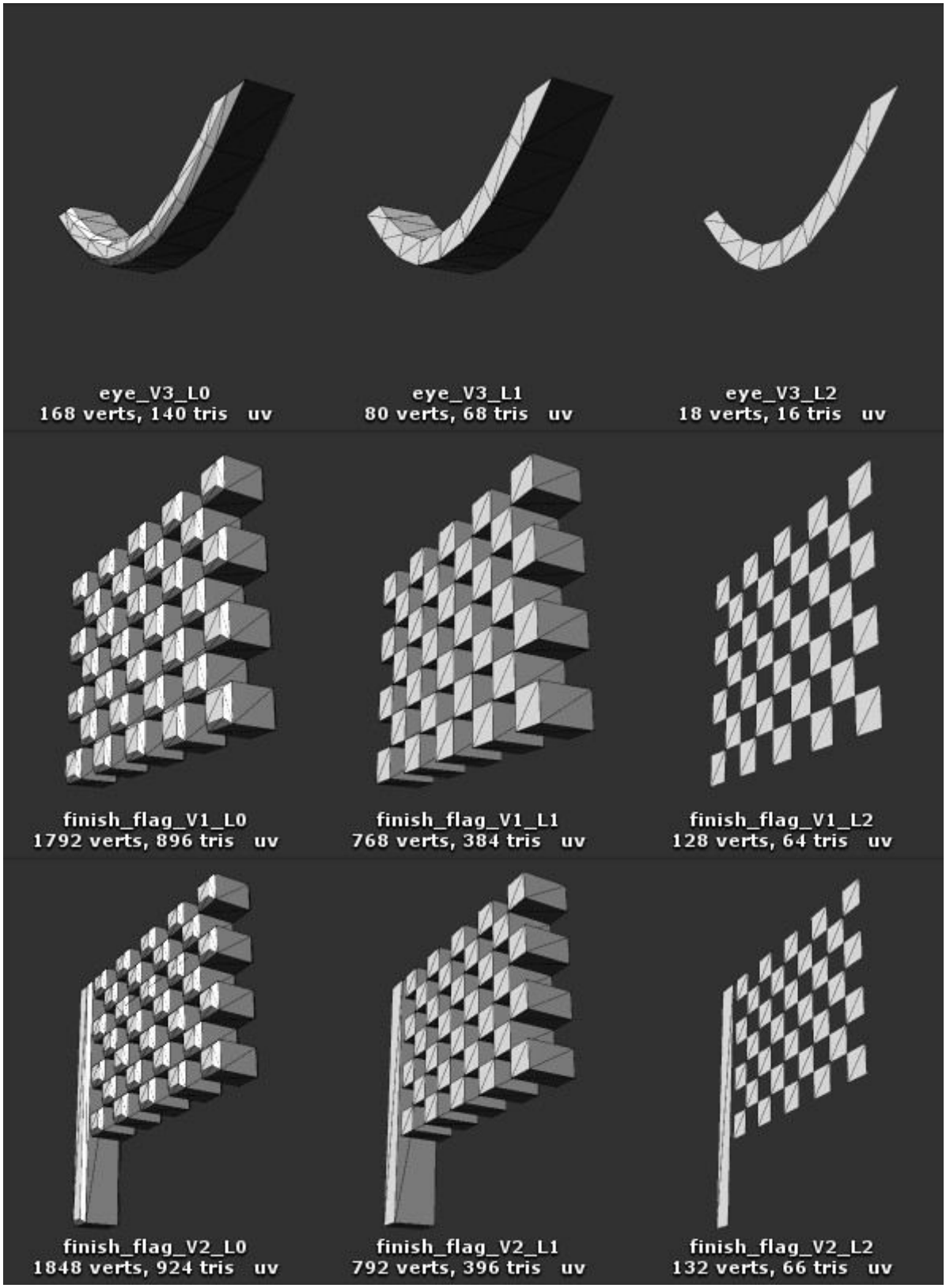

chest_V3_L0
622 verts, 352 tris uv
chest_V3_L1
268 verts, 164 tris uv
chest_V3_L2
47 verts, 35 tris uv
chest_V4_L0
504 verts, 260 tris uv
chest_V4_L1
216 verts, 116 tris uv
chest_V4_L2
36 verts, 22 tris uv
chest_V5_L0
438 verts, 280 tris uv
chest_V5_L1
192 verts, 136 tris uv
chest_V5_L2
36 verts, 32 tris uv

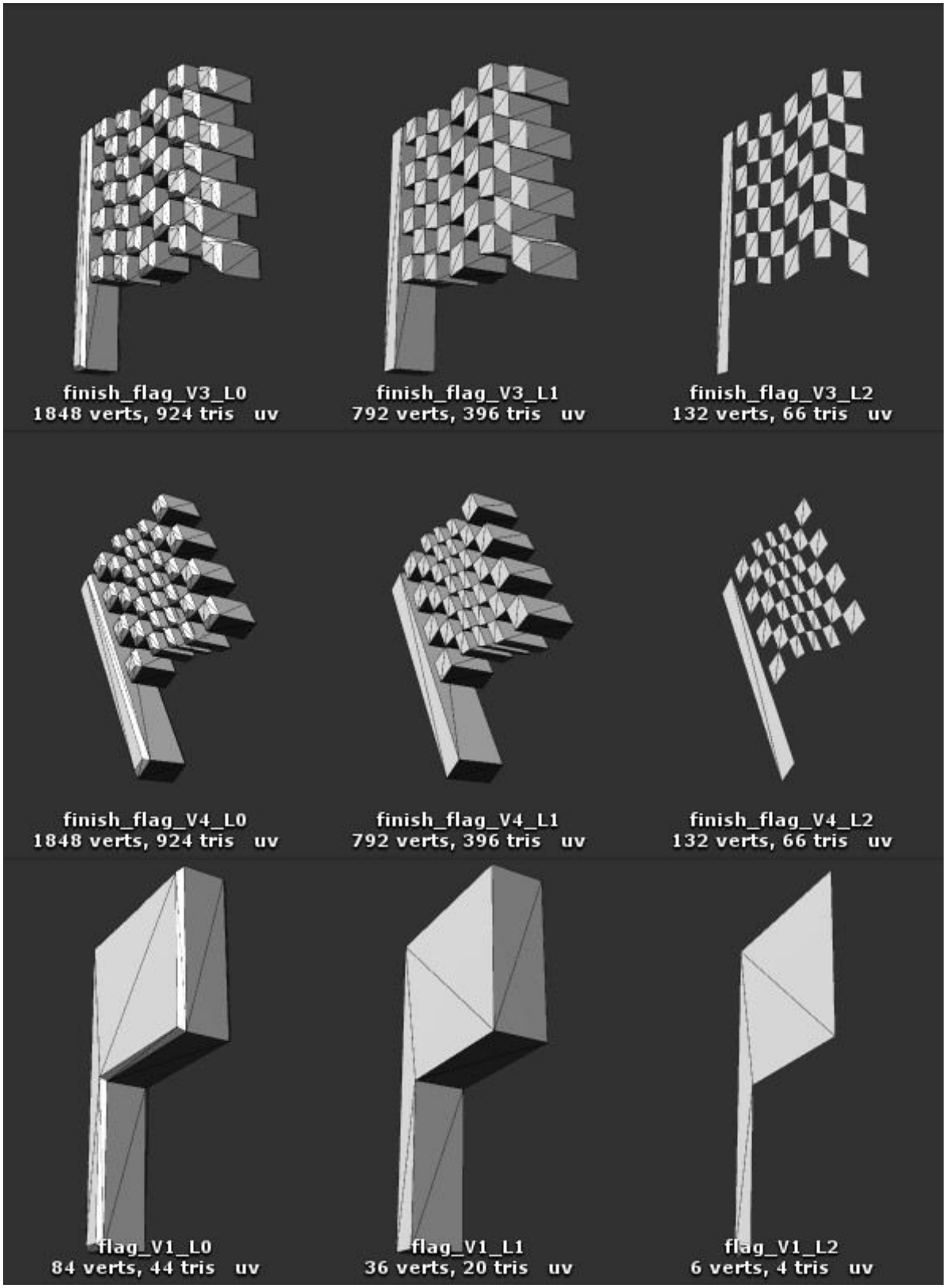

chest_V6_L0
320 verts, 188 tris uv
chest_V6_L1
140 verts, 88 tris uv
chest_V6_L2
25 verts, 19 tris uv
chest_V7_L0
646 verts, 376 tris uv
chest_V7_L1
280 verts, 176 tris uv
chest_V7_L2
50 verts, 38 tris uv
chest_V8_L0
528 verts, 284 tris uv
chest_V8_L1
228 verts, 128 tris uv
chest_V8_L2
39 verts, 25 tris uv

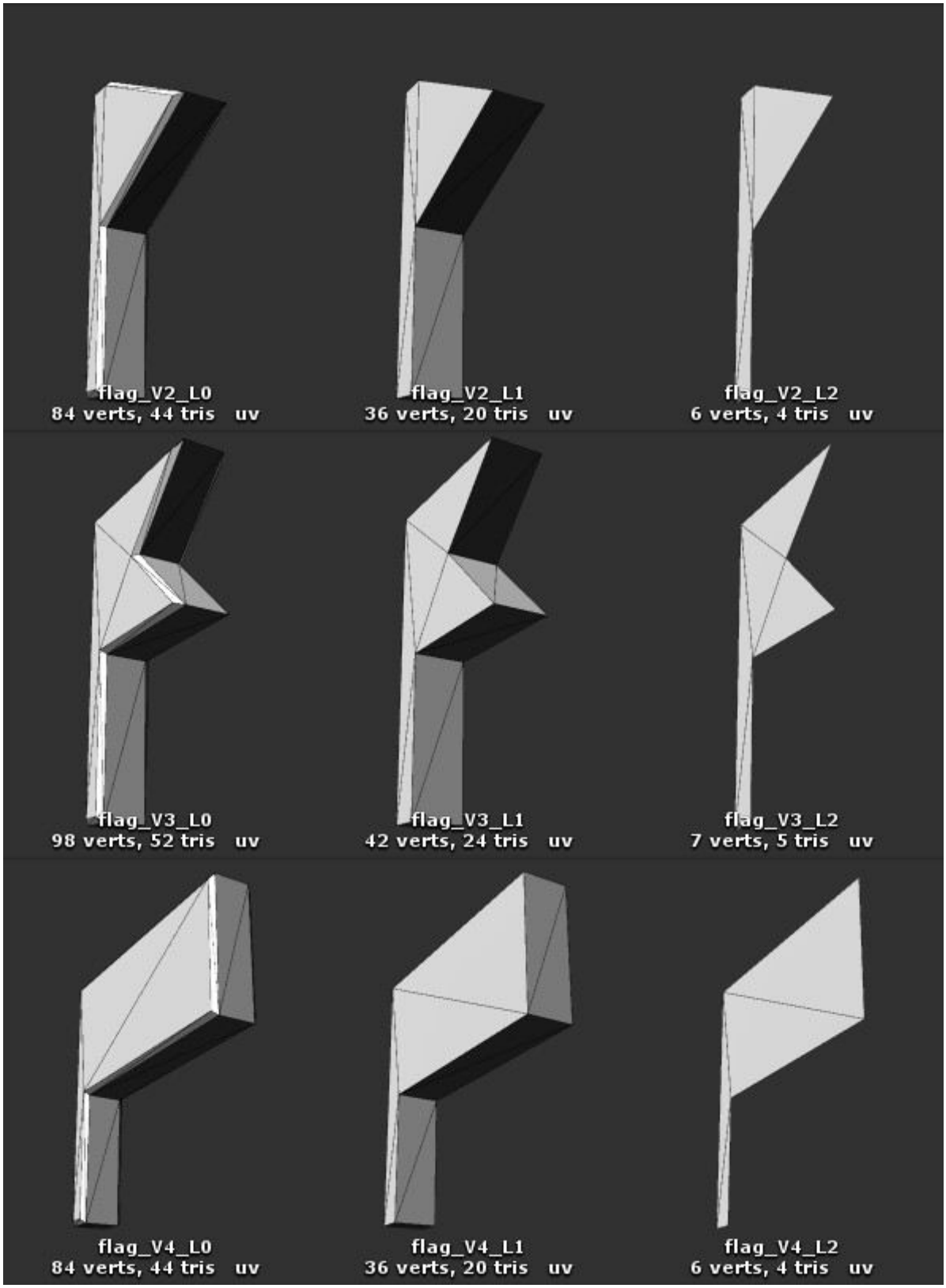

clock_redo_V1_L0
854 verts, 656 tris uv
clock_redo_V1_L1
398 verts, 324 tris uv
clock_redo_V1_L2
83 verts, 79 tris uv
clock_undo_V1_L0
854 verts, 656 tris uv
clock_undo_V1_L1
398 verts, 324 tris uv
clock_undo_V1_L2
83 verts, 79 tris uv
clock_V1_L0
692 verts, 540 tris uv
clock_V1_L1
324 verts, 268 tris uv
clock_V1_L2
68 verts, 66 tris uv

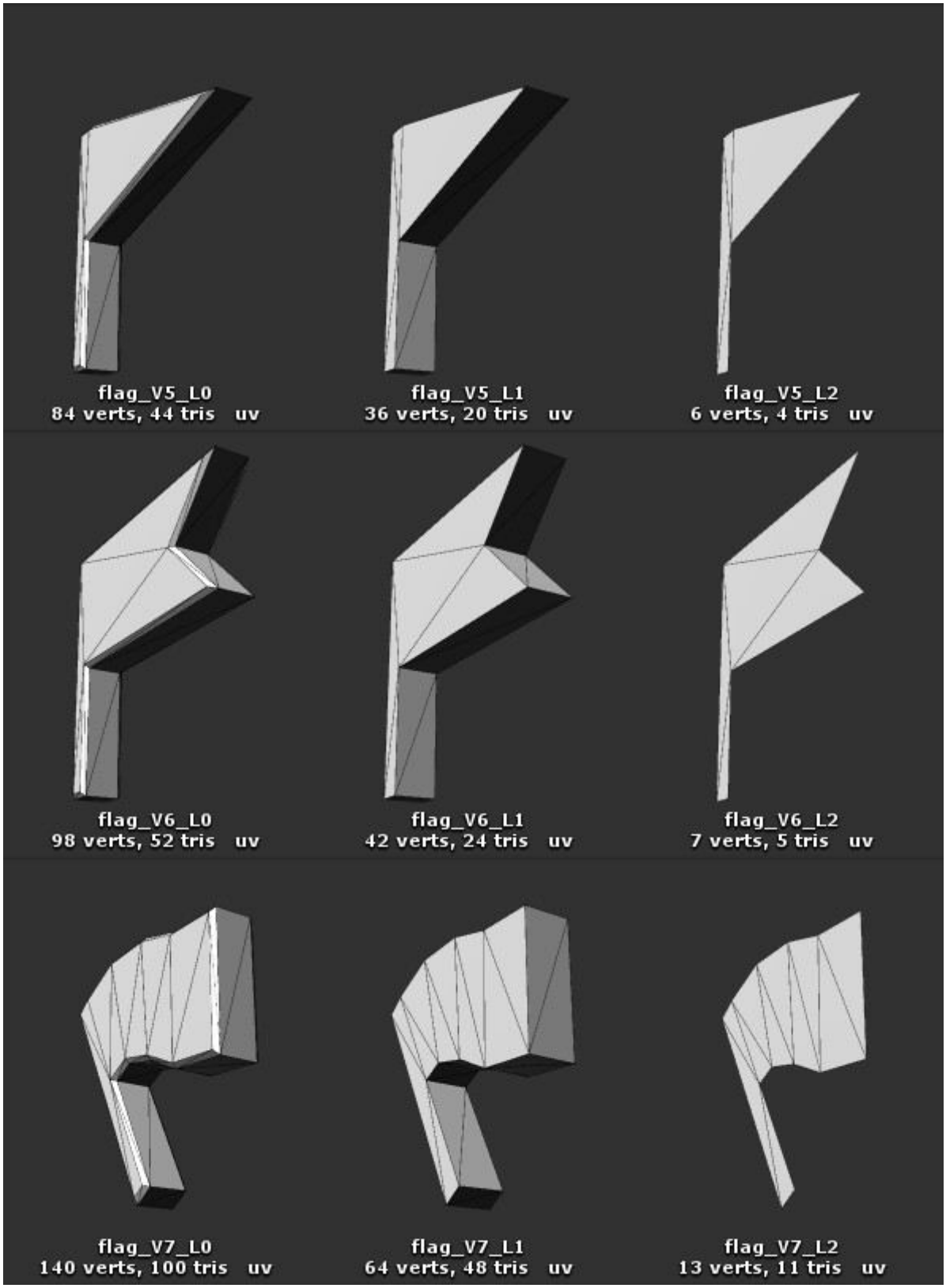

compas_V1_L0
602 verts, 460 tris uv
compas_V1_L1
286 verts, 236 tris uv
compas_V1_L2
59 verts, 59 tris uv
dice_V1_L0
1092 verts, 1036 tris uv
dice_V1_L1
548 verts, 540 tris uv
dice_V1_L2
124 verts, 146 tris uv
dice_V2_L0
452 verts, 436 tris uv
dice_V2_L1
228 verts, 228 tris uv
dice_V2_L2
52 verts, 62 tris uv

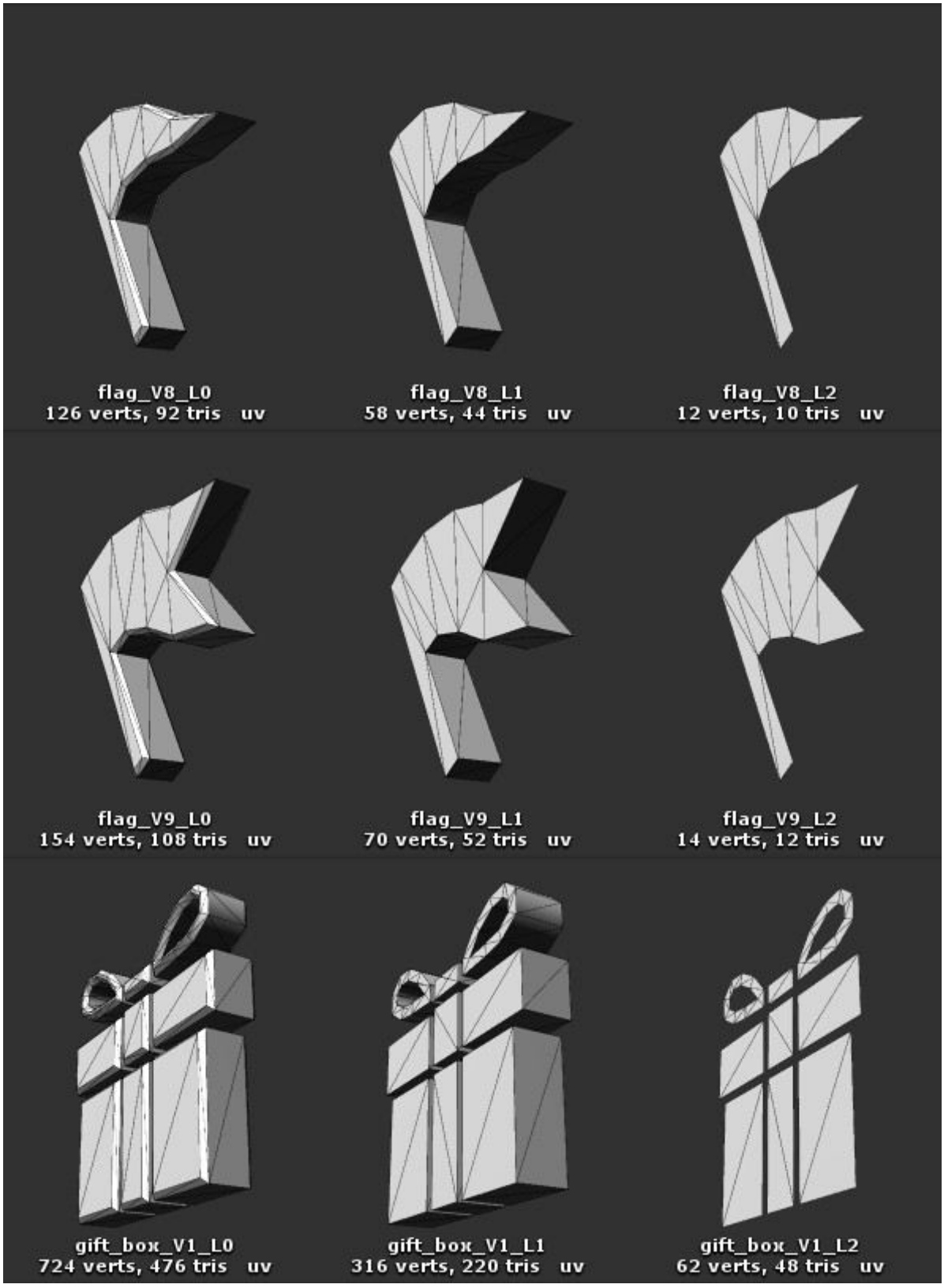

dice_V3_L0
496 verts, 500 tris uv
dice_V3_L1
256 verts, 260 tris uv
dice_V3_L2
60 verts, 70 tris uv
eye_V1_L0
582 verts, 540 tris uv
eye_V1_L1
294 verts, 268 tris uv
eye_V1_L2
68 verts, 66 tris uv
eye_V2_L0
444 verts, 388 tris uv
eye_V2_L1
212 verts, 196 tris uv
eye_V2_L2
48 verts, 50 tris uv

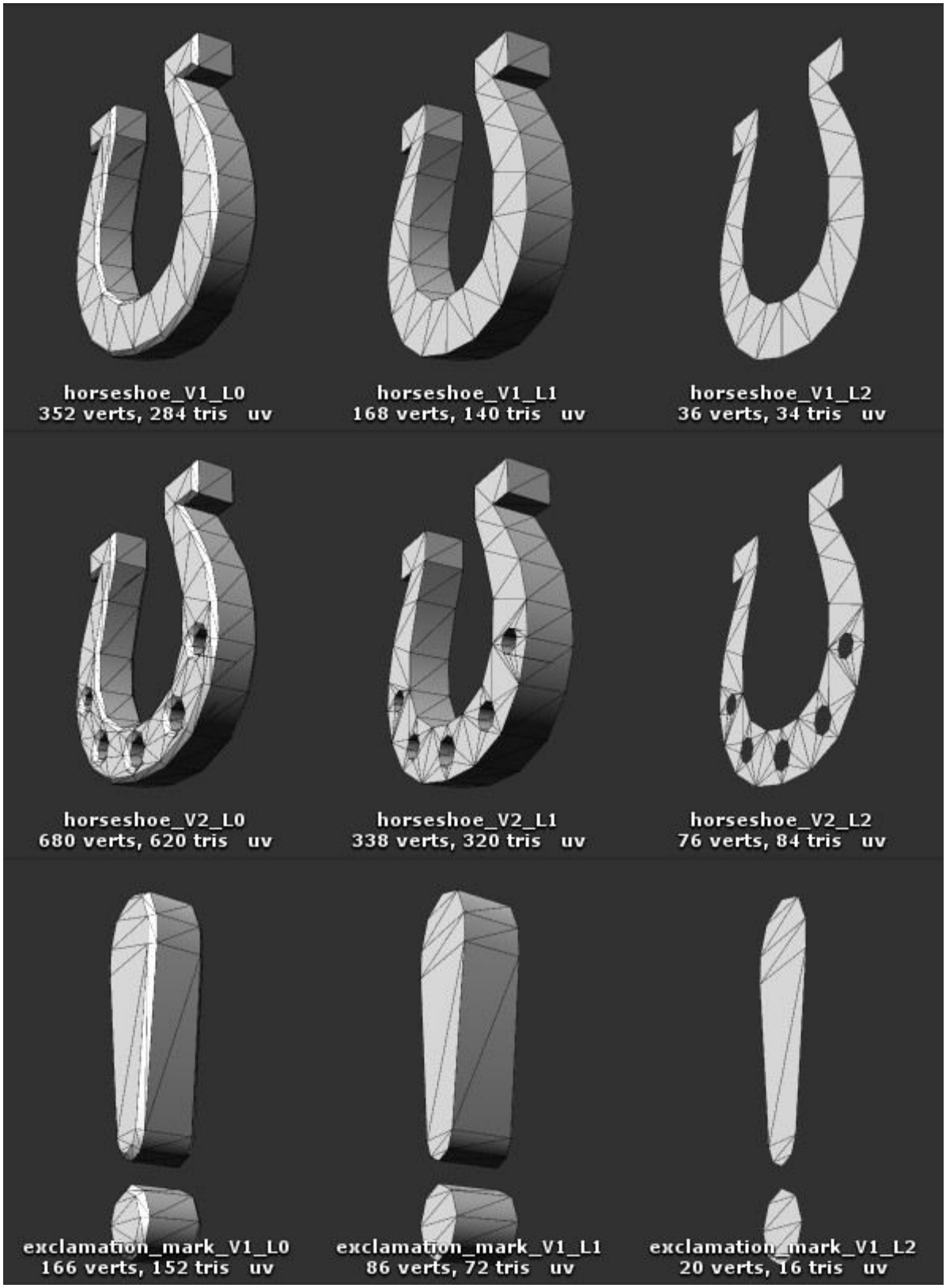

eye_V3_L0
168 verts, 140 tris uv
eye_V3_L1
80 verts, 68 tris uv
eye_V3_L2
18 verts, 16 tris uv
finish_flag_V1_L0
1792 verts, 896 tris uv
finish_flag_V1_L1
768 verts, 384 tris uv
finish_flag_V1_L2
128 verts, 64 tris uv
finish_flag_V2_L0
1848 verts, 924 tris uv
finish_flag_V2_L1
792 verts, 396 tris uv
finish_flag_V2_L2
132 verts, 66 tris uv

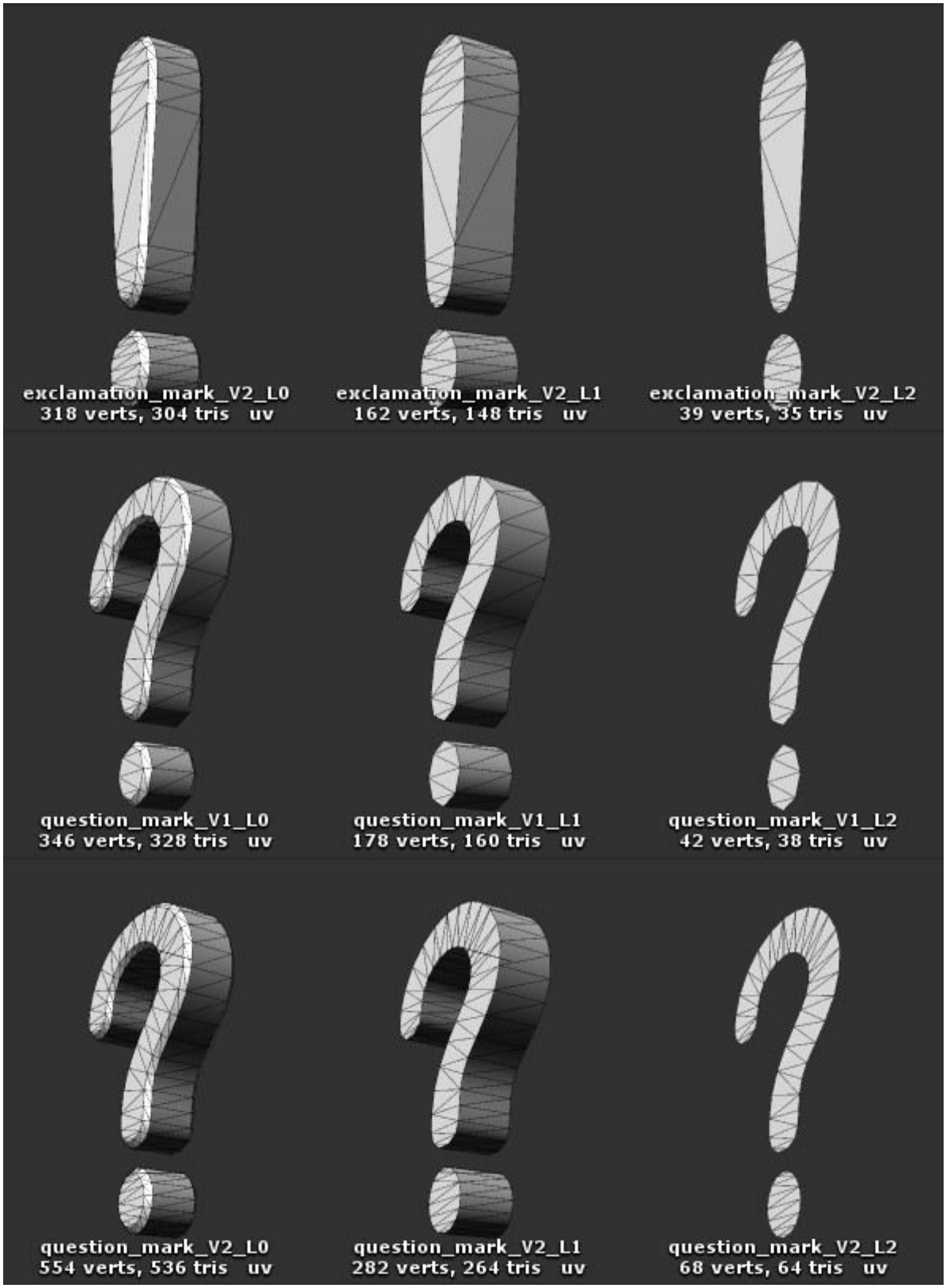

finish_flag_V3_L0
1848 verts, 924 tris uv
finish_flag_V3_L1
792 verts, 396 tris uv
finish_flag_V3_L2
132 verts, 66 tris uv
finish_flag_V4_L0
1848 verts, 924 tris uv
finish_flag_V4_L1
792 verts, 396 tris uv
finish_flag_V4_L2
132 verts, 66 tris uv
flag_V1_L0
84 verts, 44 tris uv
flag_V1_L1
36 verts, 20 tris uv
flag_V1_L2
6 verts, 4 tris uv

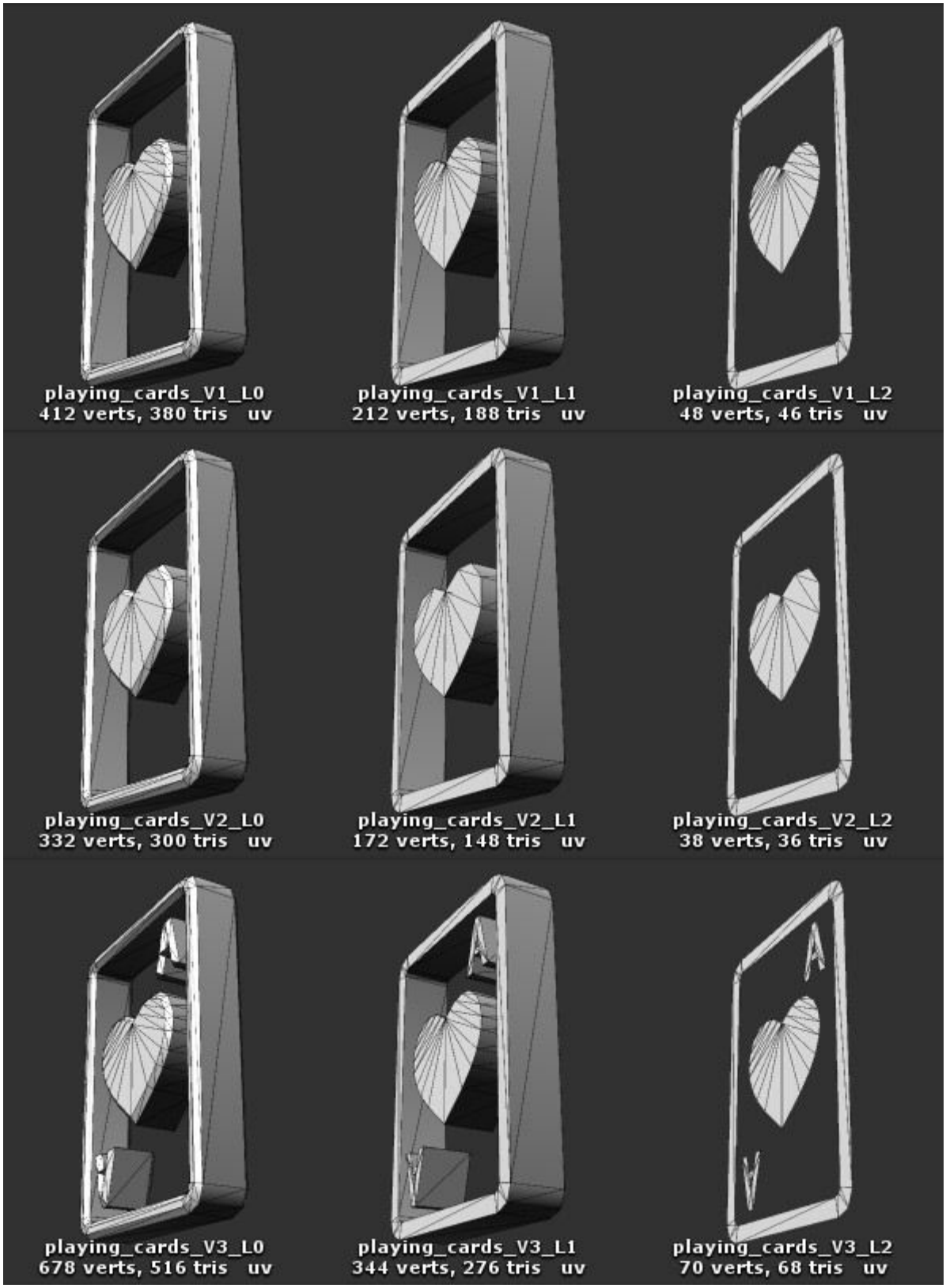

flag_V2_L0
84 verts, 44 tris uv
flag_V2_L1
36 verts, 20 tris uv
flag_V2_L2
6 verts, 4 tris uv
flag_V3_L0
98 verts, 52 tris uv
flag_V3_L1
42 verts, 24 tris uv
flag_V3_L2
7 verts, 5 tris uv
flag_V4_L0
84 verts, 44 tris uv
flag_V4_L1
36 verts, 20 tris uv
flag_V4_L2
6 verts, 4 tris uv

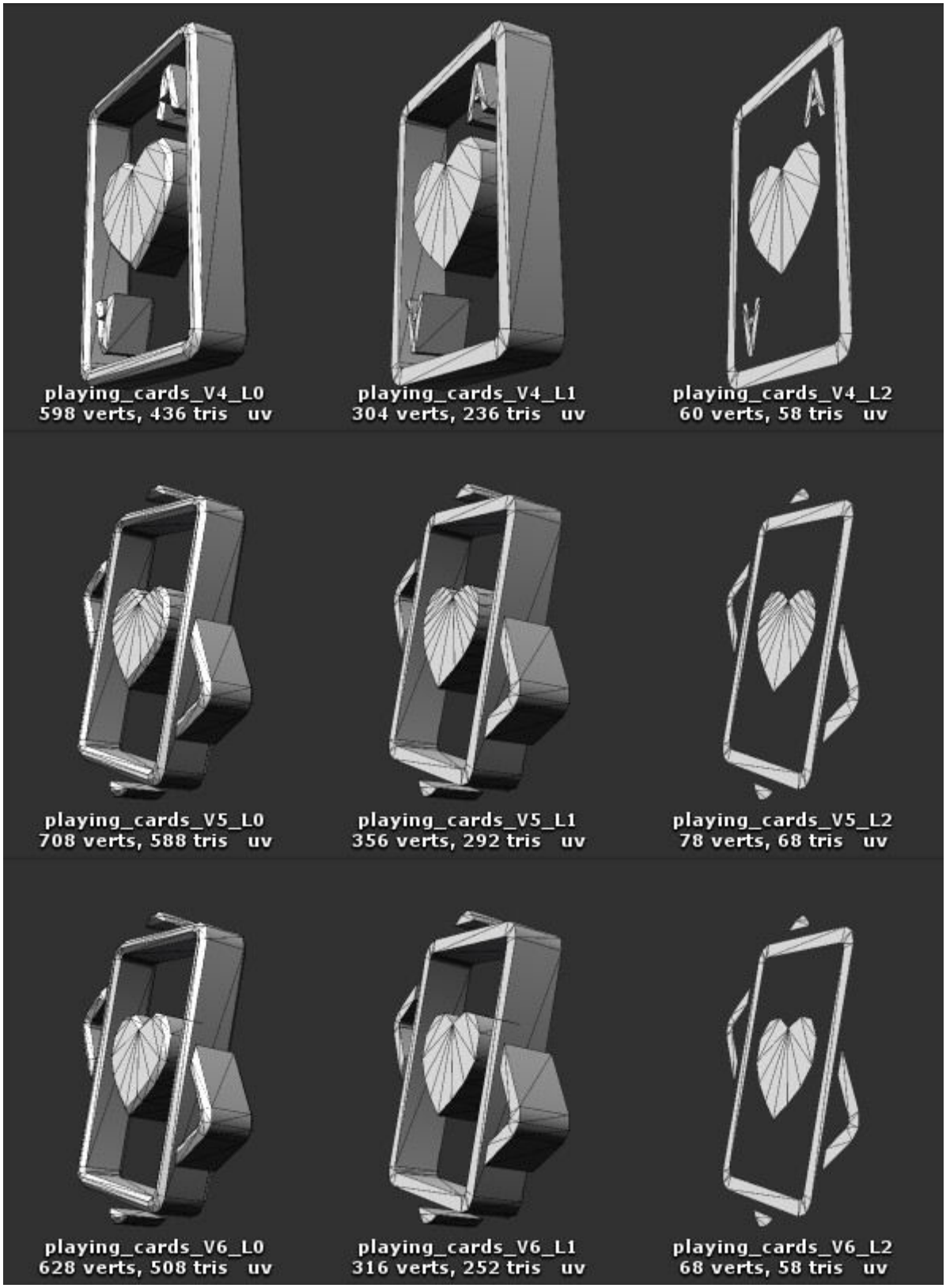

flag_V5_L0
84 verts, 44 tris uv
flag_V5_L1
36 verts, 20 tris uv
flag_V5_L2
6 verts, 4 tris uv
flag_V6_L0
98 verts, 52 tris uv
flag_V6_L1
42 verts, 24 tris uv
flag_V6_L2
7 verts, 5 tris uv
flag_V7_L0
140 verts, 100 tris uv
flag_V7_L1
64 verts, 48 tris uv
flag_V7_L2
13 verts, 11 tris uv

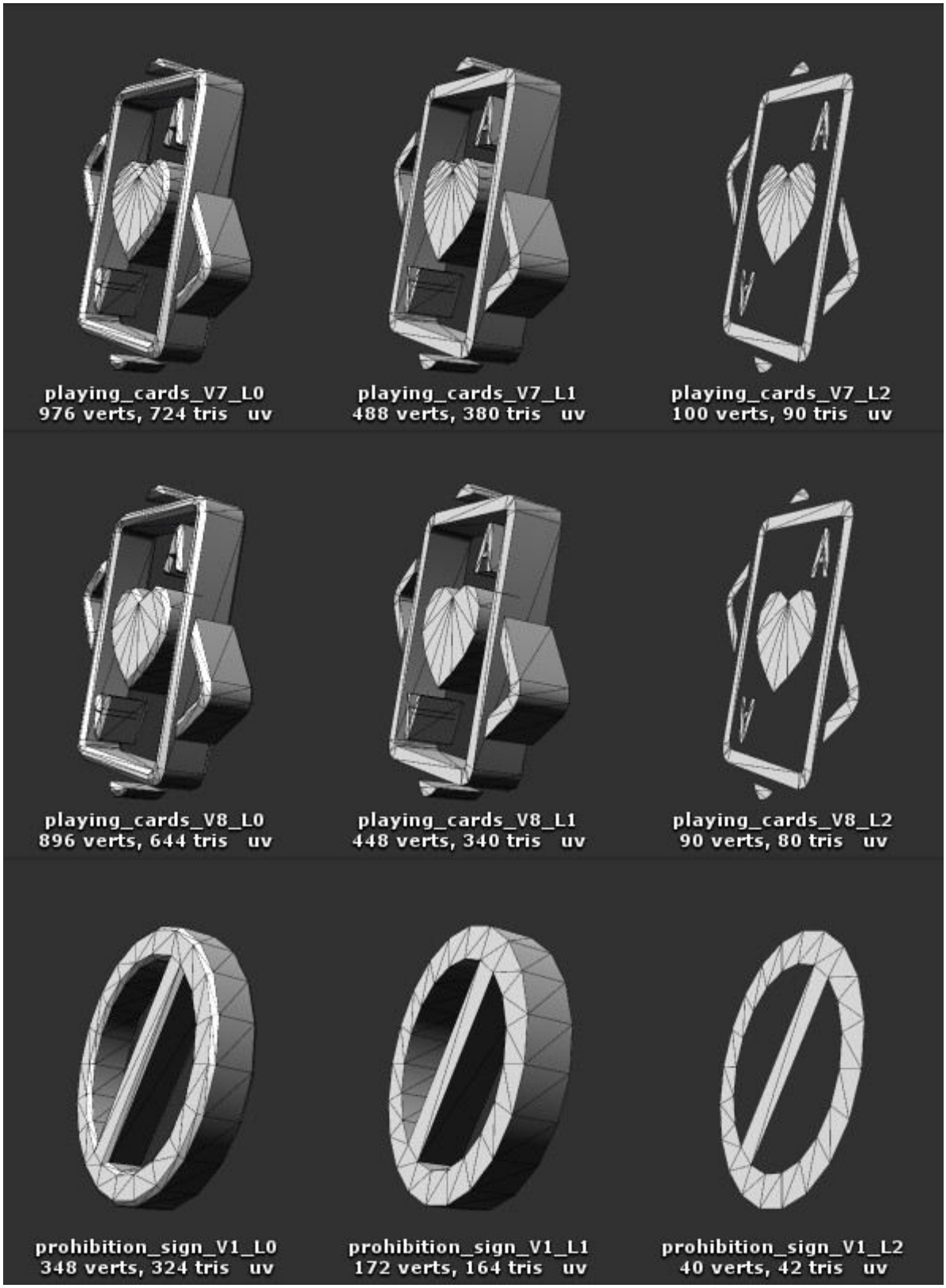

flag_V8_L0
126 verts, 92 tris uv
flag_V8_L1
58 verts, 44 tris uv
flag_V8_L2
12 verts, 10 tris uv
flag_V9_L0
154 verts, 108 tris uv
flag_V9_L1
70 verts, 52 tris uv
flag_V9_L2
14 verts, 12 tris uv
gift_box_V1_L0
724 verts, 476 tris uv
gift_box_V1_L1
316 verts, 220 tris uv
gift_box_V1_L2
62 verts, 48 tris uv

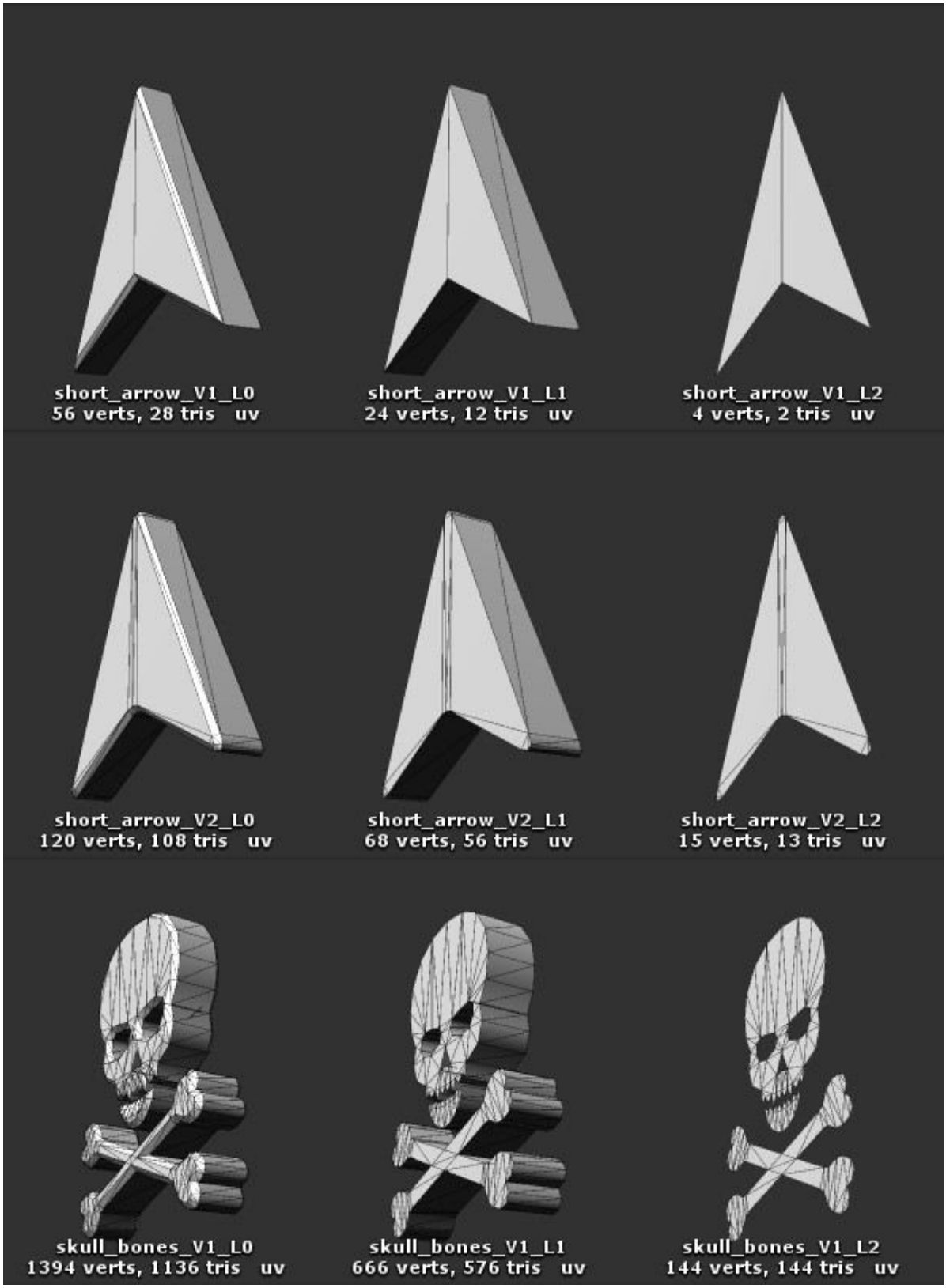

horseshoe_V1_L0
352 verts, 284 tris uv
horseshoe_V1_L1
168 verts, 140 tris uv
horseshoe_V1_L2
36 verts, 34 tris uv
horseshoe_V2_L0
680 verts, 620 tris uv
horseshoe_V2_L1
338 verts, 320 tris uv
horseshoe_V2_L2
76 verts, 84 tris uv
exclamation_mark_V1_L0
166 verts, 152 tris uv
exclamation_mark_V1_L1
86 verts, 72 tris uv
exclamation_mark_V1_L2
20 verts, 16 tris uv

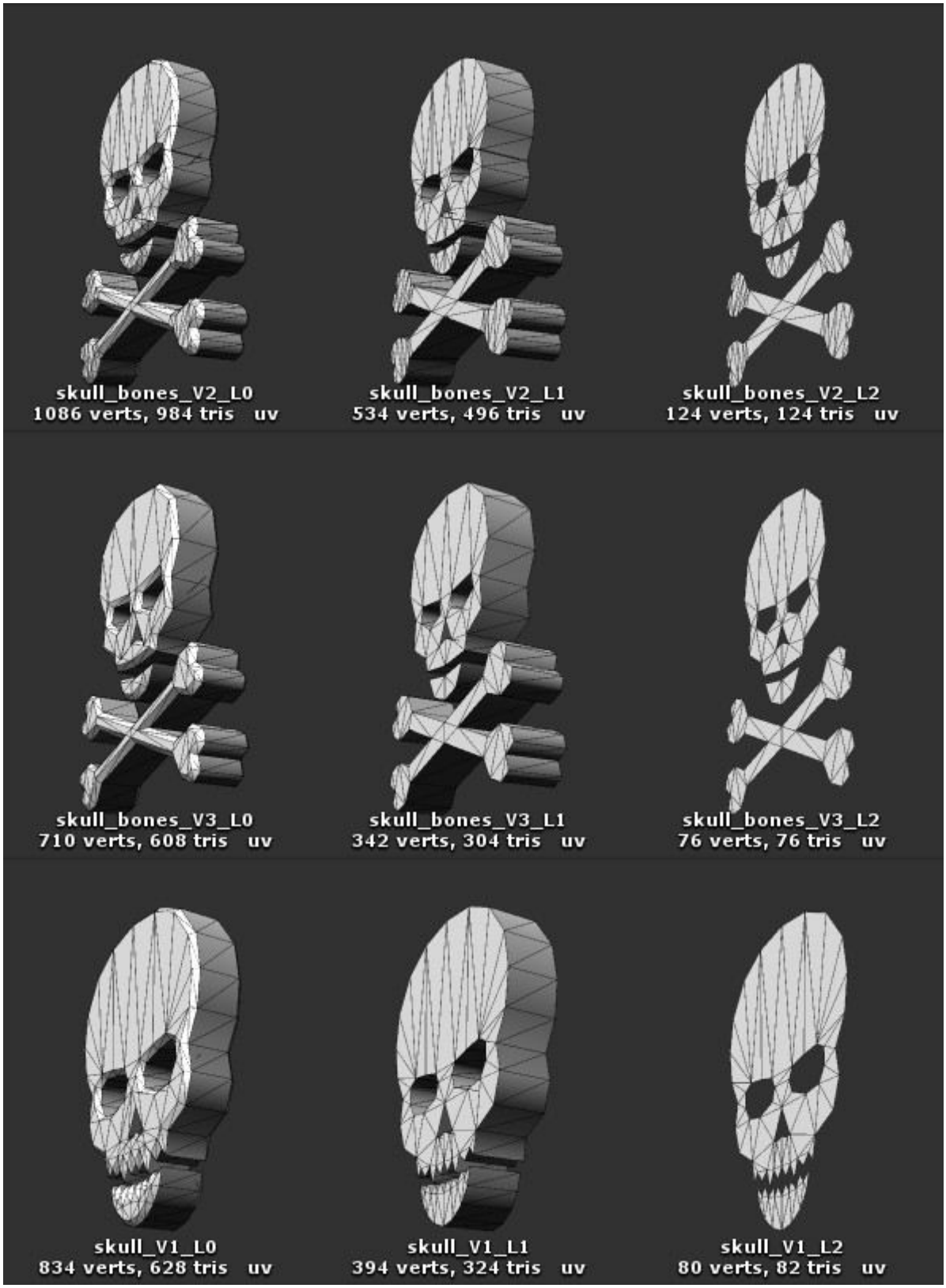

exclamation_mark_V2_L0
318 verts, 304 tris uv
exclamation_mark_V2_L1
162 verts, 148 tris uv
exclamation_mark_V2_L2
39 verts, 35 tris uv
question_mark_V1_L0
346 verts, 328 tris uv
question_mark_V1_L1
178 verts, 160 tris uv
question_mark_V1_L2
42 verts, 38 tris uv
question_mark_V2_L0
554 verts, 536 tris uv
question_mark_V2_L1
282 verts, 264 tris uv
question_mark_V2_L2
68 verts, 64 tris uv

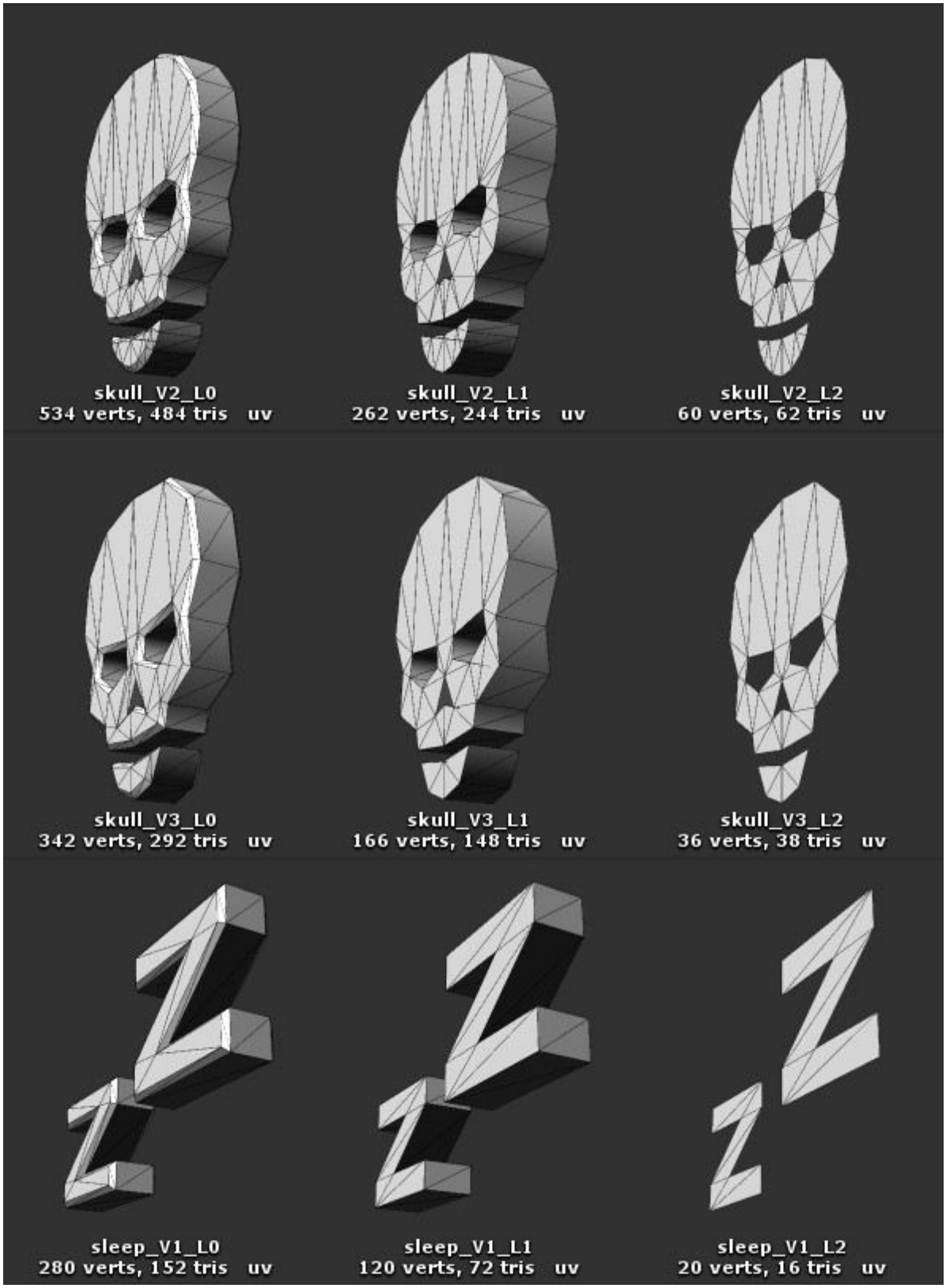

playing_cards_V1_L0
412 verts, 380 tris uv
playing_cards_V1_L1
212 verts, 188 tris uv
playing_cards_V1_L2
48 verts, 46 tris uv
playing_cards_V2_L0
332 verts, 300 tris uv
playing_cards_V2_L1
172 verts, 148 tris uv
playing_cards_V2_L2
38 verts, 36 tris uv
playing_cards_V3_L0
678 verts, 516 tris uv
playing_cards_V3_L1
344 verts, 276 tris uv
playing_cards_V3_L2
70 verts, 68 tris uv

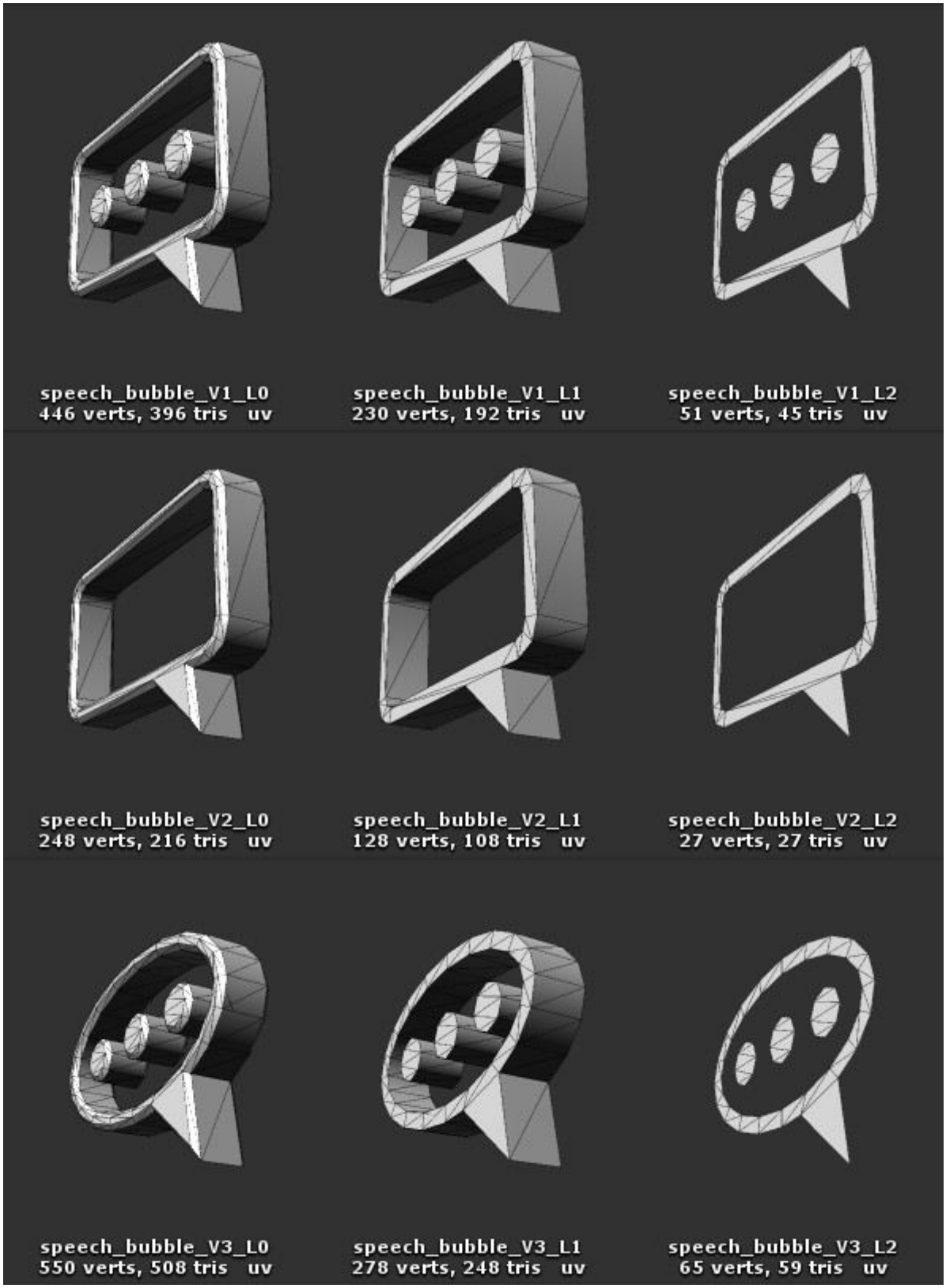

playing_cards_V4_L0
598 verts, 436 tris uv
playing_cards_V4_L1
304 verts, 236 tris uv
playing_cards_V4_L2
60 verts, 58 tris uv
playing_cards_V5_L0
708 verts, 588 tris uv
playing_cards_V5_L1
356 verts, 292 tris uv
playing_cards_V5_L2
78 verts, 68 tris uv
playing_cards_V6_L0
628 verts, 508 tris uv
playing_cards_V6_L1
316 verts, 252 tris uv
playing_cards_V6_L2
68 verts, 58 tris uv

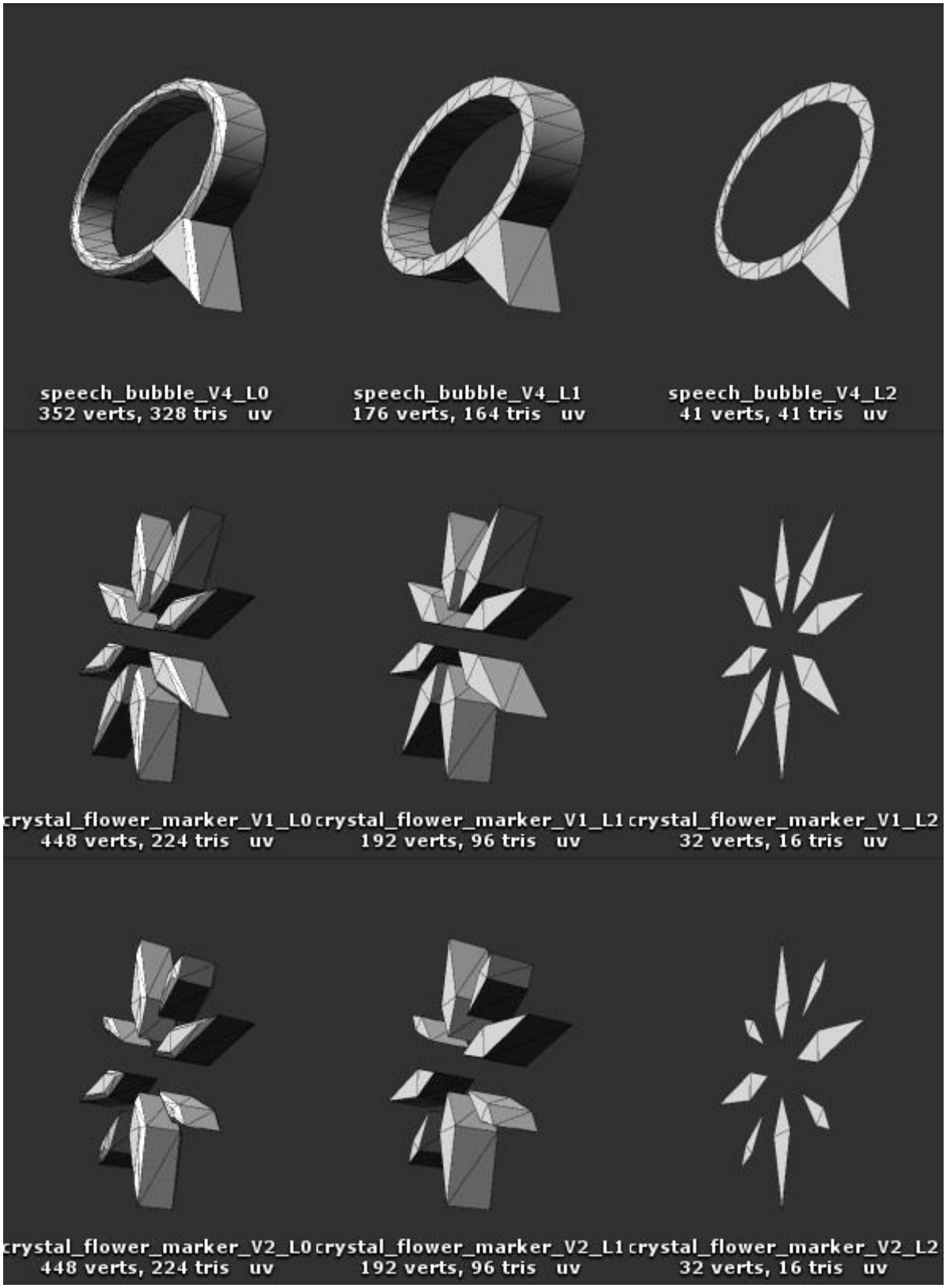

playing_cards_V7_L0
976 verts, 724 tris uv
playing_cards_V7_L1
488 verts, 380 tris uv
playing_cards_V7_L2
100 verts, 90 tris uv
playing_cards_V8_L0
896 verts, 644 tris uv
playing_cards_V8_L1
448 verts, 340 tris uv
playing_cards_V8_L2
90 verts, 80 tris uv
prohibition_sign_V1_L0
348 verts, 324 tris uv
prohibition_sign_V1_L1
172 verts, 164 tris uv
prohibition_sign_V1_L2
40 verts, 42 tris uv

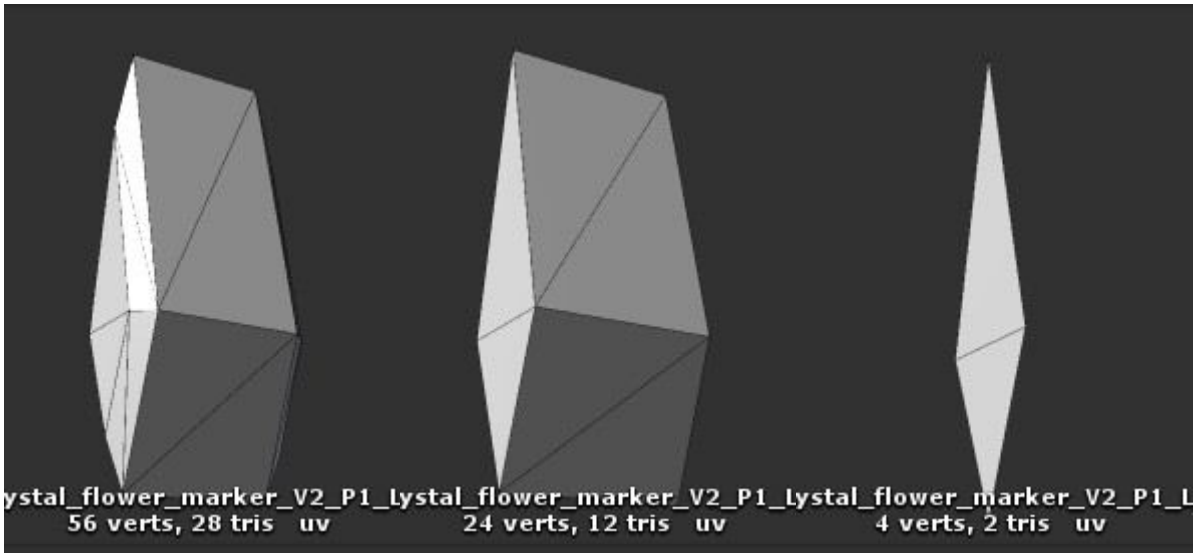

short_arrow_V1_L0
56 verts, 28 tris uv
short_arrow_V1_L1
24 verts, 12 tris uv
short_arrow_V1_L2
4 verts, 2 tris uv
short_arrow_V2_L0
120 verts, 108 tris uv
short_arrow_V2_L1
68 verts, 56 tris uv
short_arrow_V2_L2
15 verts, 13 tris uv
skull_bones_V1_L0
1394 verts, 1136 tris uv
skull_bones_V1_L1
666 verts, 576 tris uv
skull_bones_V1_L2
144 verts, 144 tris uv

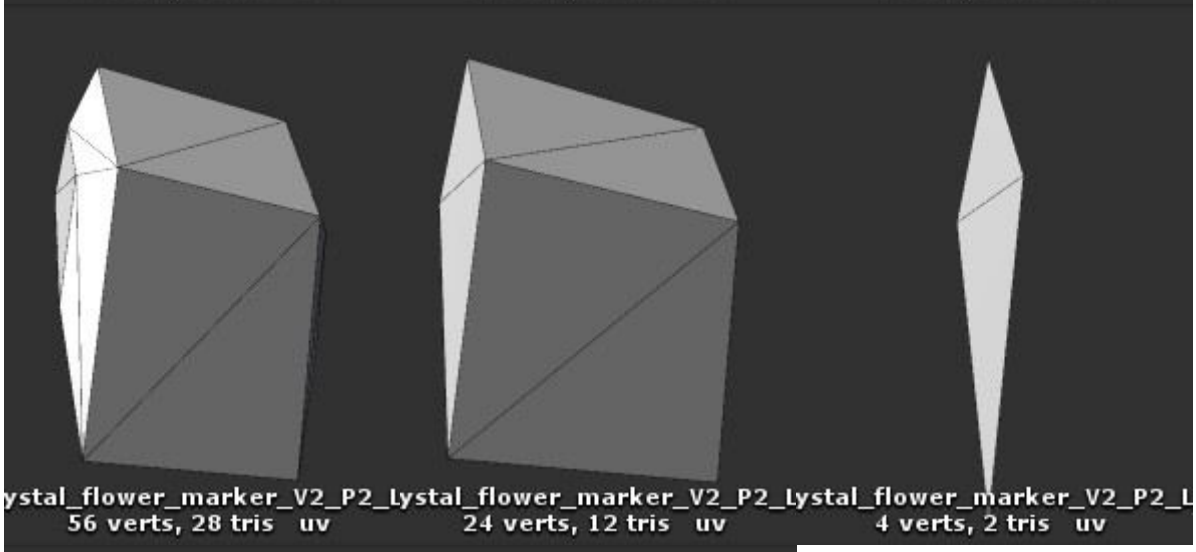

skull_bones_V2_L0
1086 verts, 984 tris uv
skull_bones_V2_L1
534 verts, 496 tris uv
skull_bones_V2_L2
124 verts, 124 tris uv
skull_bones_V3_L0
710 verts, 608 tris uv
skull_bones_V3_L1
342 verts, 304 tris uv
skull_bones_V3_L2
76 verts, 76 tris uv
skull_V1_L0
834 verts, 628 tris uv
skull_V1_L1
394 verts, 324 tris uv
skull_V1_L2
80 verts, 82 tris uv

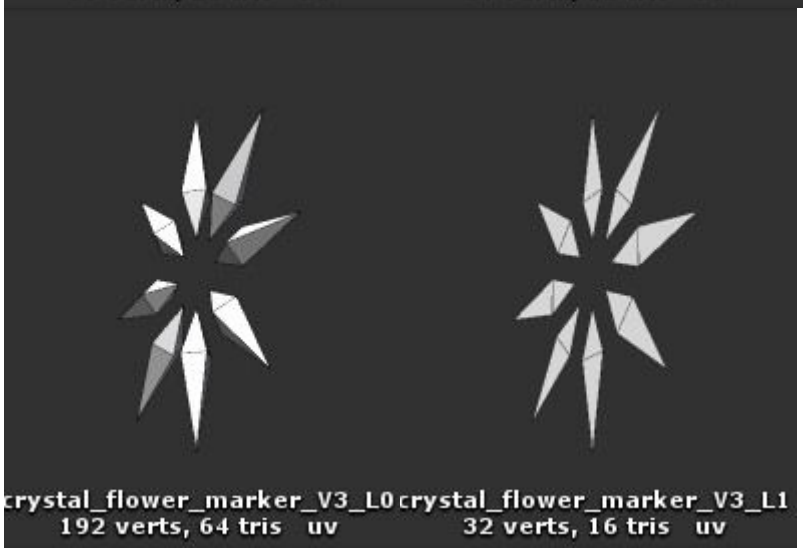

skull_V2_L0
534 verts, 484 tris uv
skull_V2_L1
262 verts, 244 tris uv
skull_V2_L2
60 verts, 62 tris uv
skull_V3_L0
342 verts, 292 tris uv
skull_V3_L1
166 verts, 148 tris uv
skull_V3_L2
36 verts, 38 tris uv
sleep_V1_L0
280 verts, 152 tris uv
sleep_V1_L1
120 verts, 72 tris uv
sleep_V1_L2
20 verts, 16 tris uv

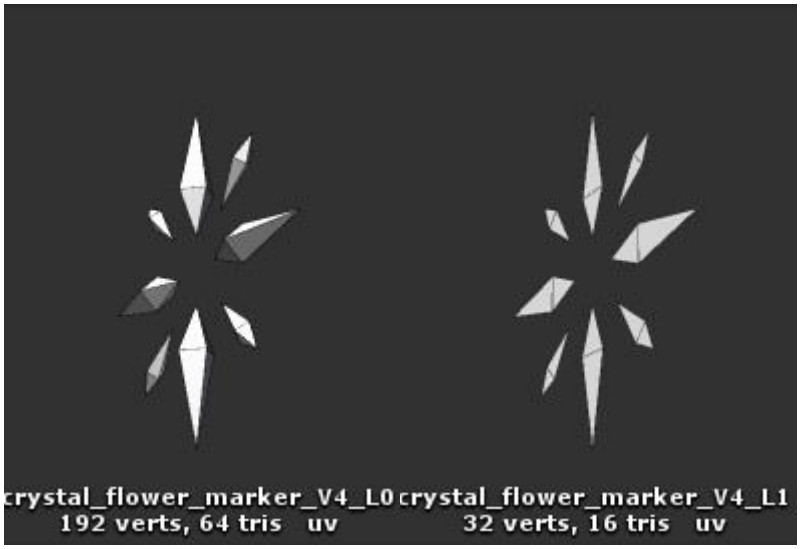

speech_bubble_V1_L0
446 verts, 396 tris uv
speech_bubble_V1_L1
230 verts, 192 tris uv
speech_bubble_V1_L2
51 verts, 45 tris uv
speech_bubble_V2_L0
248 verts, 216 tris uv
speech_bubble_V2_L1
128 verts, 108 tris uv
speech_bubble_V2_L2
27 verts, 27 tris uv
speech_bubble_V3_L0
550 verts, 508 tris uv
speech_bubble_V3_L1
278 verts, 248 tris uv
speech_bubble_V3_L2
65 verts, 59 tris uv

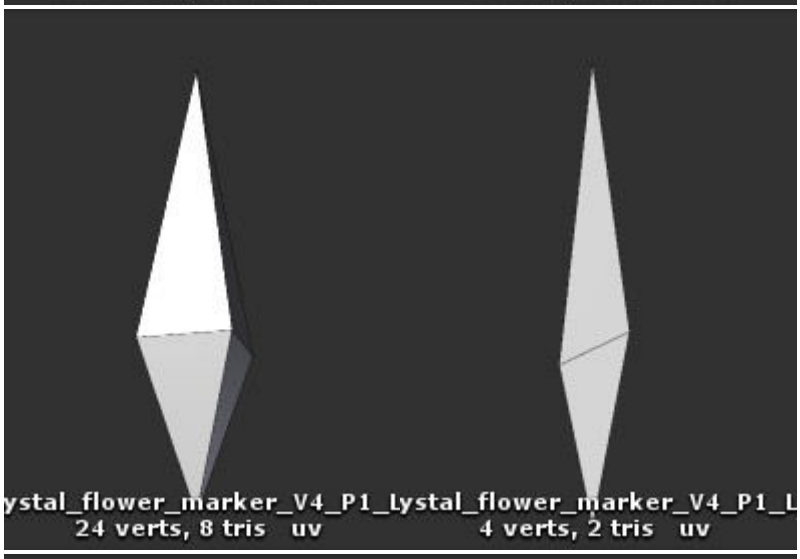

speech_bubble_V4_L0
352 verts, 328 tris uv
speech_bubble_V4_L1
176 verts, 164 tris uv
speech_bubble_V4_L2
41 verts, 41 tris uv
crystal_flower_marker_V1_L0
448 verts, 224 tris uv
crystal_flower_marker_V1_L1
192 verts, 96 tris uv
crystal_flower_marker_V1_L2
32 verts, 16 tris uv
crystal_flower_marker_V2_L0
448 verts, 224 tris uv
crystal_flower_marker_V2_L1
192 verts, 96 tris uv
crystal_flower_marker_V2_L2
32 verts, 16 tris uv

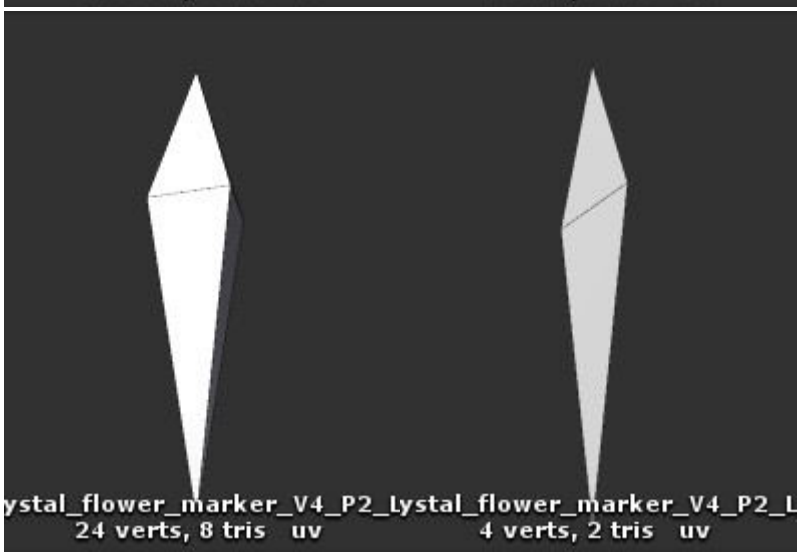

ystal_flower_marker_V2_P1_L
56 verts, 28 tris uv
ystal_flower_marker_V2_P1_L
24 verts, 12 tris uv
ystal_flower_marker_V2_P1_L
4 verts, 2 tris uv

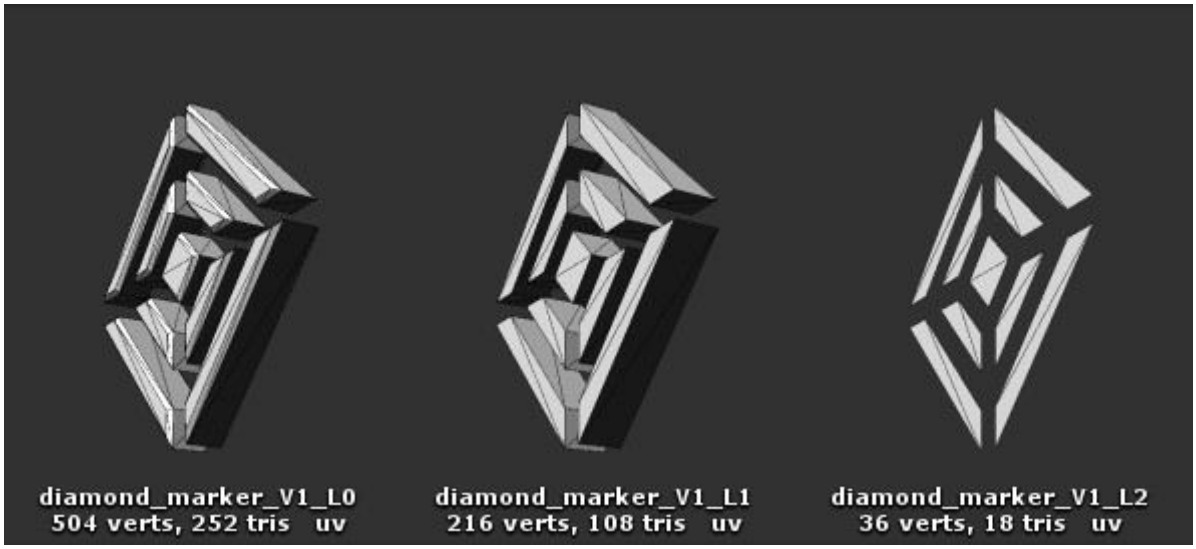

ystal_flower_marker_V2_P2_L
56 verts, 28 tris uv
ystal_flower_marker_V2_P2_L
24 verts, 12 tris uv
ystal_flower_marker_V2_P2_L
4 verts, 2 tris uv

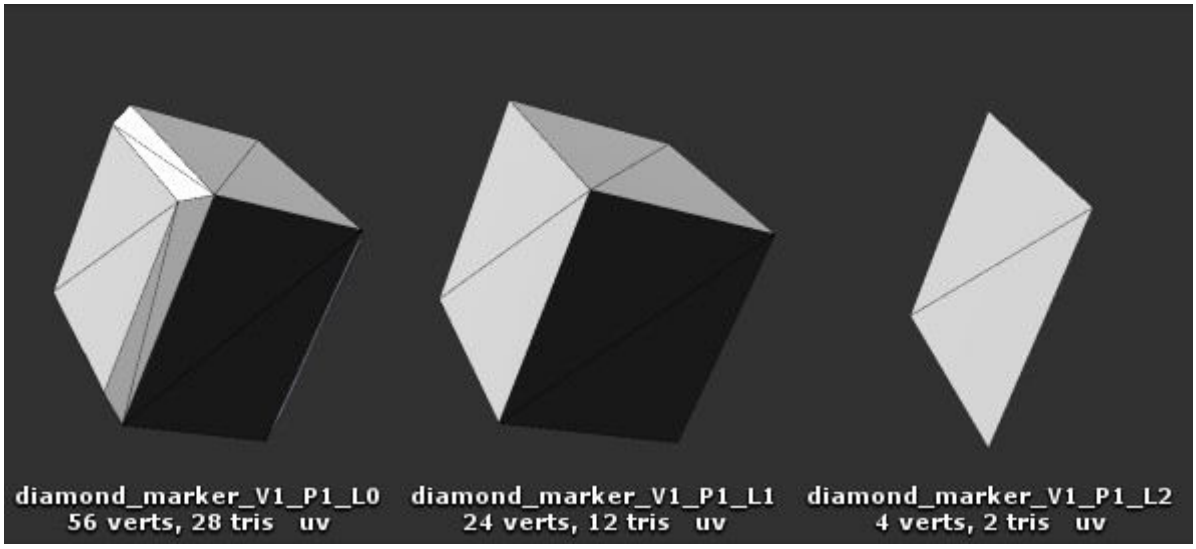

crystal_flower_marker_V3_L0
192 verts, 64 tris uv
crystal_flower_marker_V3_L1
32 verts, 16 tris uv

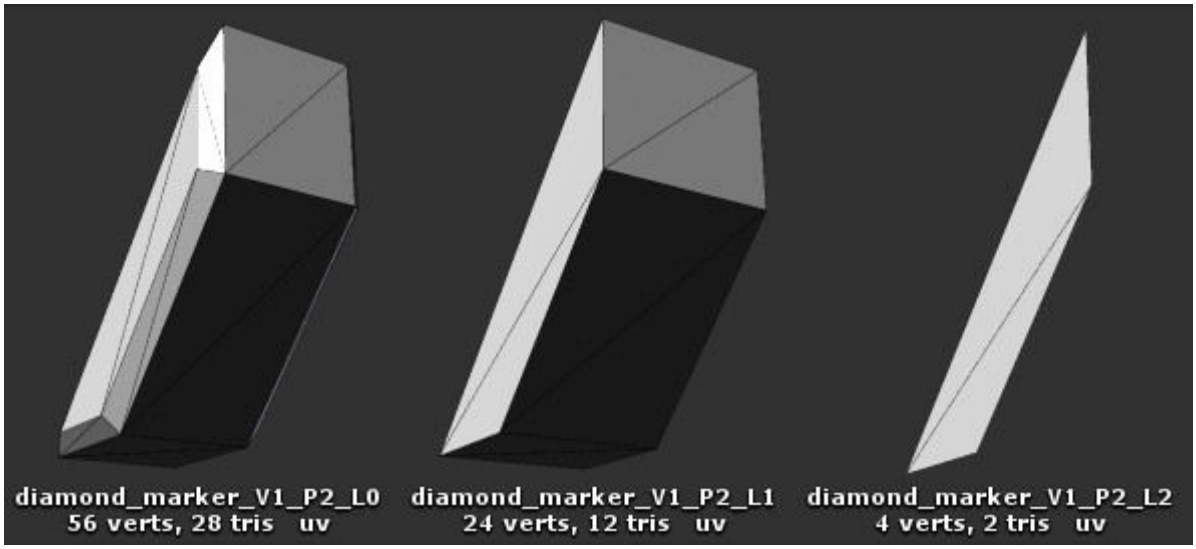

crystal_flower_marker_V4_L0
192 verts, 64 tris uv
crystal_flower_marker_V4_L1
32 verts, 16 tris uv

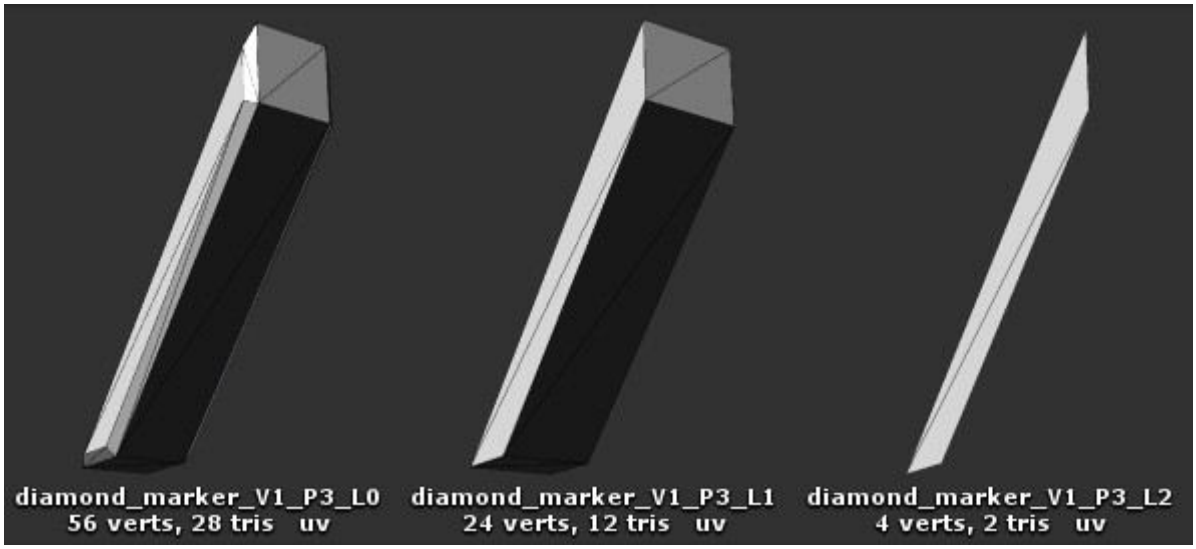

ystal_flower_marker_V4_P1_L
24 verts, 8 tris uv
ystal_flower_marker_V4_P1_L
4 verts, 2 tris uv

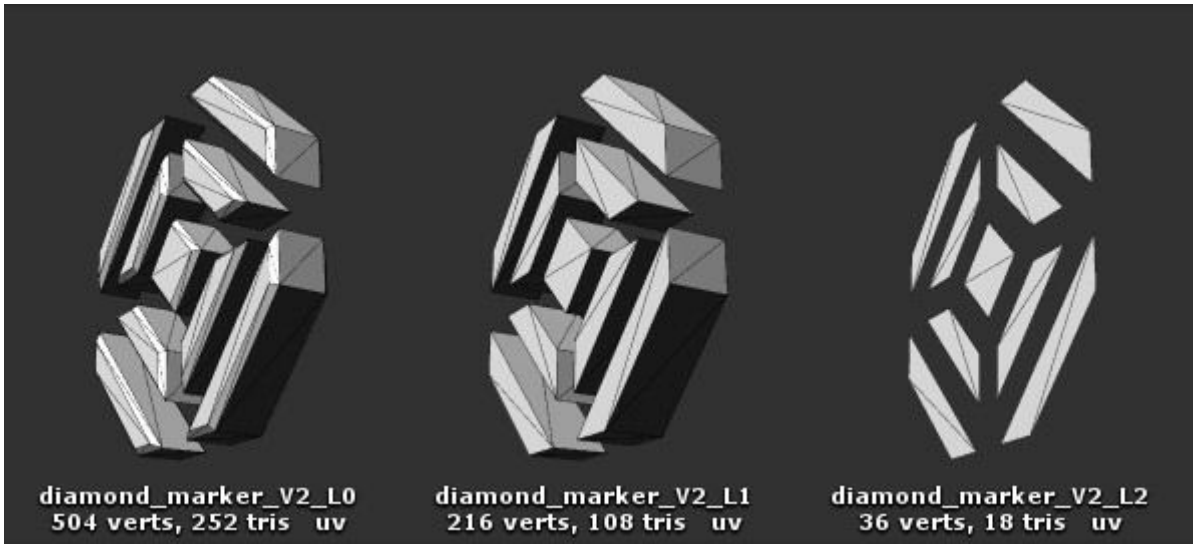

ystal_flower_marker_V4_P2_L
24 verts, 8 tris uv
ystal_flower_marker_V4_P2_L
4 verts, 2 tris uv

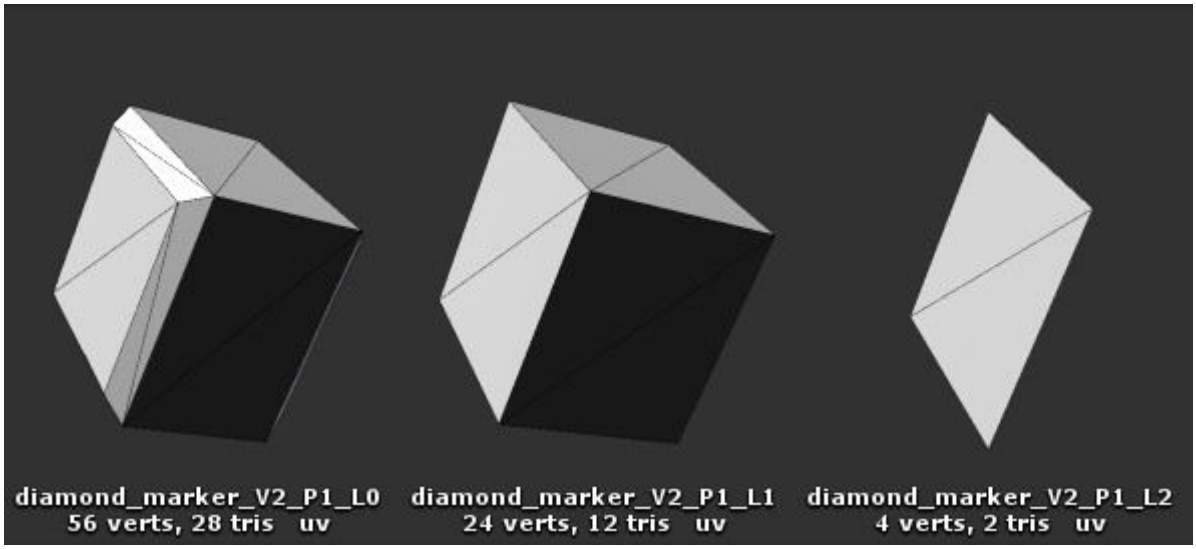

diamond_marker_V1_L0
504 verts, 252 tris uv
diamond_marker_V1_L1
216 verts, 108 tris uv
diamond_marker_V1_L2
36 verts, 18 tris uv

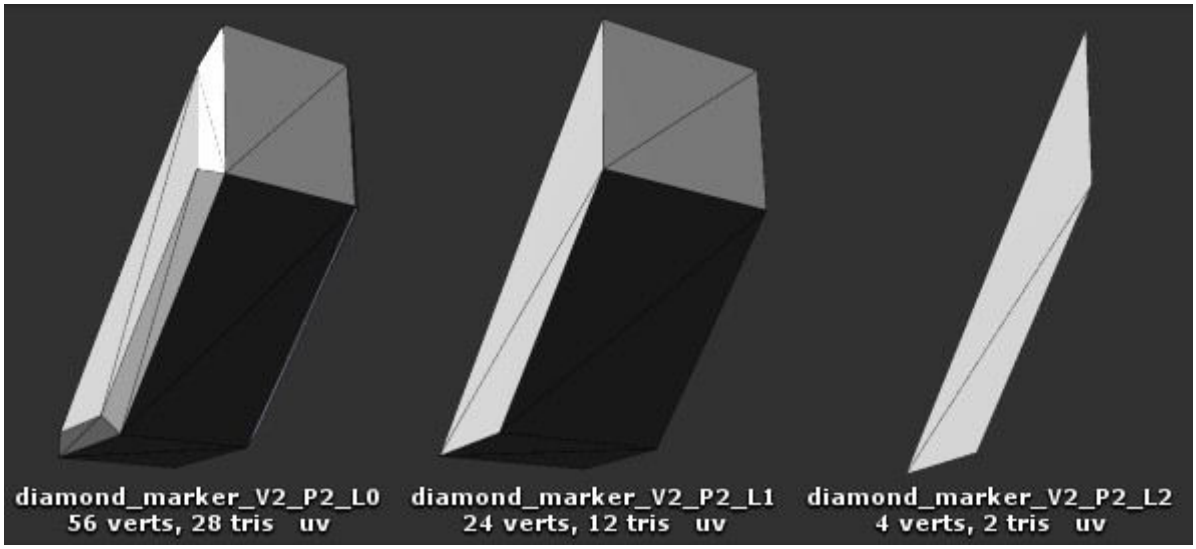

diamond_marker_V1_P1_L0
56 verts, 28 tris uv
diamond_marker_V1_P1_L1
24 verts, 12 tris uv
diamond_marker_V1_P1_L2
4 verts, 2 tris uv

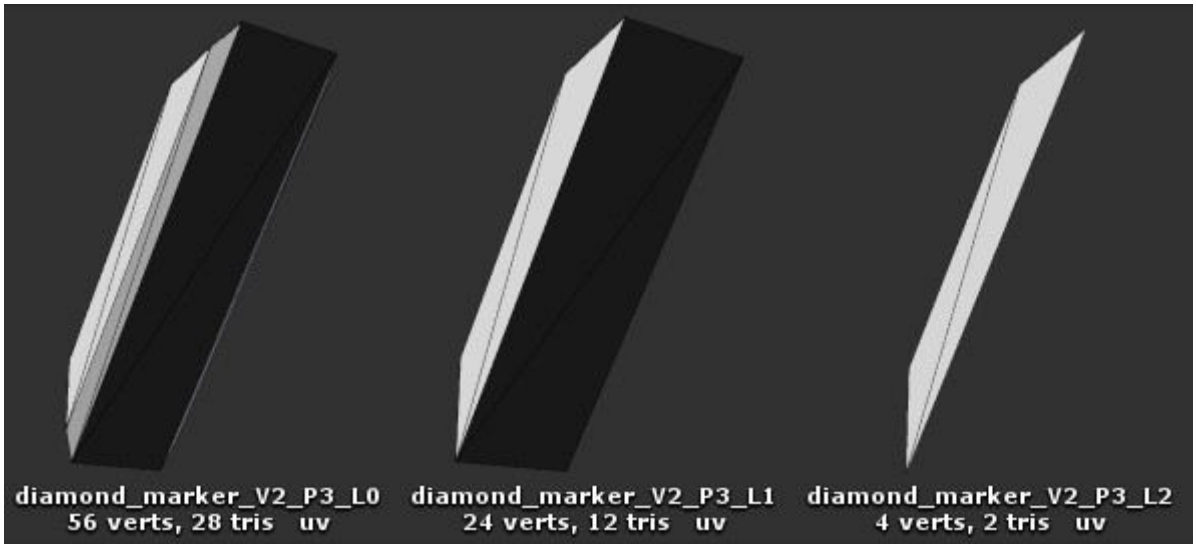

diamond_marker_V1_P2_L0
56 verts, 28 tris uv
diamond_marker_V1_P2_L1
24 verts, 12 tris uv
diamond_marker_V1_P2_L2
4 verts, 2 tris uv

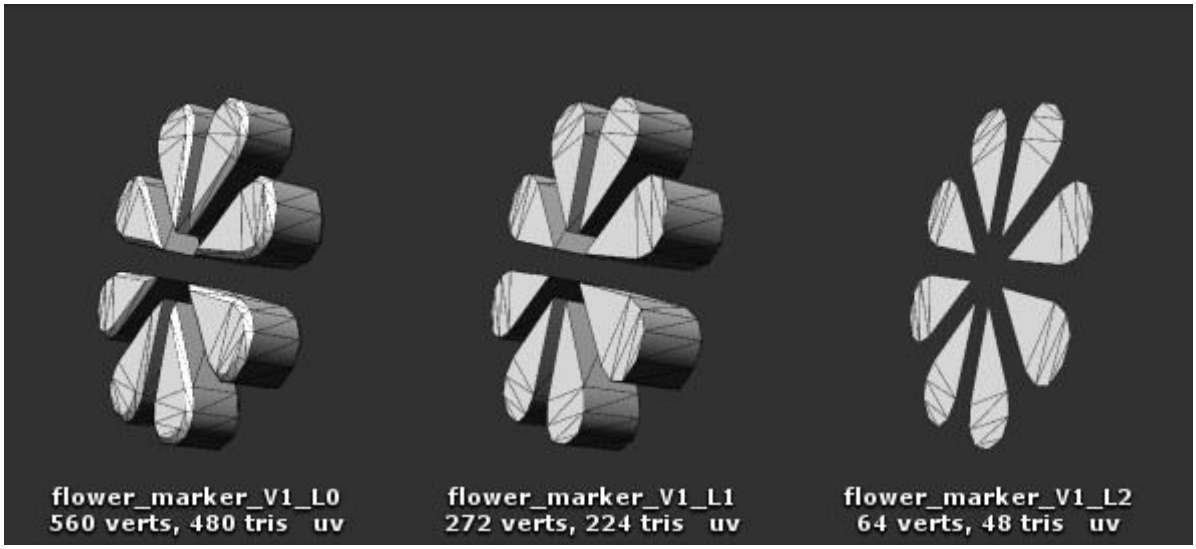

diamond_marker_V1_P3_L0
56 verts, 28 tris uv
diamond_marker_V1_P3_L1
24 verts, 12 tris uv
diamond_marker_V1_P3_L2
4 verts, 2 tris uv

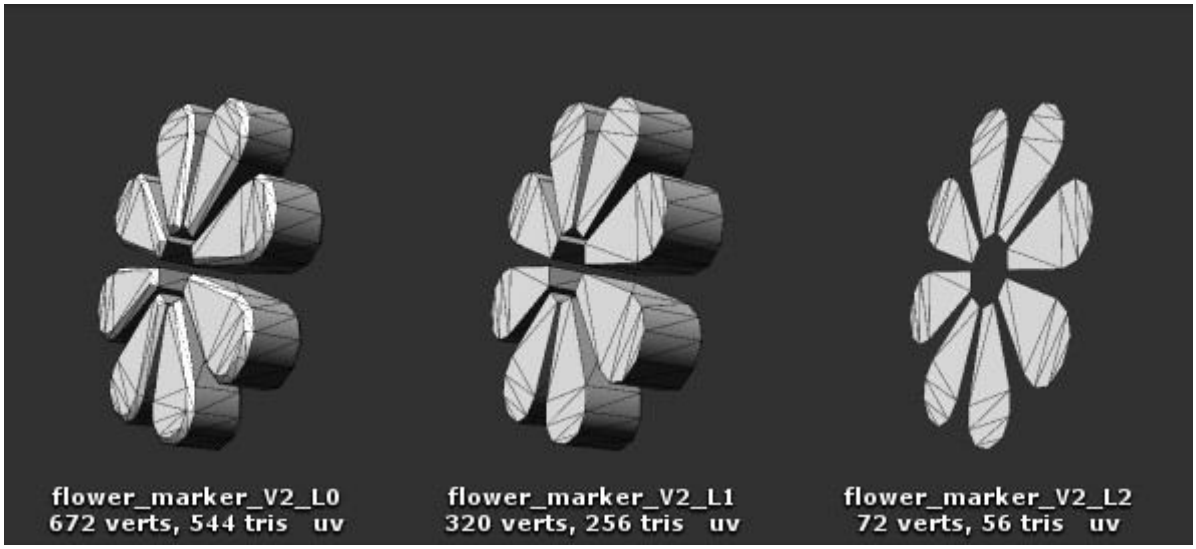

diamond_marker_V2_L0
504 verts, 252 tris uv
diamond_marker_V2_L1
216 verts, 108 tris uv
diamond_marker_V2_L2
36 verts, 18 tris uv

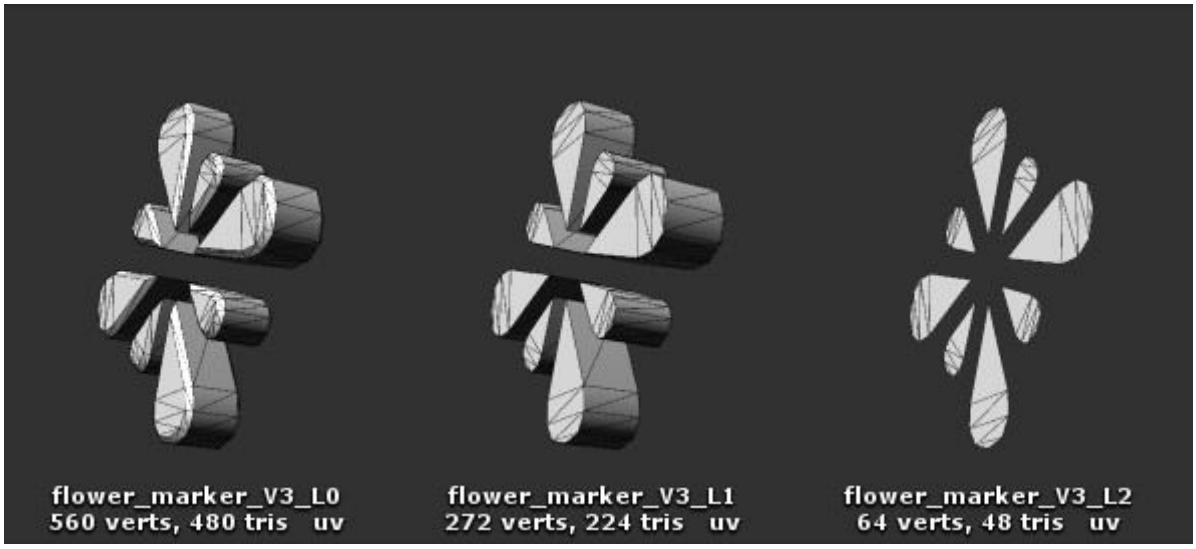

diamond_marker_V2_P1_L0
56 verts, 28 tris uv
diamond_marker_V2_P1_L1
24 verts, 12 tris uv
diamond_marker_V2_P1_L2
4 verts, 2 tris uv

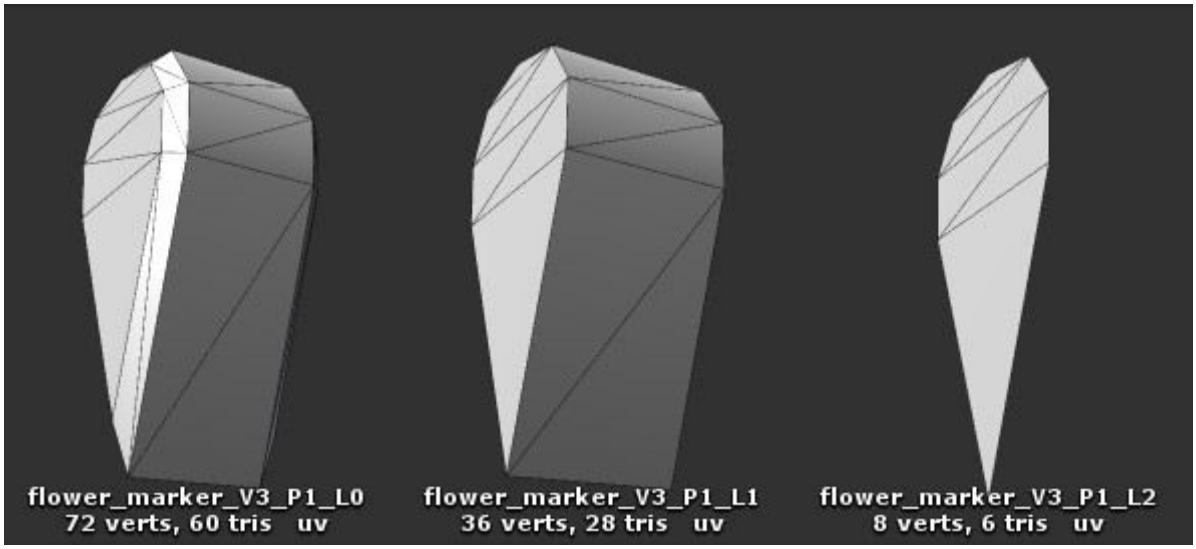

diamond_marker_V2_P2_L0
56 verts, 28 tris uv
diamond_marker_V2_P2_L1
24 verts, 12 tris uv
diamond_marker_V2_P2_L2
4 verts, 2 tris uv

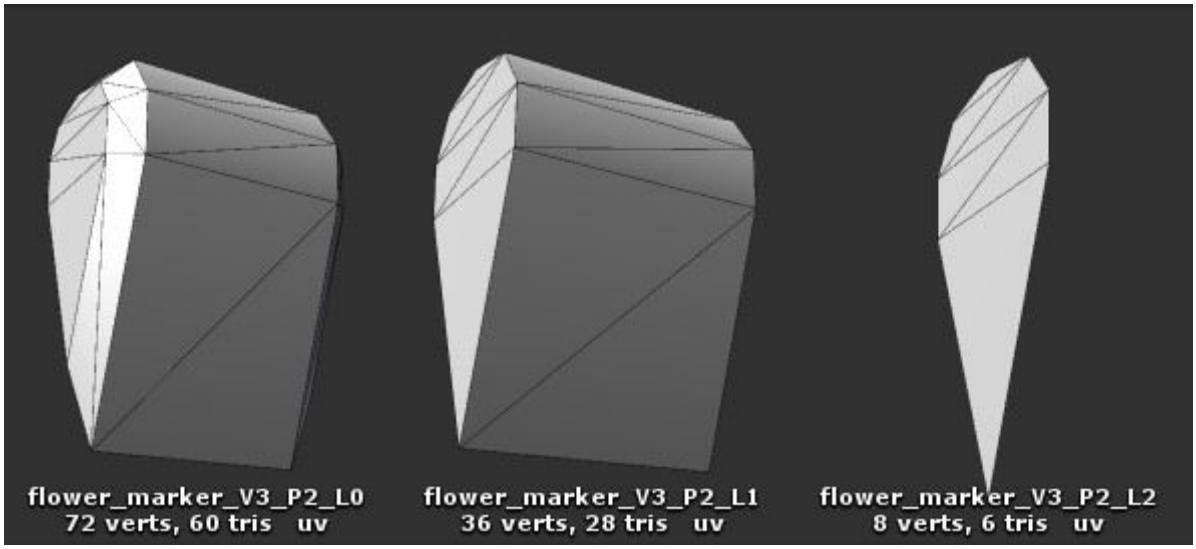

diamond_marker_V2_P3_L0
56 verts, 28 tris uv
diamond_marker_V2_P3_L1
24 verts, 12 tris uv
diamond_marker_V2_P3_L2
4 verts, 2 tris uv

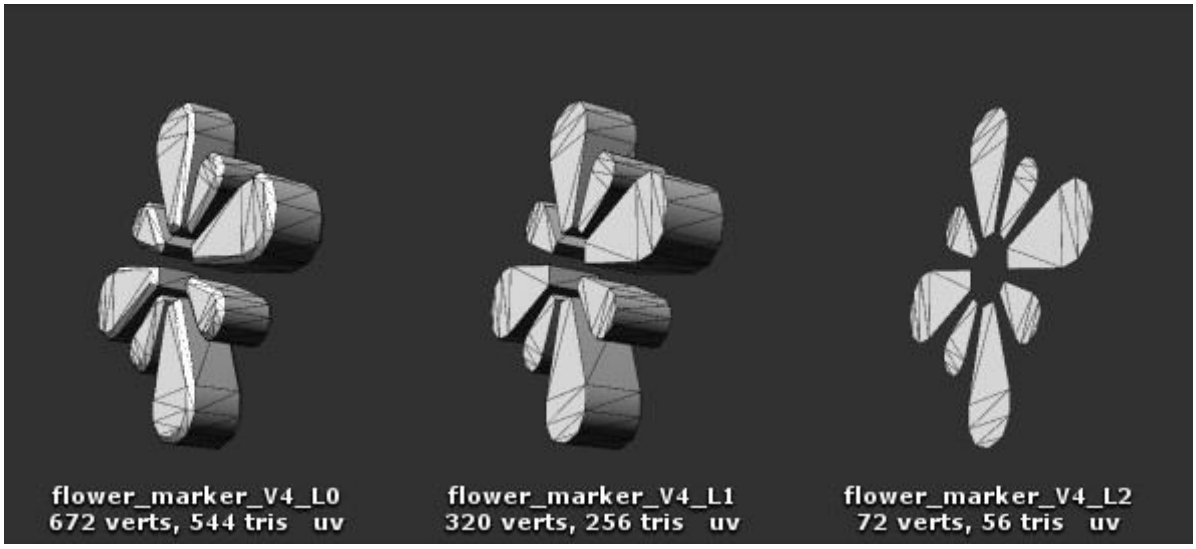

flower_marker_V1_L0
560 verts, 480 tris uv
flower_marker_V1_L1
272 verts, 224 tris uv
flower_marker_V1_L2
64 verts, 48 tris uv

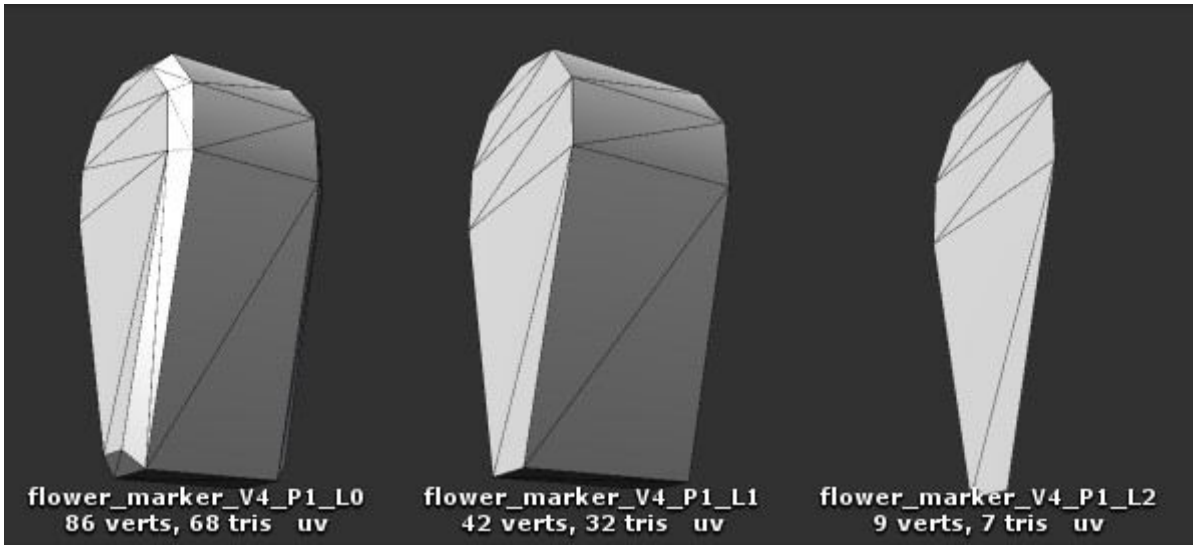

flower_marker_V2_L0
672 verts, 544 tris uv
flower_marker_V2_L1
320 verts, 256 tris uv
flower_marker_V2_L2
72 verts, 56 tris uv

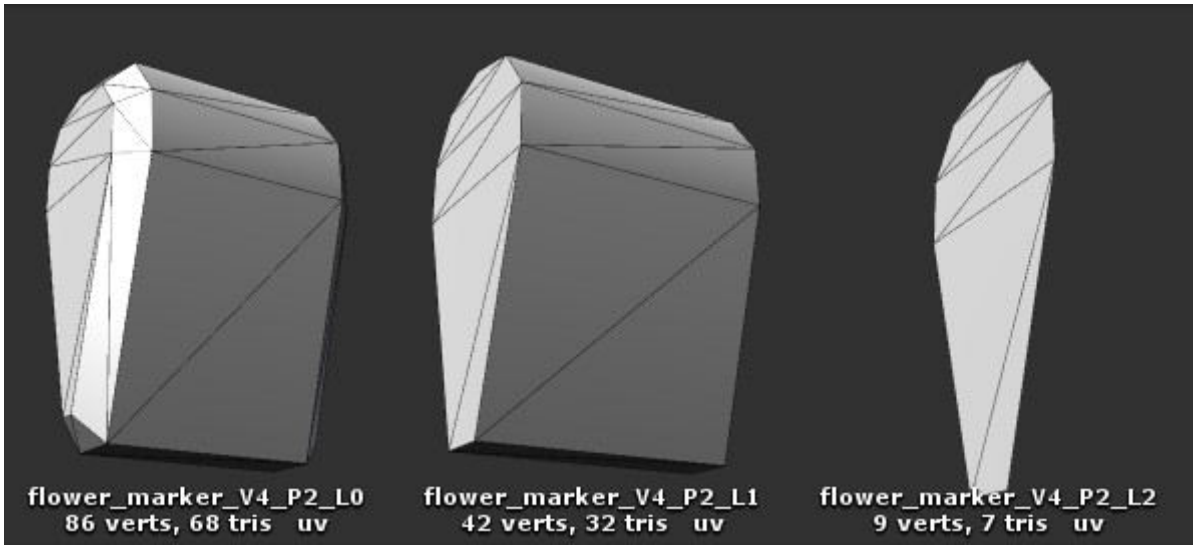

flower_marker_V3_L0
560 verts, 480 tris uv
flower_marker_V3_L1
272 verts, 224 tris uv
flower_marker_V3_L2
64 verts, 48 tris uv

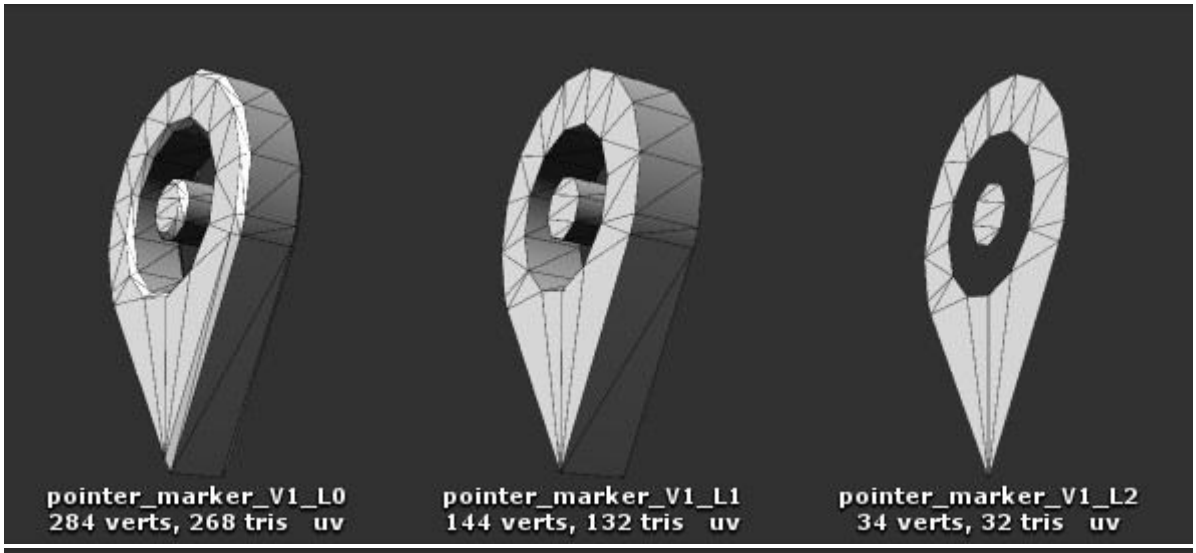

flower_marker_V3_P1_L0
72 verts, 60 tris uv
flower_marker_V3_P1_L1
36 verts, 28 tris uv
flower_marker_V3_P1_L2
8 verts, 6 tris uv

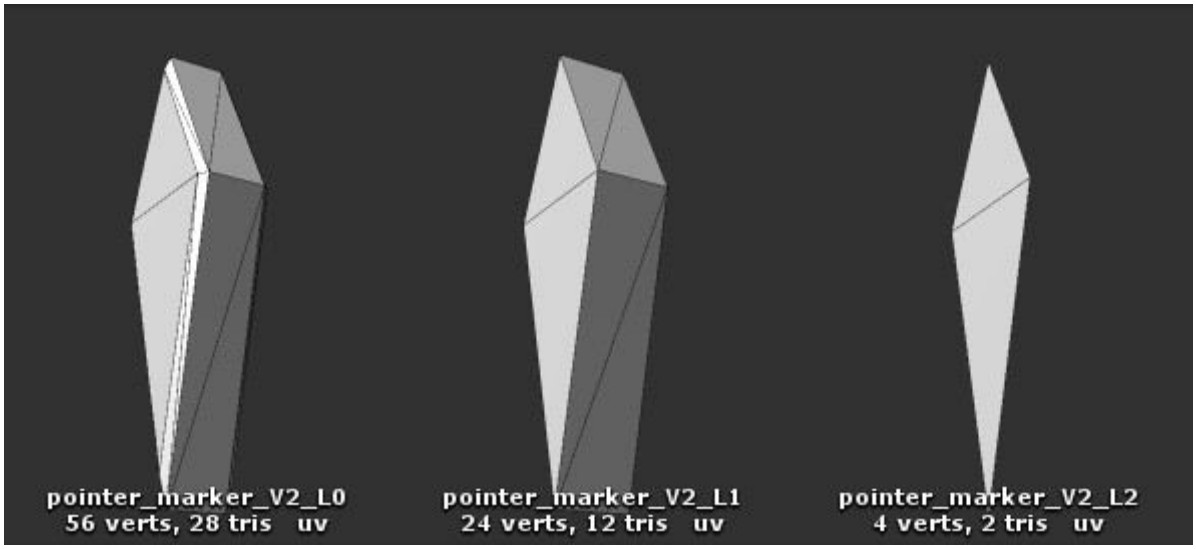

flower_marker_V3_P2_L0
72 verts, 60 tris uv
flower_marker_V3_P2_L1
36 verts, 28 tris uv
flower_marker_V3_P2_L2
8 verts, 6 tris uv

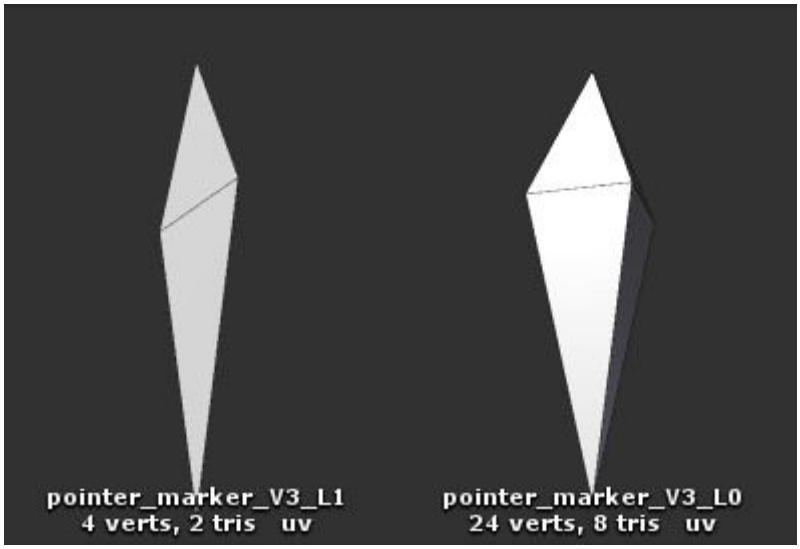

flower_marker_V4_L0
672 verts, 544 tris uv
flower_marker_V4_L1
320 verts, 256 tris uv
flower_marker_V4_L2
72 verts, 56 tris uv

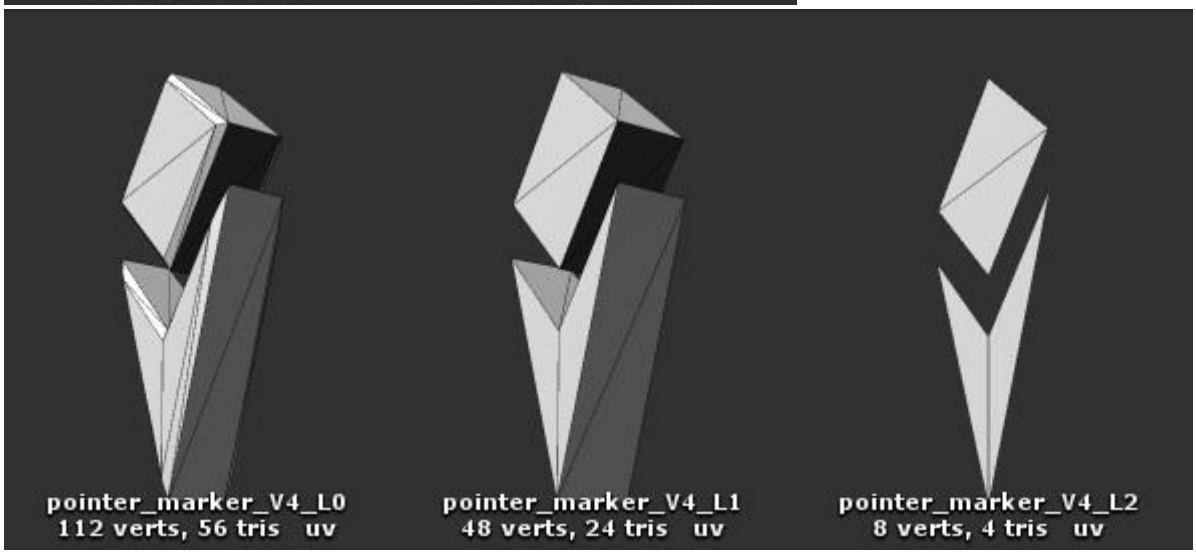

flower_marker_V4_P1_L0
86 verts, 68 tris uv
flower_marker_V4_P1_L1
42 verts, 32 tris uv
flower_marker_V4_P1_L2
9 verts, 7 tris uv

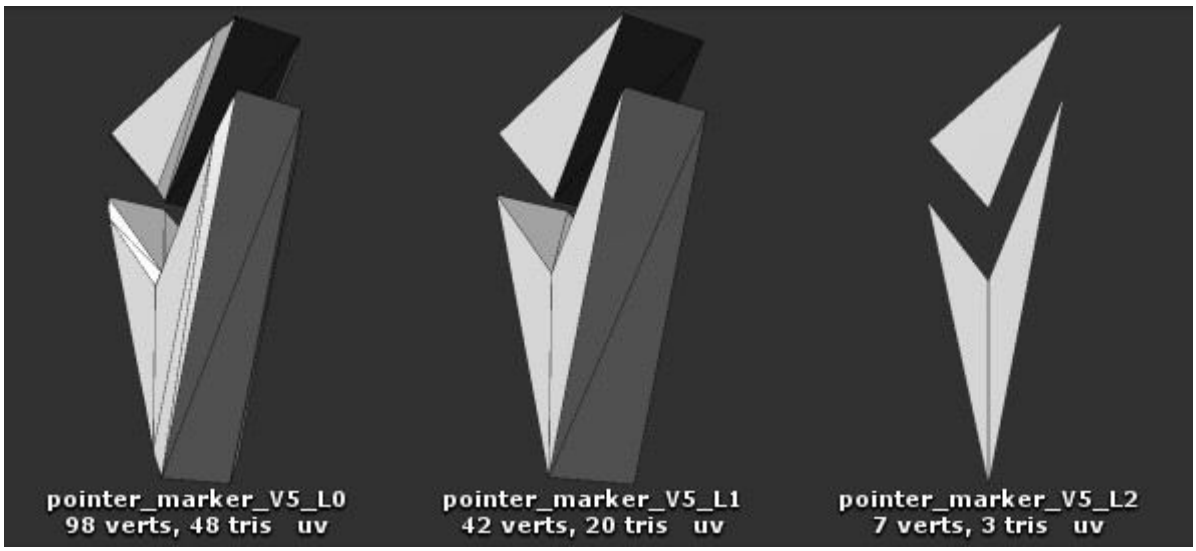

flower_marker_V4_P2_L0
86 verts, 68 tris uv
flower_marker_V4_P2_L1
42 verts, 32 tris uv
flower_marker_V4_P2_L2
9 verts, 7 tris uv

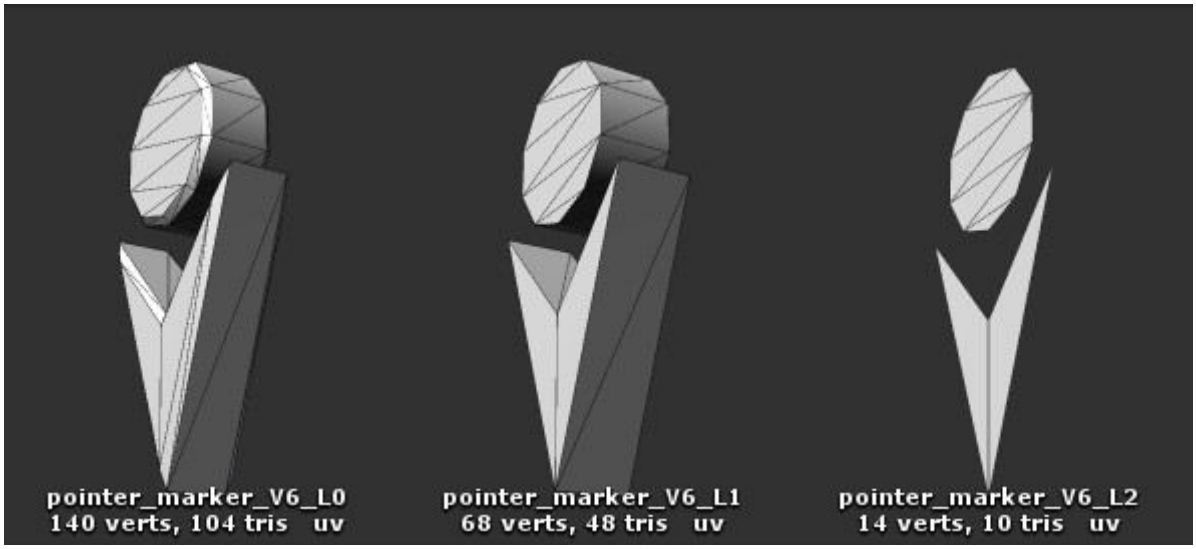

pointer_marker_V1_L0
284 verts, 268 tris uv
pointer_marker_V1_L1
144 verts, 132 tris uv
pointer_marker_V1_L2
34 verts, 32 tris uv

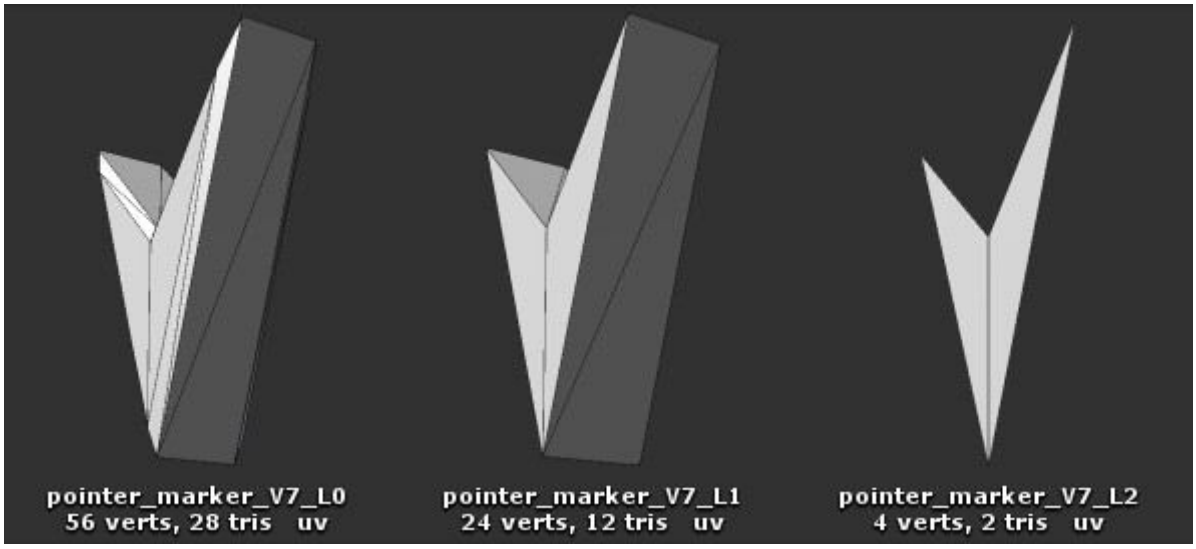

pointer_marker_V2_L0
56 verts, 28 tris uv
pointer_marker_V2_L1
24 verts, 12 tris uv
pointer_marker_V2_L2
4 verts, 2 tris uv

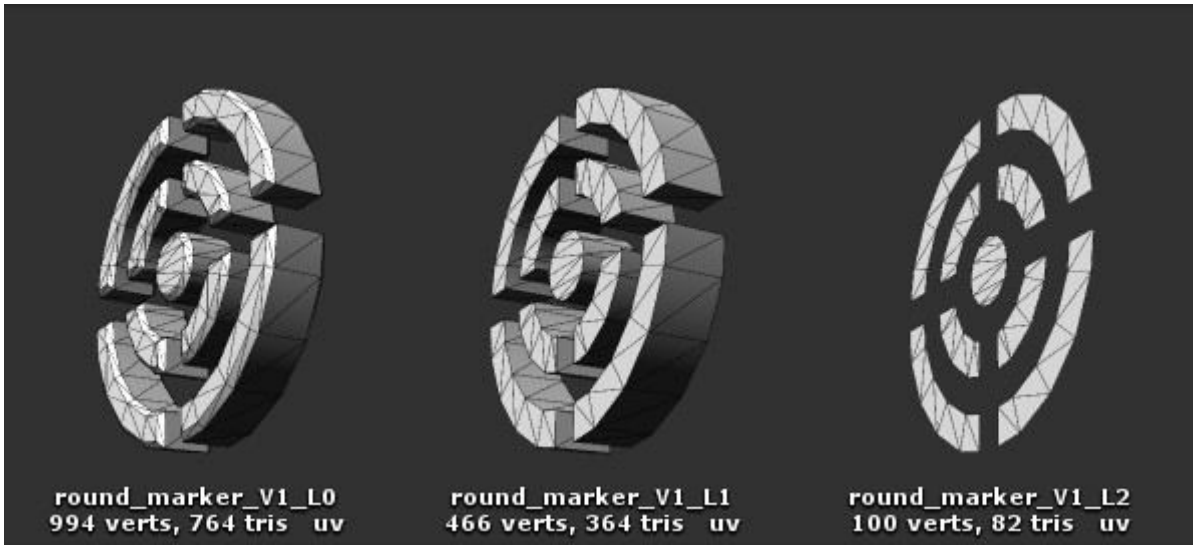

pointer_marker_V3_L1
4 verts, 2 tris uv
pointer_marker_V3_L0
24 verts, 8 tris uv

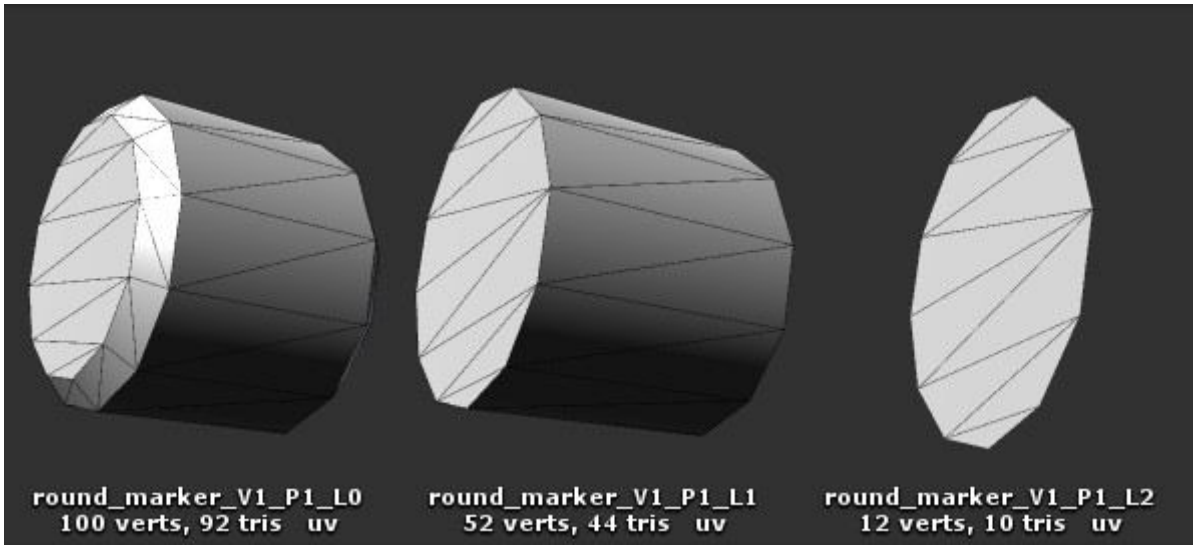

pointer_marker_V4_L0
112 verts, 56 tris uv
pointer_marker_V4_L1
48 verts, 24 tris uv
pointer_marker_V4_L2
8 verts, 4 tris uv

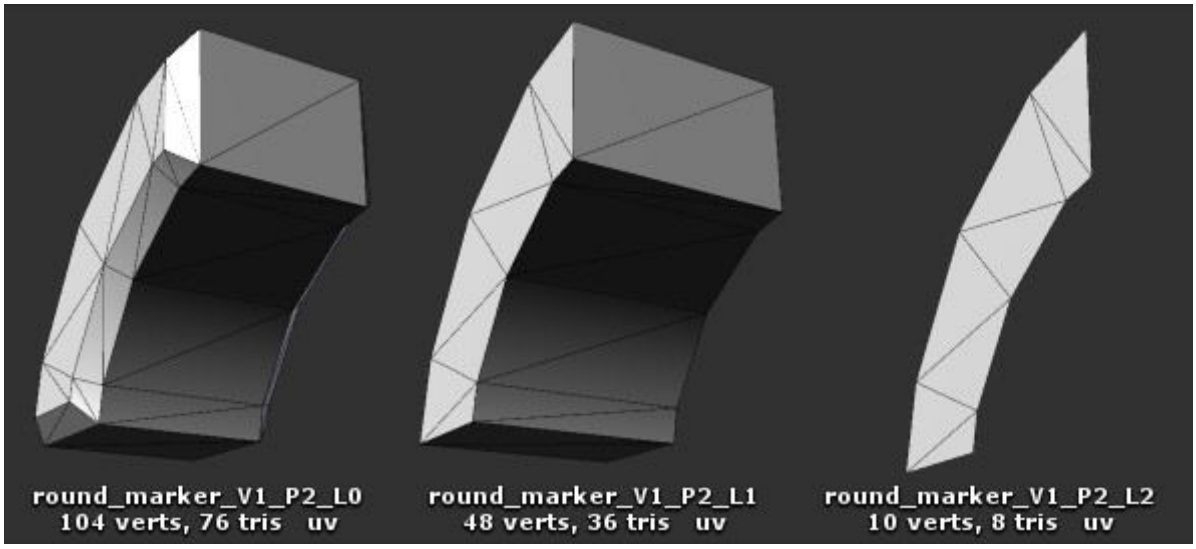

pointer_marker_V5_L0
98 verts, 48 tris uv
pointer_marker_V5_L1
42 verts, 20 tris uv
pointer_marker_V5_L2
7 verts, 3 tris uv

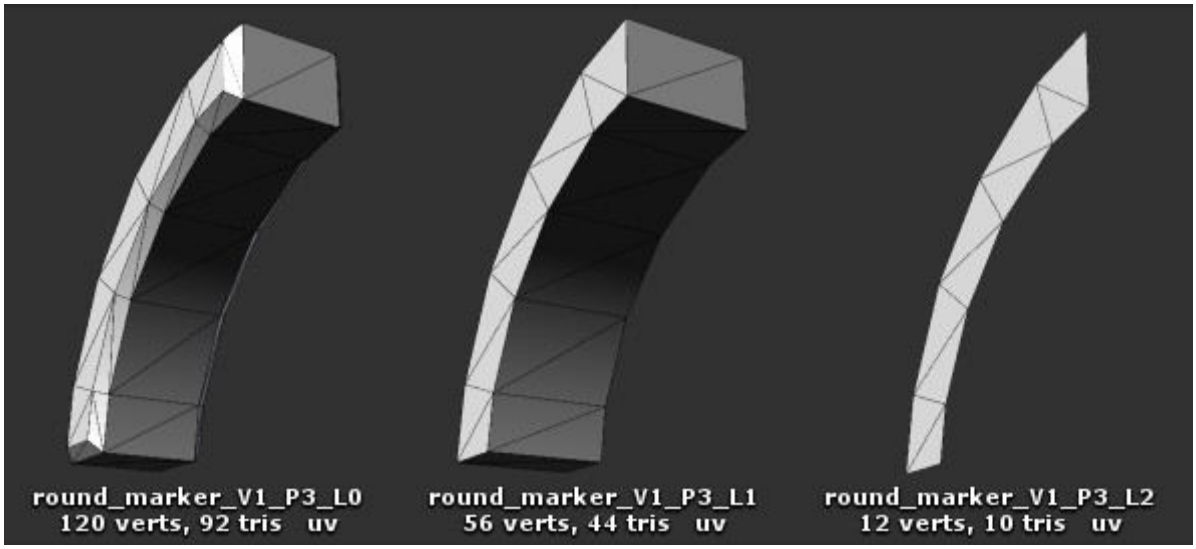

pointer_marker_V6_L0
140 verts, 104 tris uv
pointer_marker_V6_L1
68 verts, 48 tris uv
pointer_marker_V6_L2
14 verts, 10 tris uv

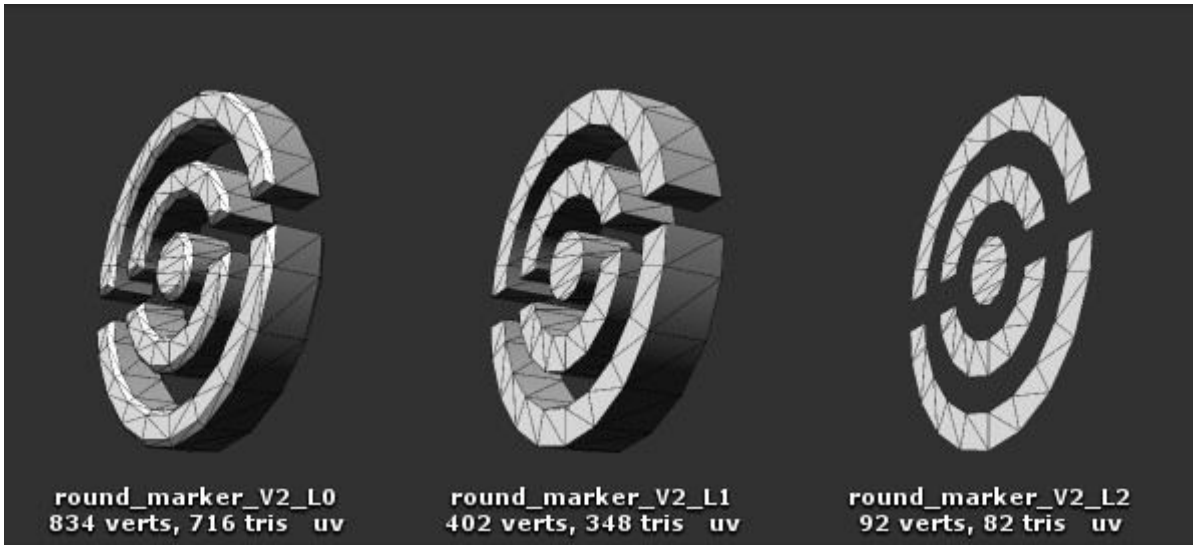

pointer_marker_V7_L0
56 verts, 28 tris uv
pointer_marker_V7_L1
24 verts, 12 tris uv
pointer_marker_V7_L2
4 verts, 2 tris uv

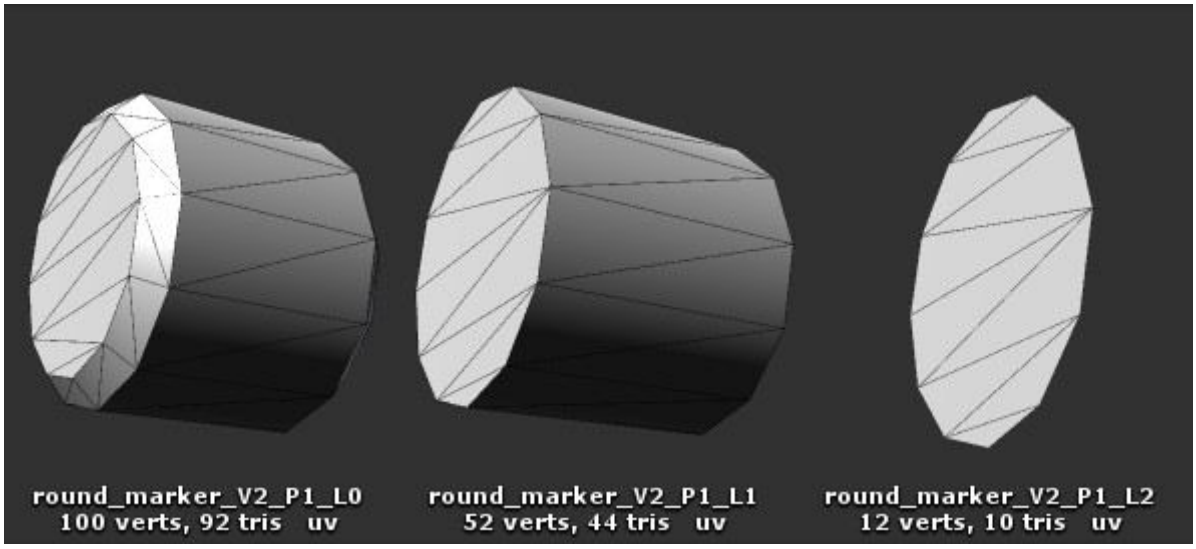

round_marker_V1_L0
994 verts, 764 tris uv
round_marker_V1_L1
466 verts, 364 tris uv
round_marker_V1_L2
100 verts, 82 tris uv

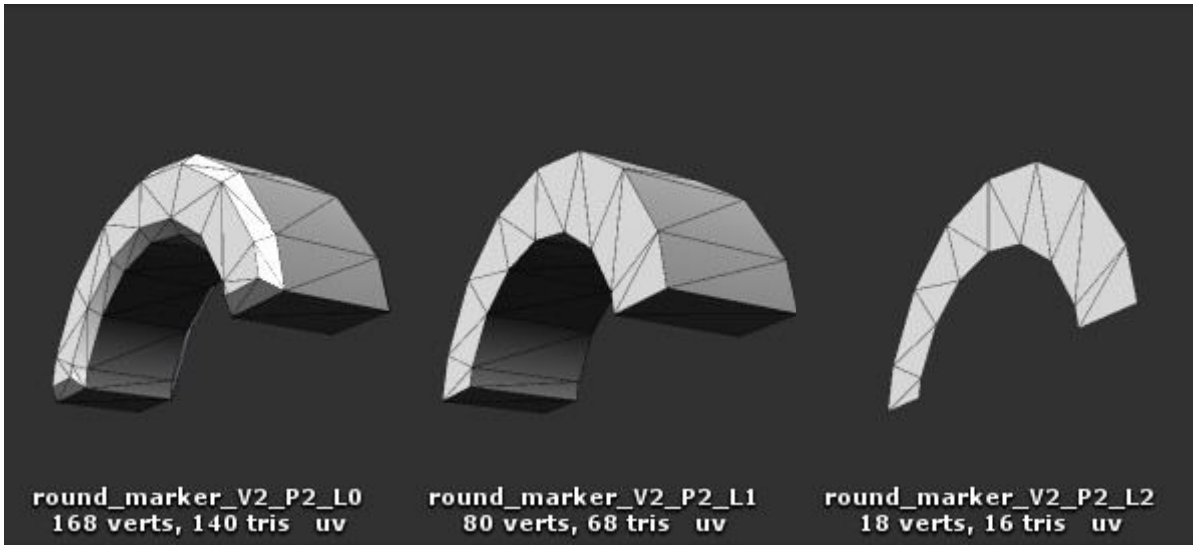

round_marker_V1_P1_L0
100 verts, 92 tris uv
round_marker_V1_P1_L1
52 verts, 44 tris uv
round_marker_V1_P1_L2
12 verts, 10 tris uv

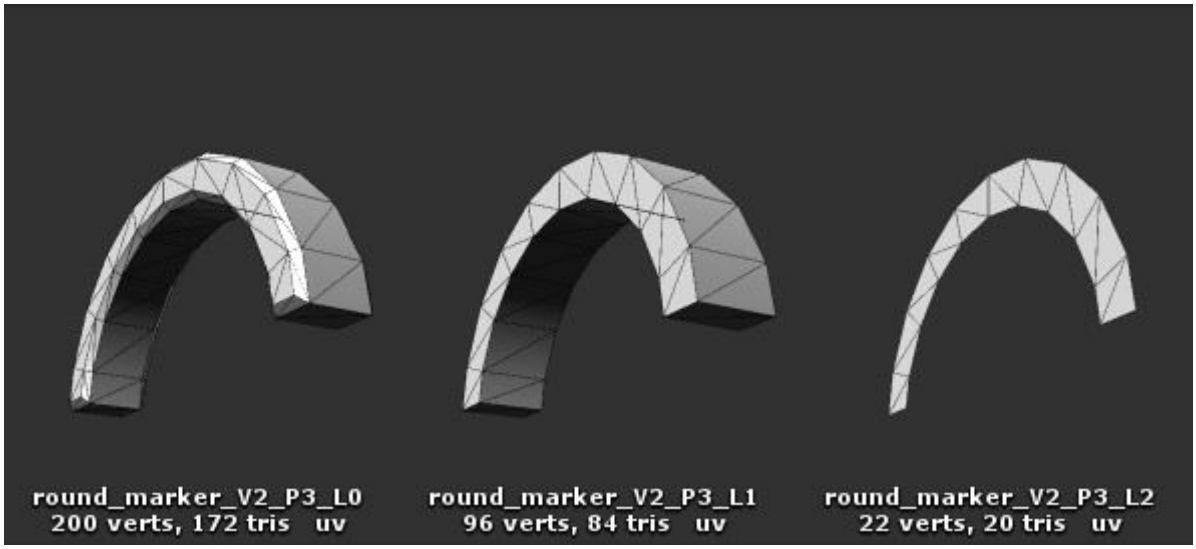

round_marker_V1_P2_L0
104 verts, 76 tris uv
round_marker_V1_P2_L1
48 verts, 36 tris uv
round_marker_V1_P2_L2
10 verts, 8 tris uv

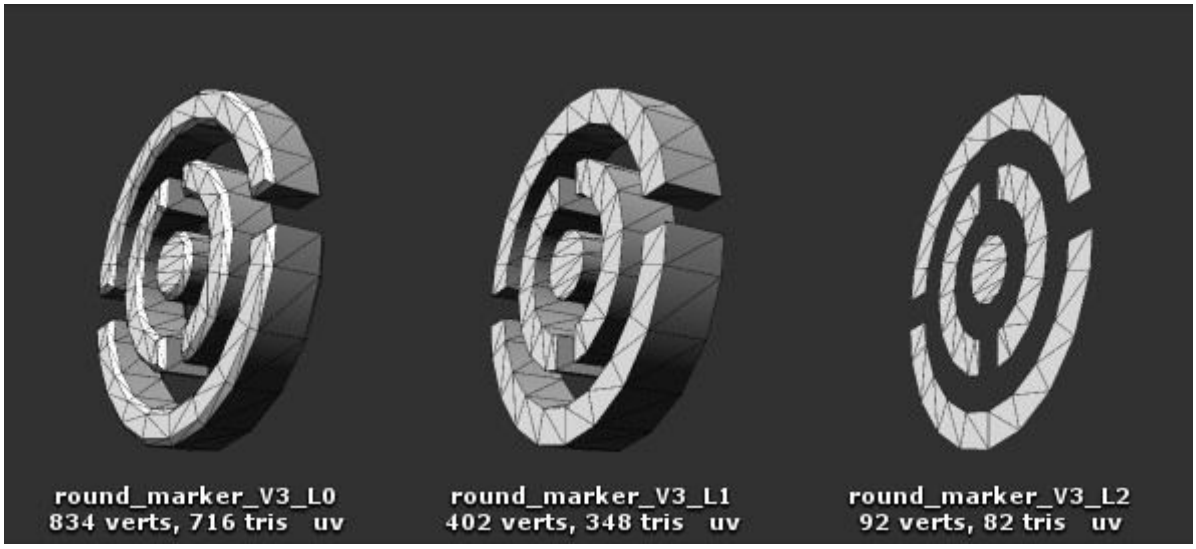

round_marker_V1_P3_L0
120 verts, 92 tris uv
round_marker_V1_P3_L1
56 verts, 44 tris uv
round_marker_V1_P3_L2
12 verts, 10 tris uv

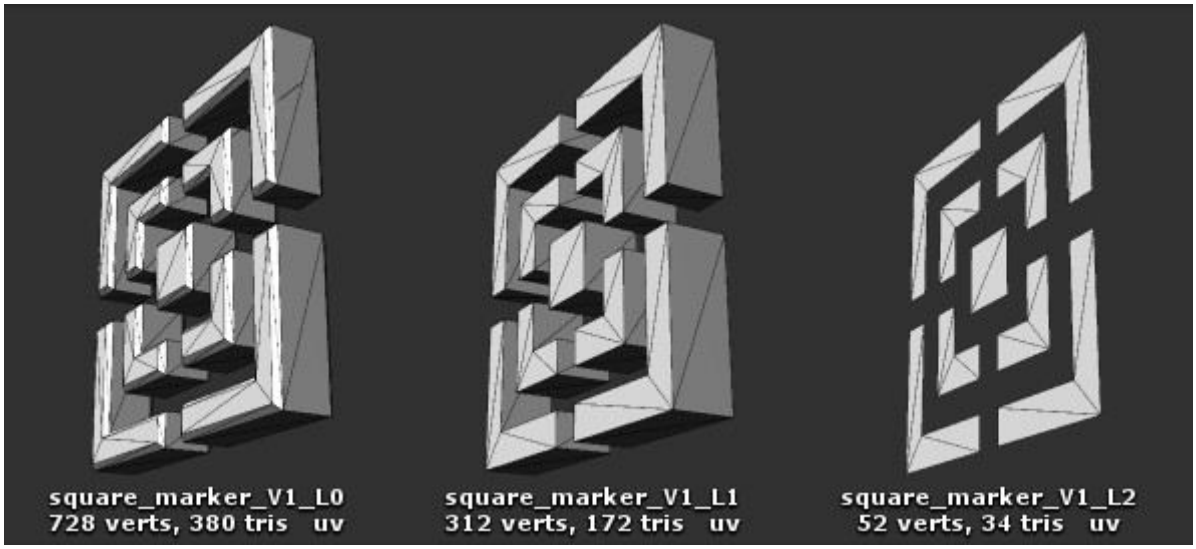

round_marker_V2_L0
834 verts, 716 tris uv
round_marker_V2_L1
402 verts, 348 tris uv
round_marker_V2_L2
92 verts, 82 tris uv

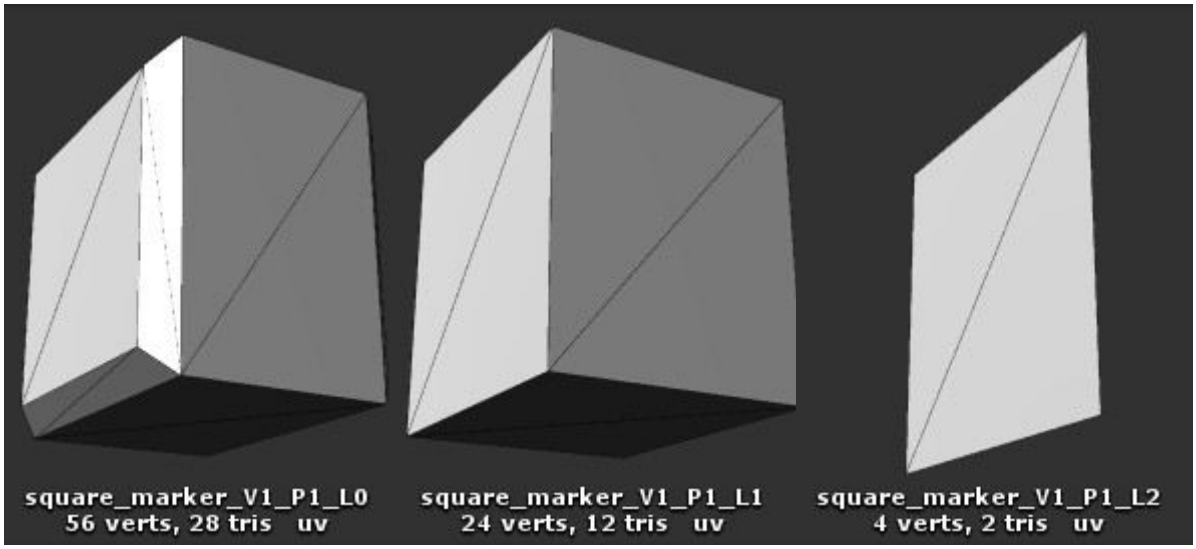

round_marker_V2_P1_L0
100 verts, 92 tris uv
round_marker_V2_P1_L1
52 verts, 44 tris uv
round_marker_V2_P1_L2
12 verts, 10 tris uv

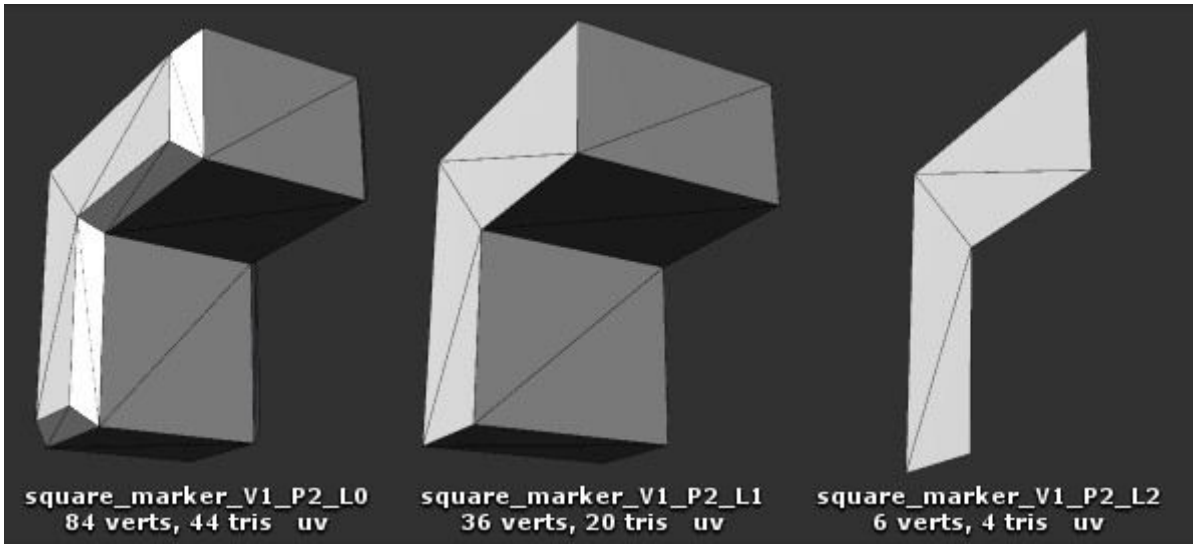

round_marker_V2_P2_L0
168 verts, 140 tris uv
round_marker_V2_P2_L1
80 verts, 68 tris uv
round_marker_V2_P2_L2
18 verts, 16 tris uv

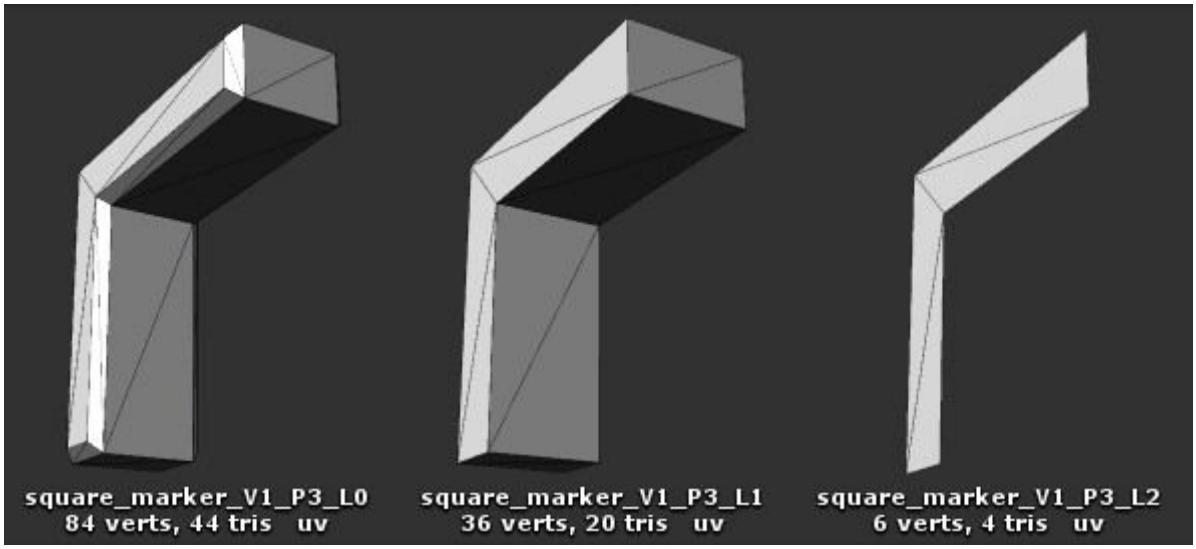

round_marker_V2_P3_L0
200 verts, 172 tris uv
round_marker_V2_P3_L1
96 verts, 84 tris uv
round_marker_V2_P3_L2
22 verts, 20 tris uv

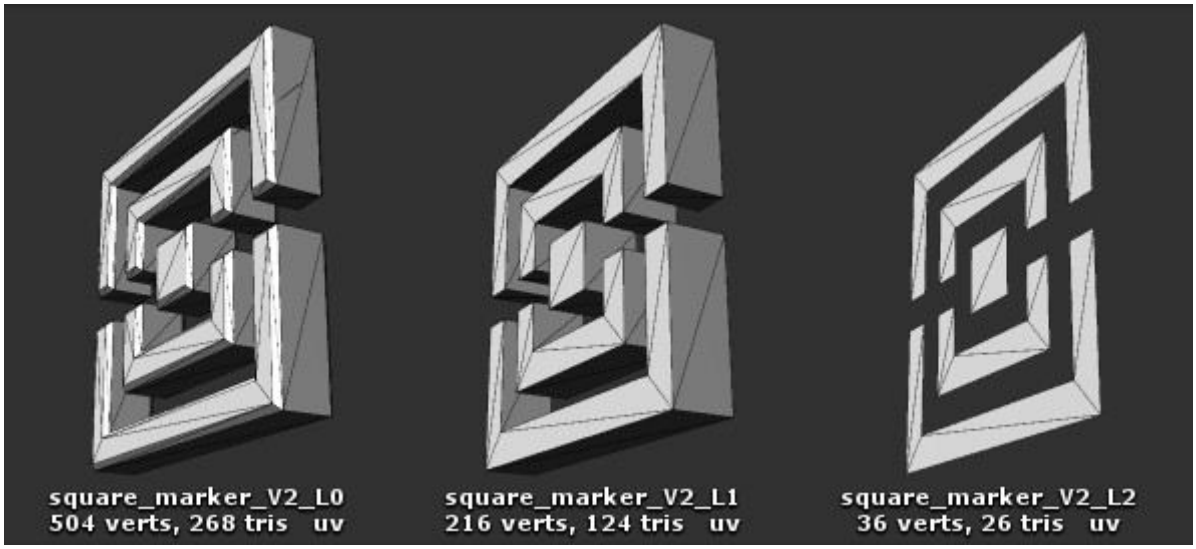

round_marker_V3_L0
834 verts, 716 tris uv
round_marker_V3_L1
402 verts, 348 tris uv
round_marker_V3_L2
92 verts, 82 tris uv

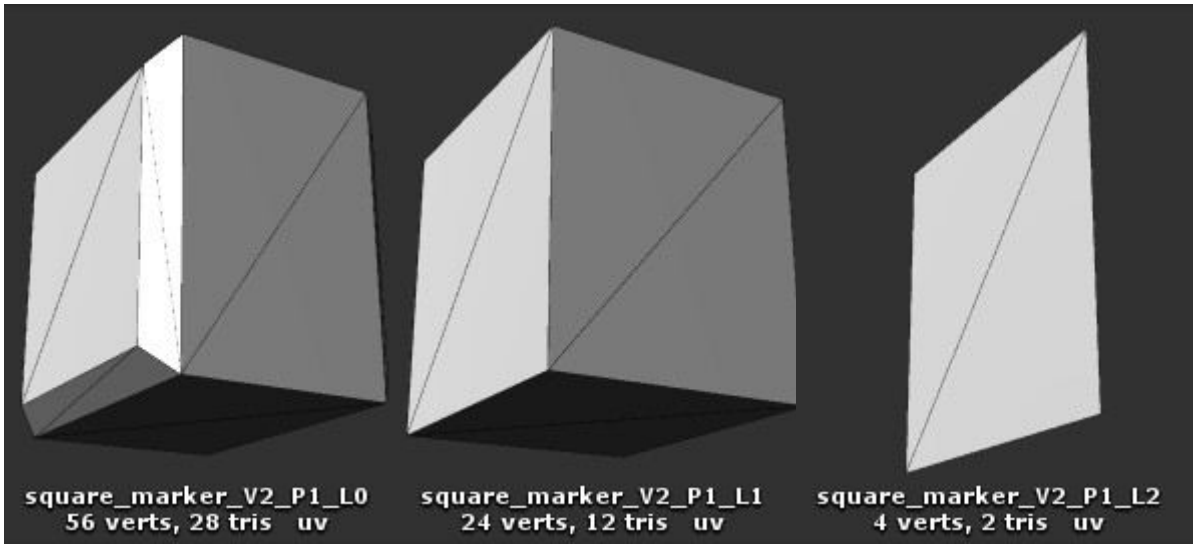

square_marker_V1_L0
728 verts, 380 tris uv
square_marker_V1_L1
312 verts, 172 tris uv
square_marker_V1_L2
52 verts, 34 tris uv

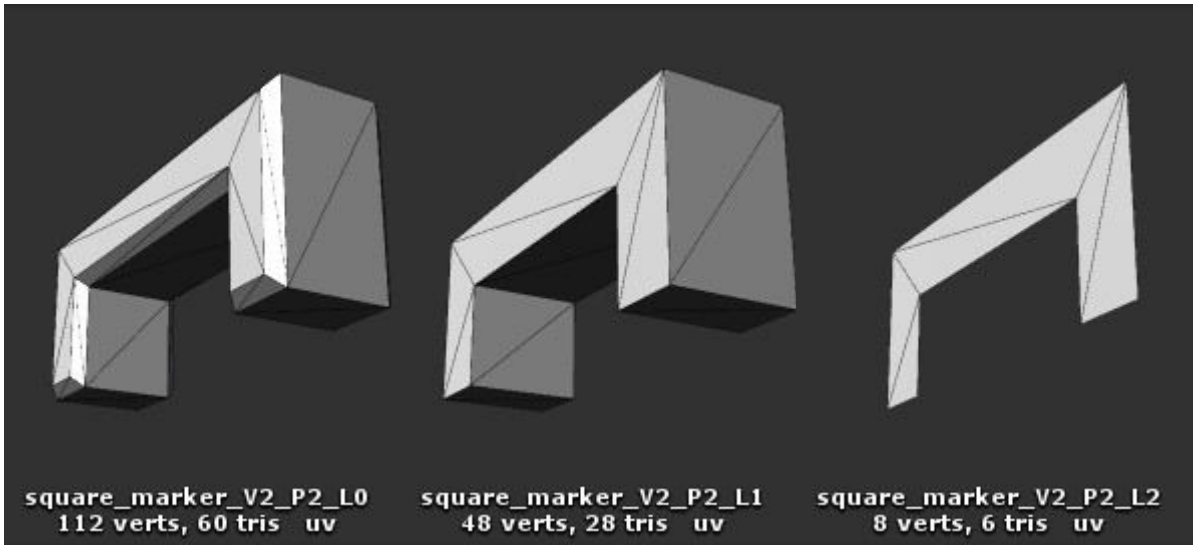

square_marker_V1_P1_L0
56 verts, 28 tris uv
square_marker_V1_P1_L1
24 verts, 12 tris uv
square_marker_V1_P1_L2
4 verts, 2 tris uv

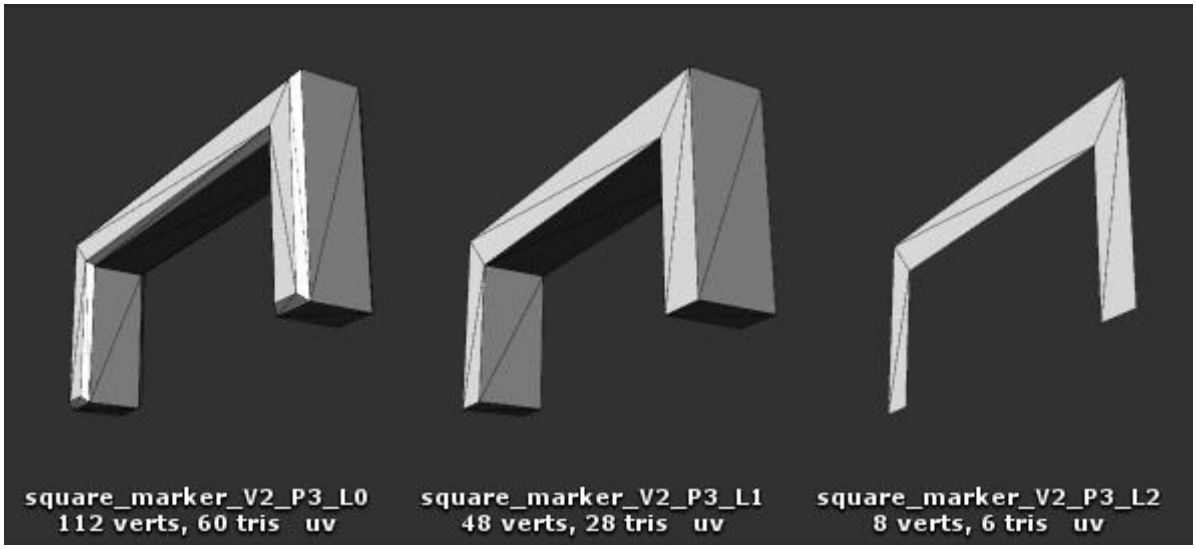

square_marker_V1_P2_L0
84 verts, 44 tris uv
square_marker_V1_P2_L1
36 verts, 20 tris uv
square_marker_V1_P2_L2
6 verts, 4 tris uv

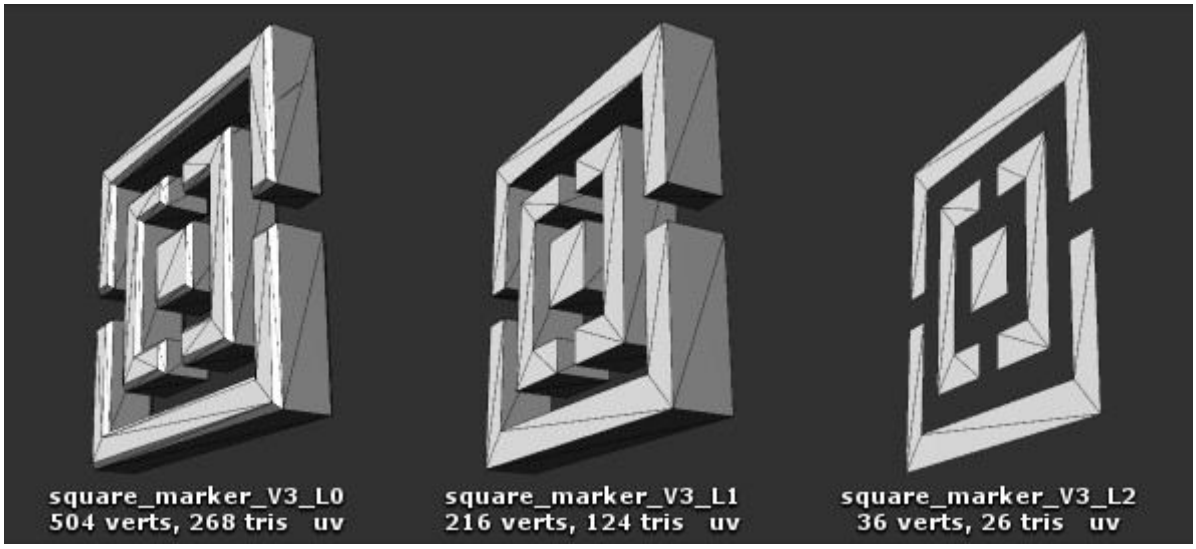

square_marker_V1_P3_L0
84 verts, 44 tris uv
square_marker_V1_P3_L1
36 verts, 20 tris uv
square_marker_V1_P3_L2
6 verts, 4 tris uv

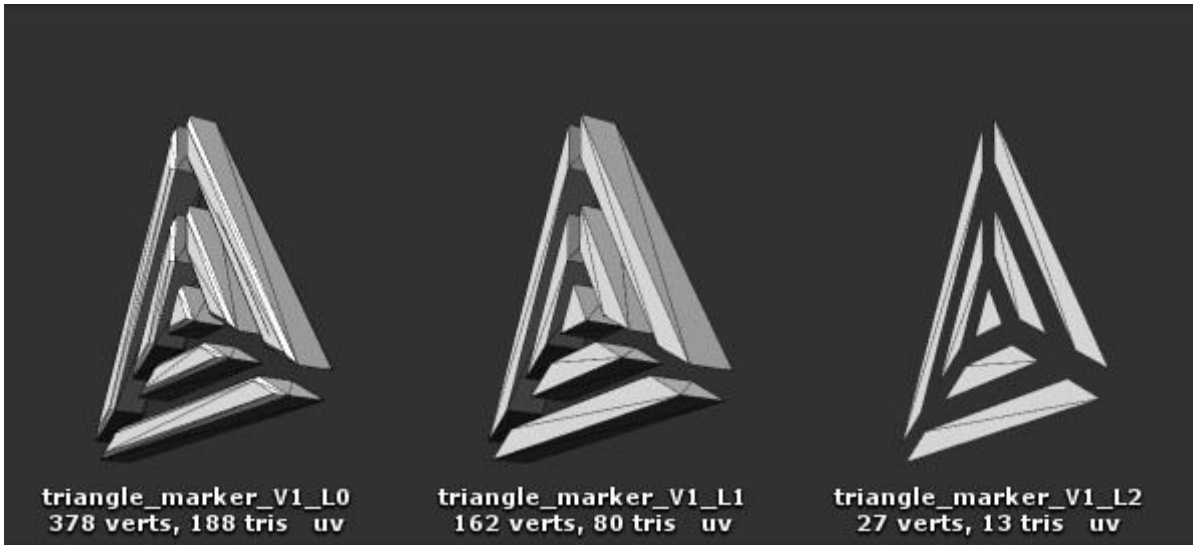

square_marker_V2_L0
504 verts, 268 tris uv
square_marker_V2_L1
216 verts, 124 tris uv
square_marker_V2_L2
36 verts, 26 tris uv

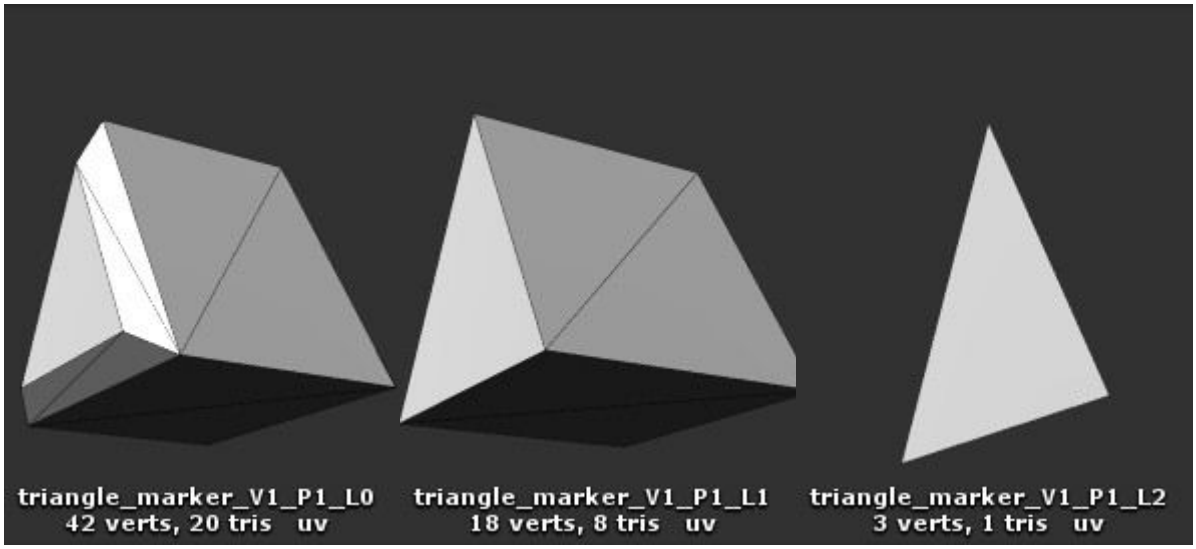

square_marker_V2_P1_L0
56 verts, 28 tris uv
square_marker_V2_P1_L1
24 verts, 12 tris uv
square_marker_V2_P1_L2
4 verts, 2 tris uv

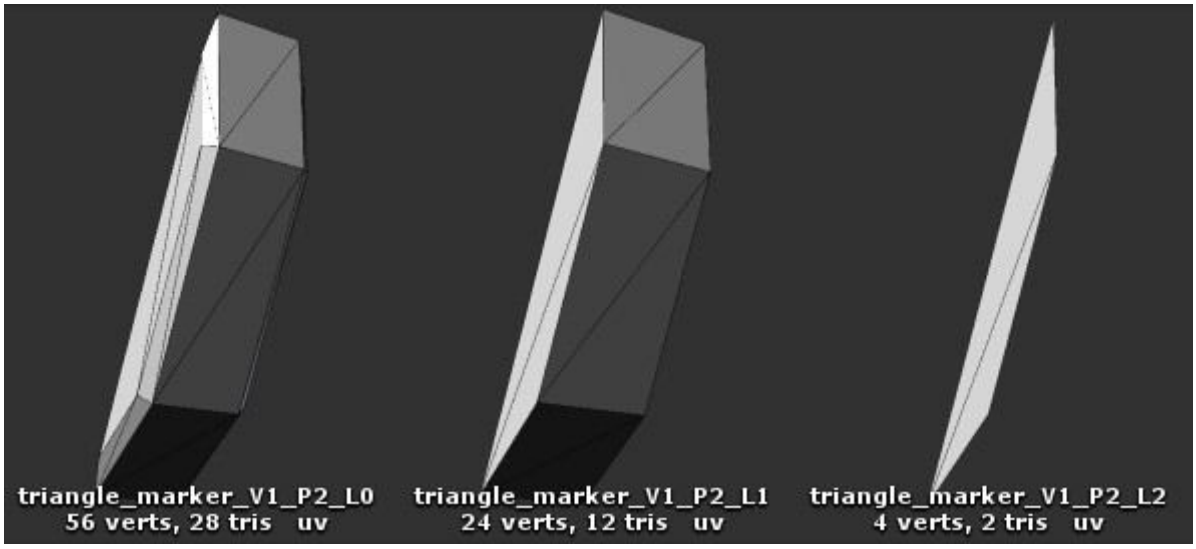

square_marker_V2_P2_L0
112 verts, 60 tris uv
square_marker_V2_P2_L1
48 verts, 28 tris uv
square_marker_V2_P2_L2
8 verts, 6 tris uv

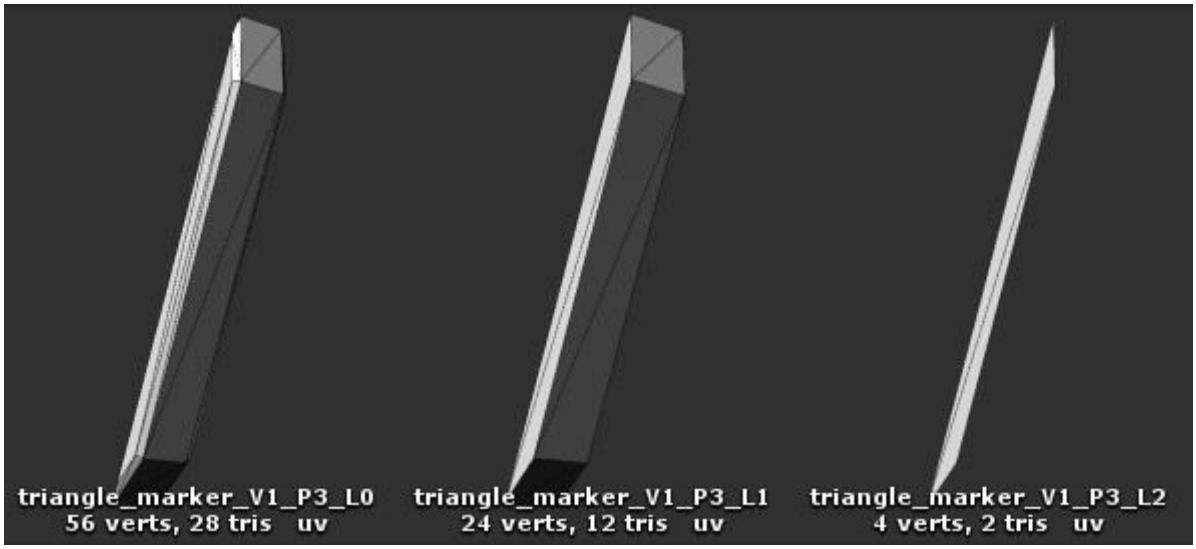

square_marker_V2_P3_L0
112 verts, 60 tris uv
square_marker_V2_P3_L1
48 verts, 28 tris uv
square_marker_V2_P3_L2
8 verts, 6 tris uv

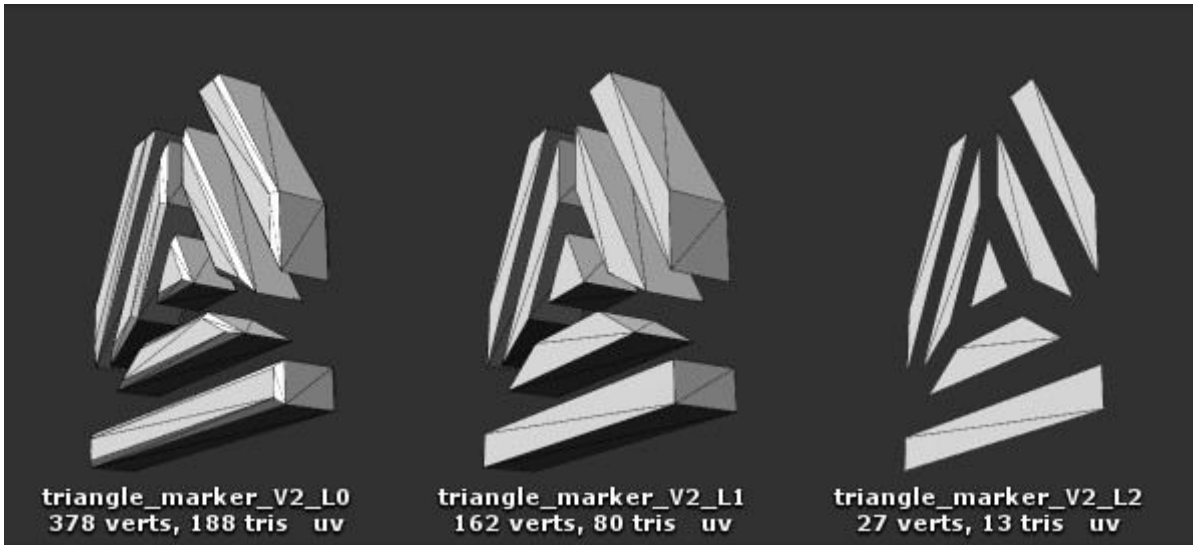

square_marker_V3_L0
504 verts, 268 tris uv
square_marker_V3_L1
216 verts, 124 tris uv
square_marker_V3_L2
36 verts, 26 tris uv

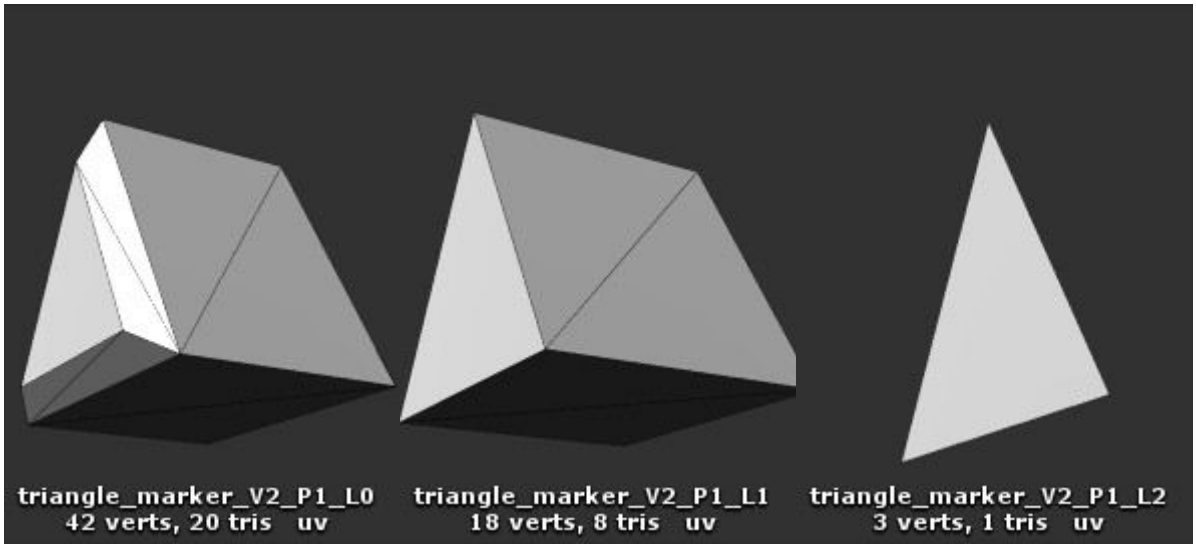

triangle_marker_V1_L0
378 verts, 188 tris uv
triangle_marker_V1_L1
162 verts, 80 tris uv
triangle_marker_V1_L2
27 verts, 13 tris uv

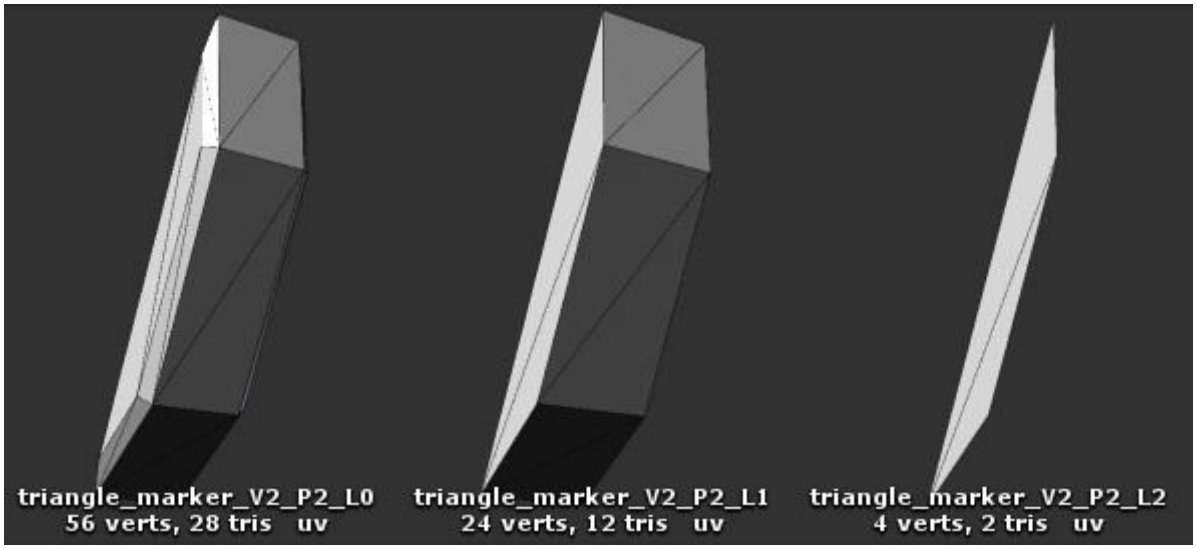

triangle_marker_V1_P1_L0
42 verts, 20 tris uv
triangle_marker_V1_P1_L1
18 verts, 8 tris uv
triangle_marker_V1_P1_L2
3 verts, 1 tris uv

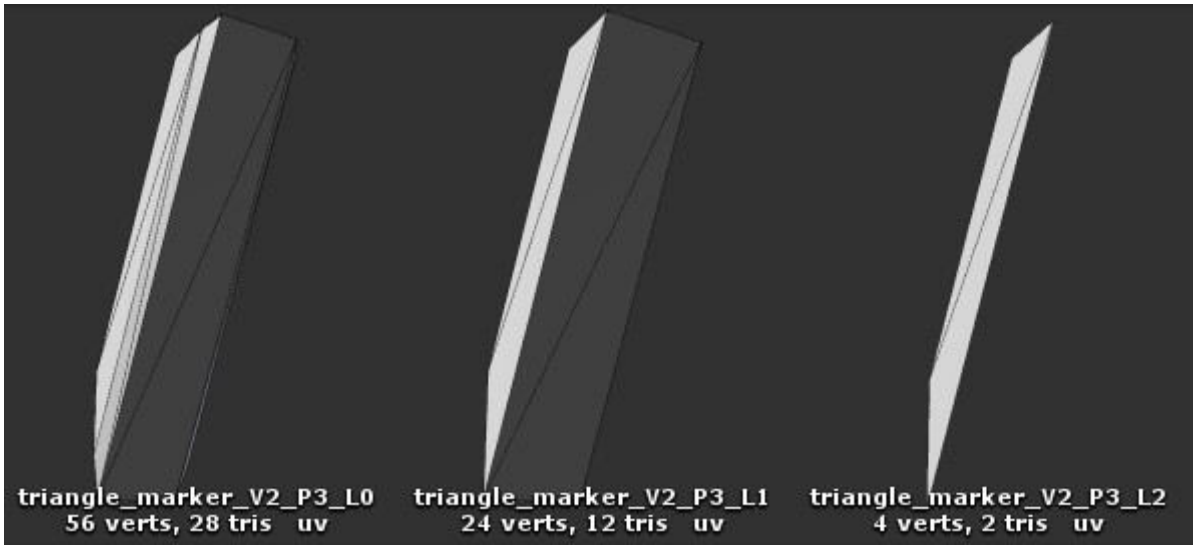

triangle_marker_V1_P2_L0
56 verts, 28 tris uv
triangle_marker_V1_P2_L1
24 verts, 12 tris uv
triangle_marker_V1_P2_L2
4 verts, 2 tris uv

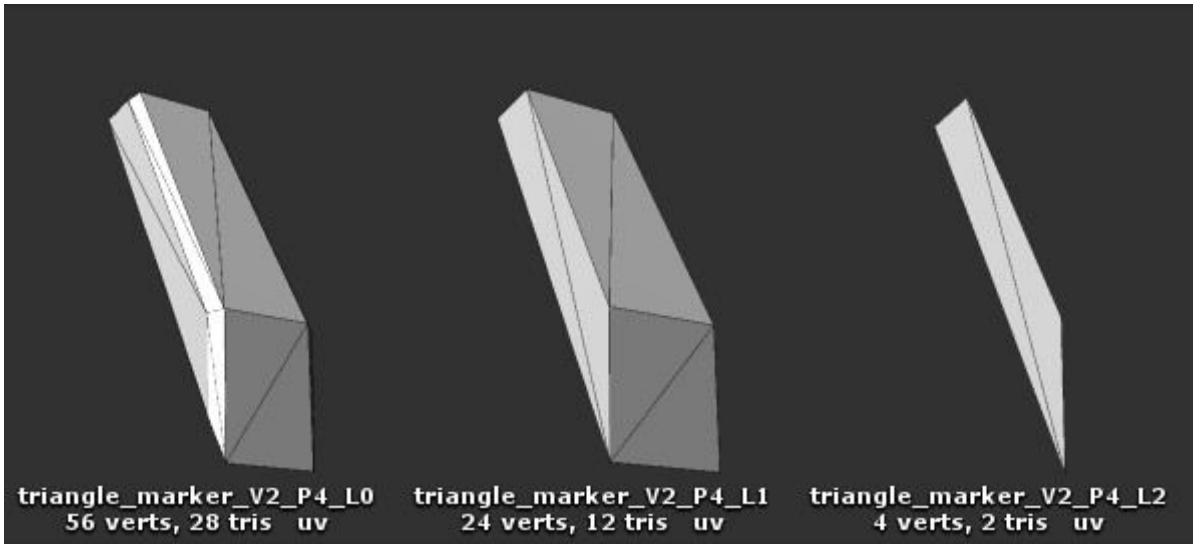

triangle_marker_V1_P3_L0
56 verts, 28 tris uv
triangle_marker_V1_P3_L1
24 verts, 12 tris uv
triangle_marker_V1_P3_L2
4 verts, 2 tris uv

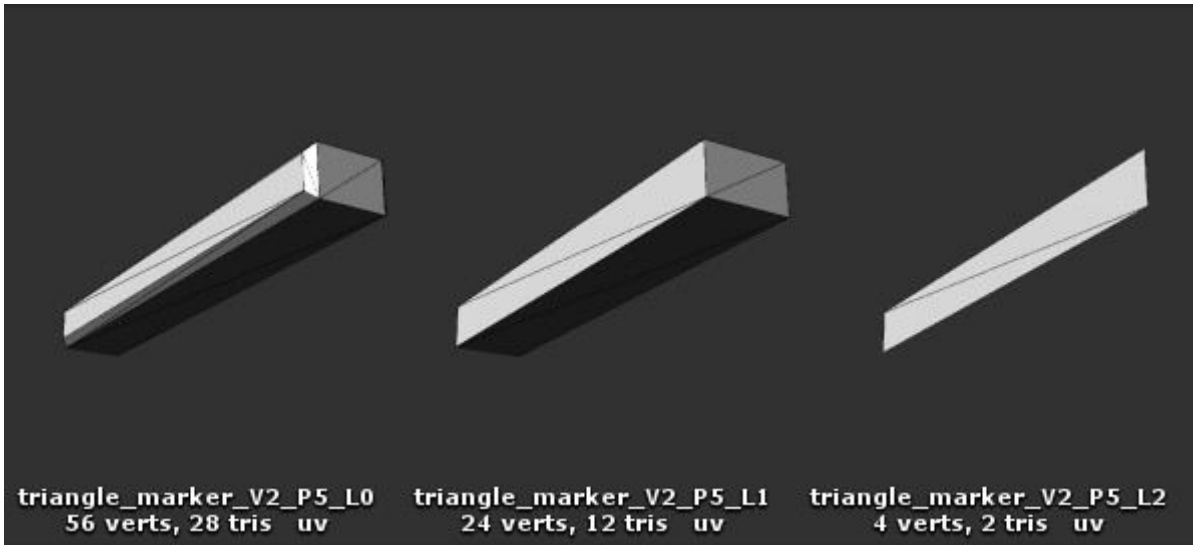

triangle_marker_V2_L0
378 verts, 188 tris uv
triangle_marker_V2_L1
162 verts, 80 tris uv
triangle_marker_V2_L2
27 verts, 13 tris uv

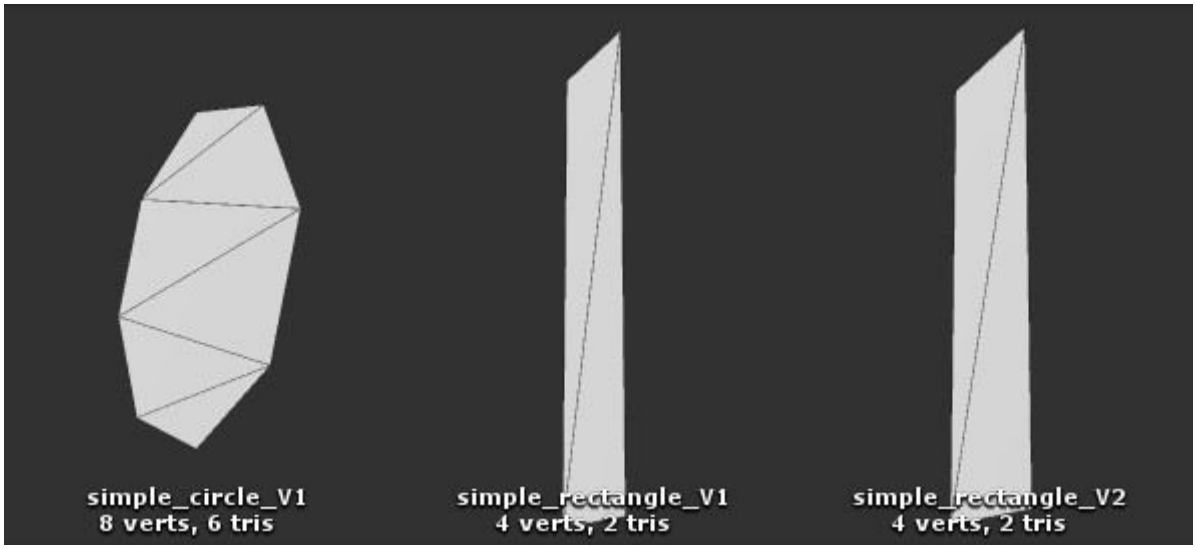

triangle_marker_V2_P1_L0
42 verts, 20 tris uv
triangle_marker_V2_P1_L1
18 verts, 8 tris uv
triangle_marker_V2_P1_L2
3 verts, 1 tris uv

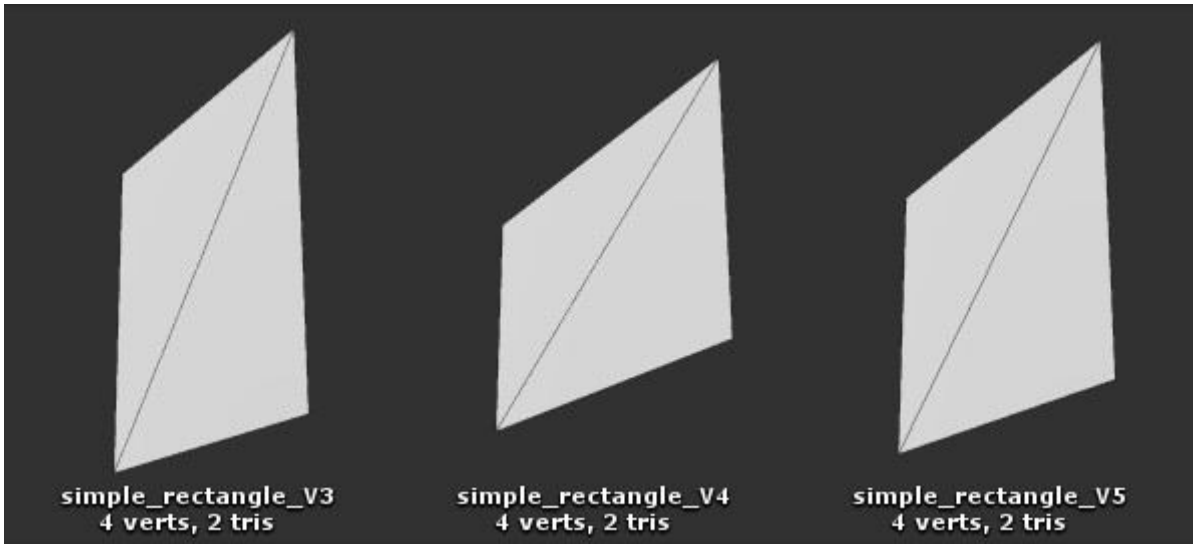

triangle_marker_V2_P2_L0
56 verts, 28 tris uv
triangle_marker_V2_P2_L1
24 verts, 12 tris uv
triangle_marker_V2_P2_L2
4 verts, 2 tris uv

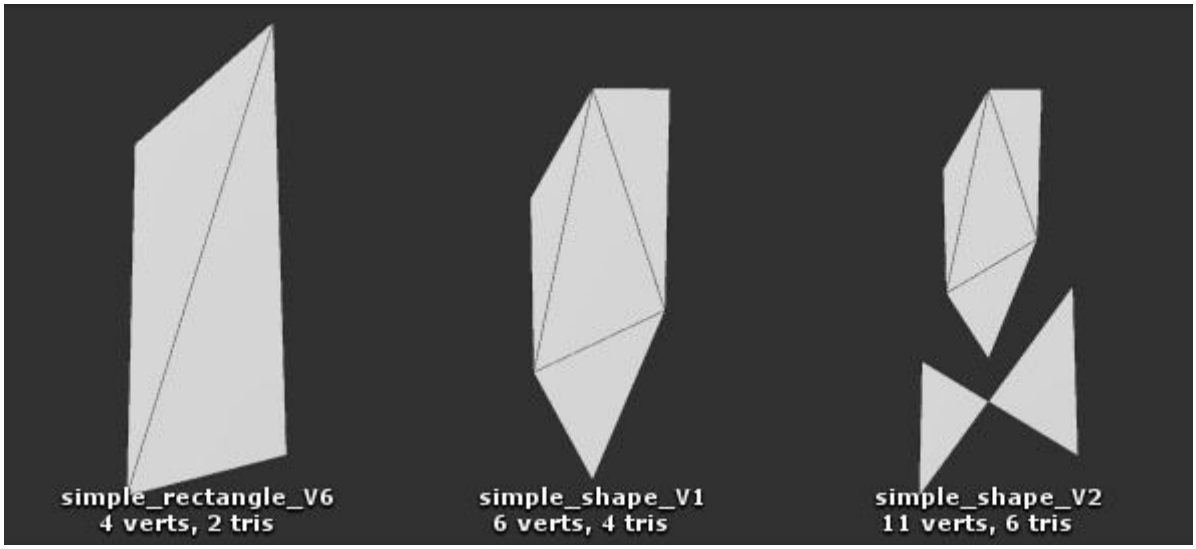

triangle_marker_V2_P3_L0
56 verts, 28 tris uv
triangle_marker_V2_P3_L1
24 verts, 12 tris uv
triangle_marker_V2_P3_L2
4 verts, 2 tris uv

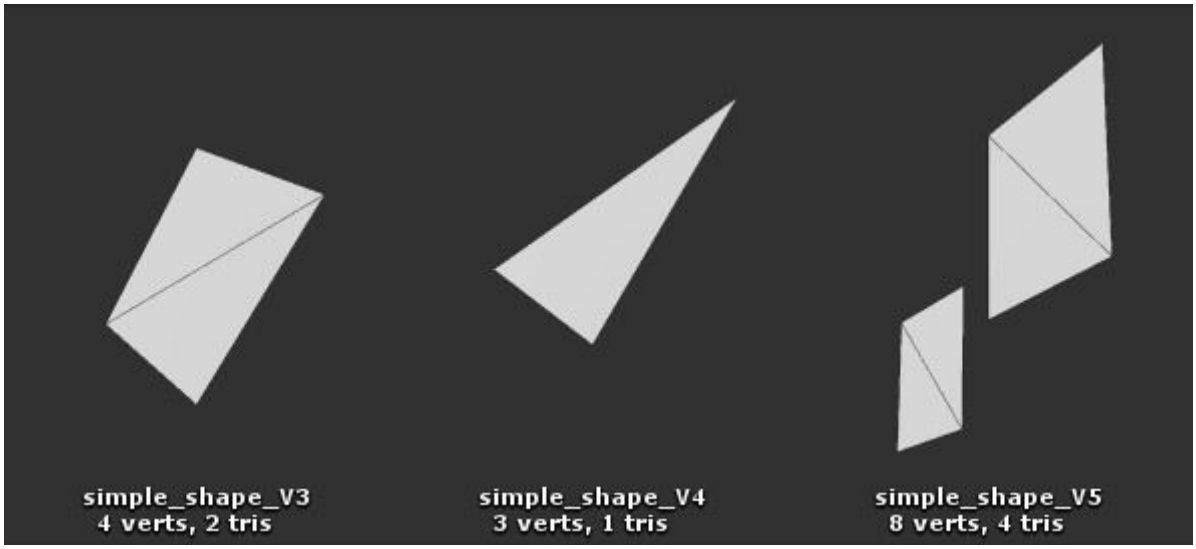

triangle_marker_V2_P4_L0
56 verts, 28 tris uv
triangle_marker_V2_P4_L1
24 verts, 12 tris uv
triangle_marker_V2_P4_L2
4 verts, 2 tris uv

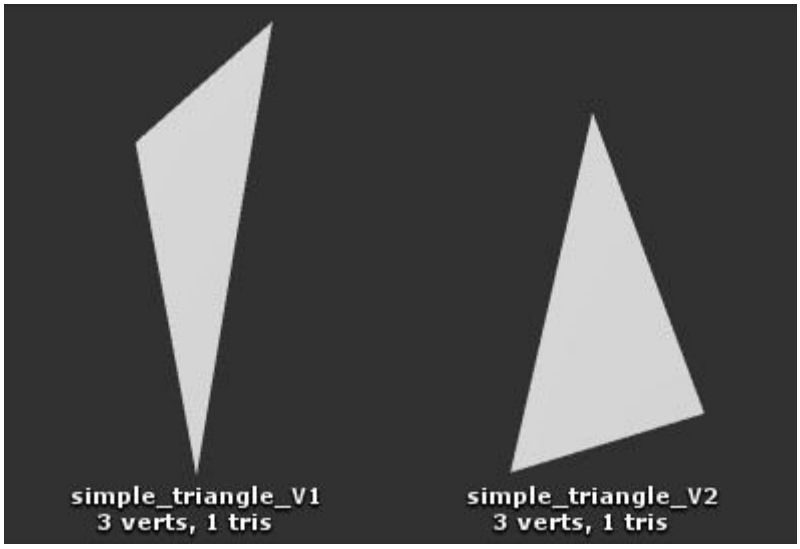

triangle_marker_V2_P5_L0
56 verts, 28 tris uv
triangle_marker_V2_P5_L1
24 verts, 12 tris uv
triangle_marker_V2_P5_L2
4 verts, 2 tris uv


simple_circle_V1
8 verts, 6 tris
simple_rectangle_V1
4 verts, 2 tris
simple_rectangle_V2
4 verts, 2 tris

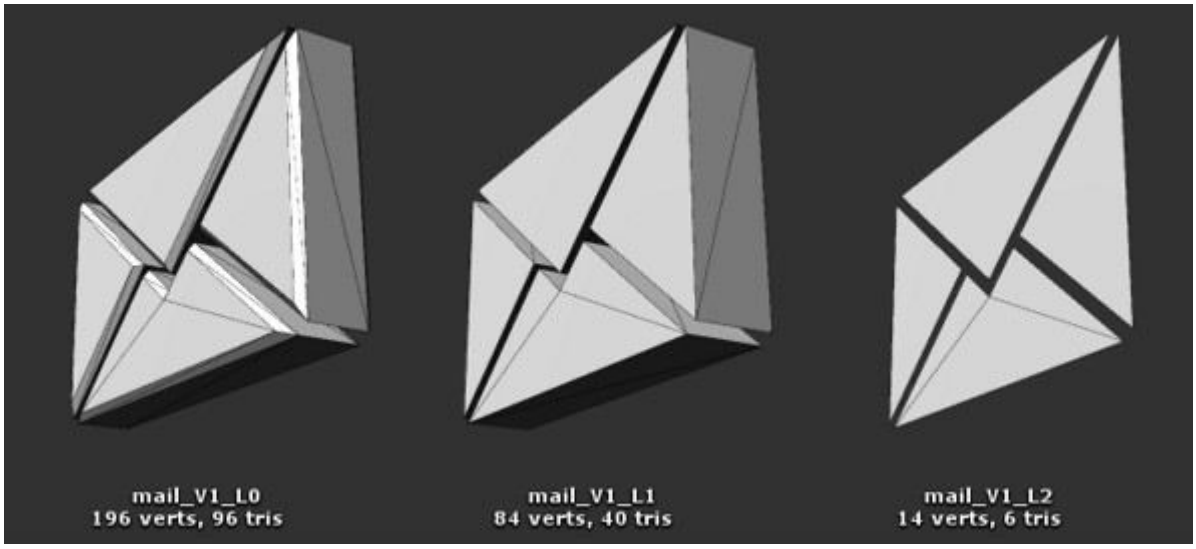

simple_rectangle_V3
4 verts, 2 tris
simple_rectangle_V4
4 verts, 2 tris
simple_rectangle_V5
4 verts, 2 tris

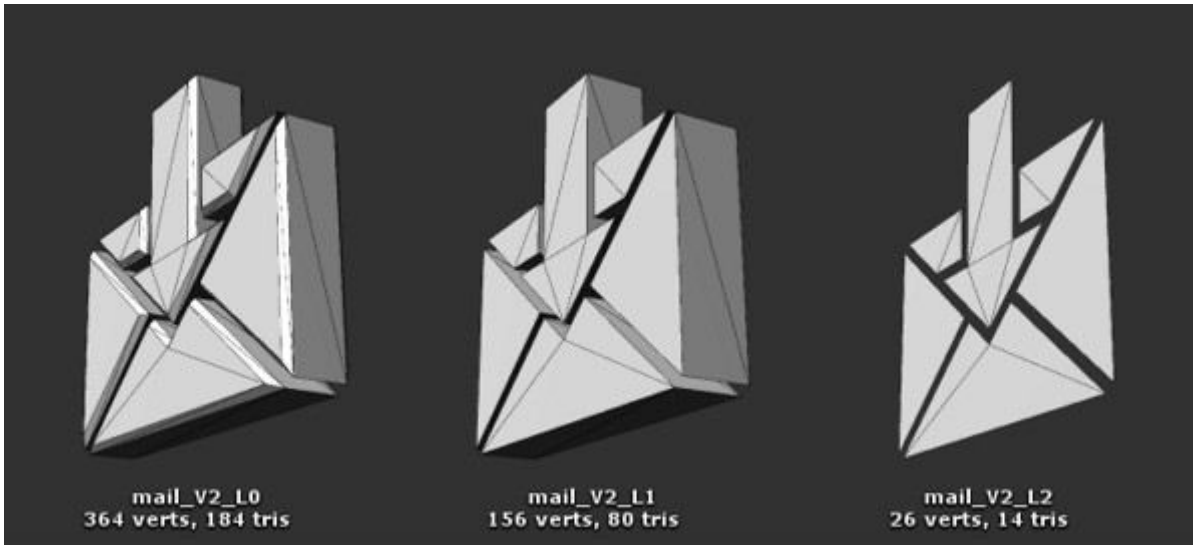

simple_rectangle_V6
4 verts, 2 tris
simple_shape_V1
6 verts, 4 tris
simple_shape_V2
11 verts, 6 tris

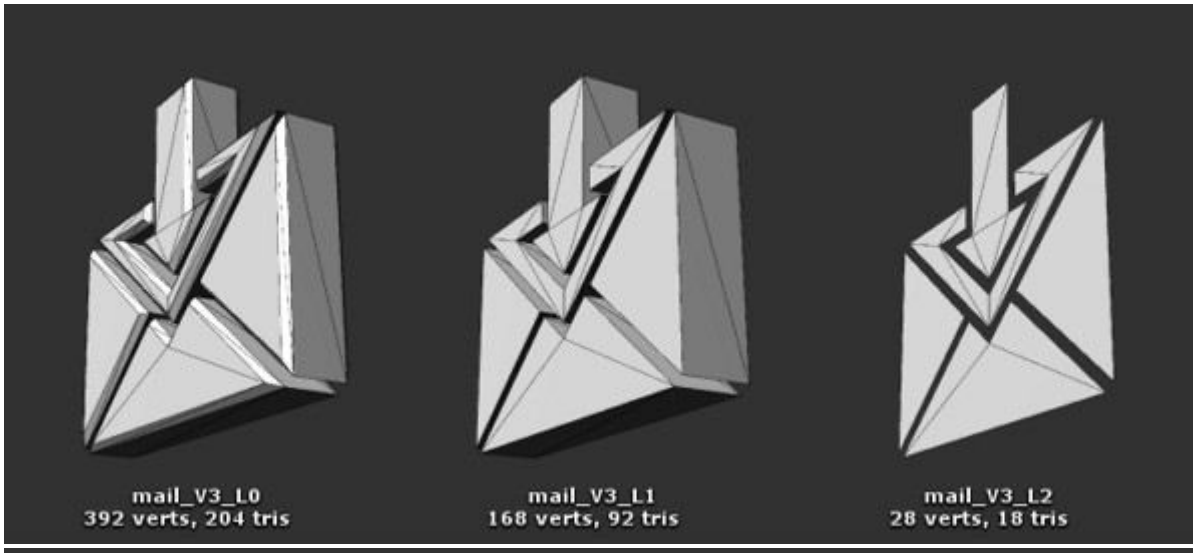


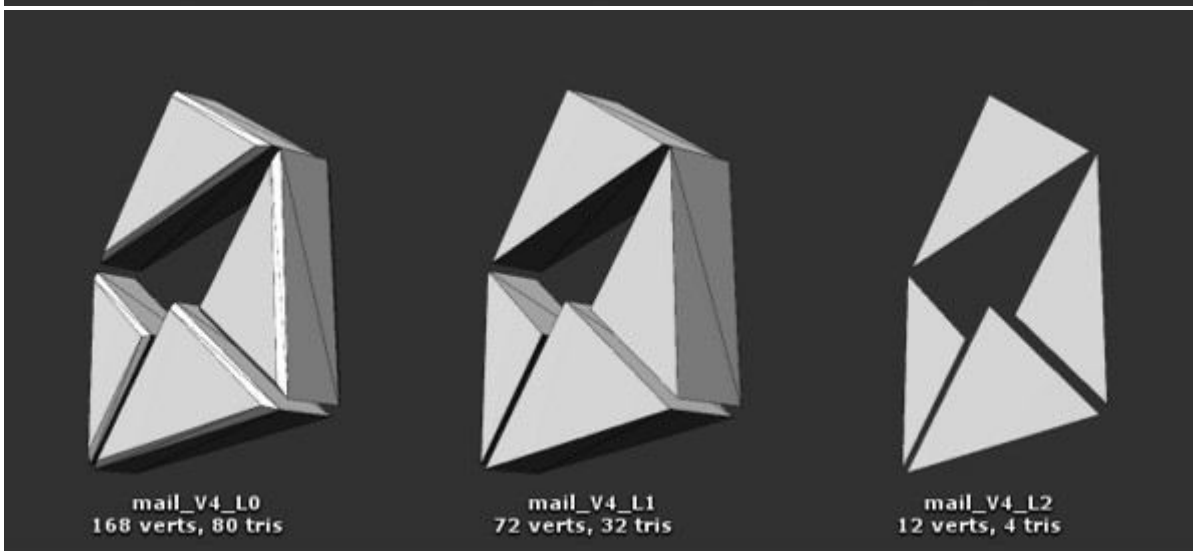


Added in update 1.01.









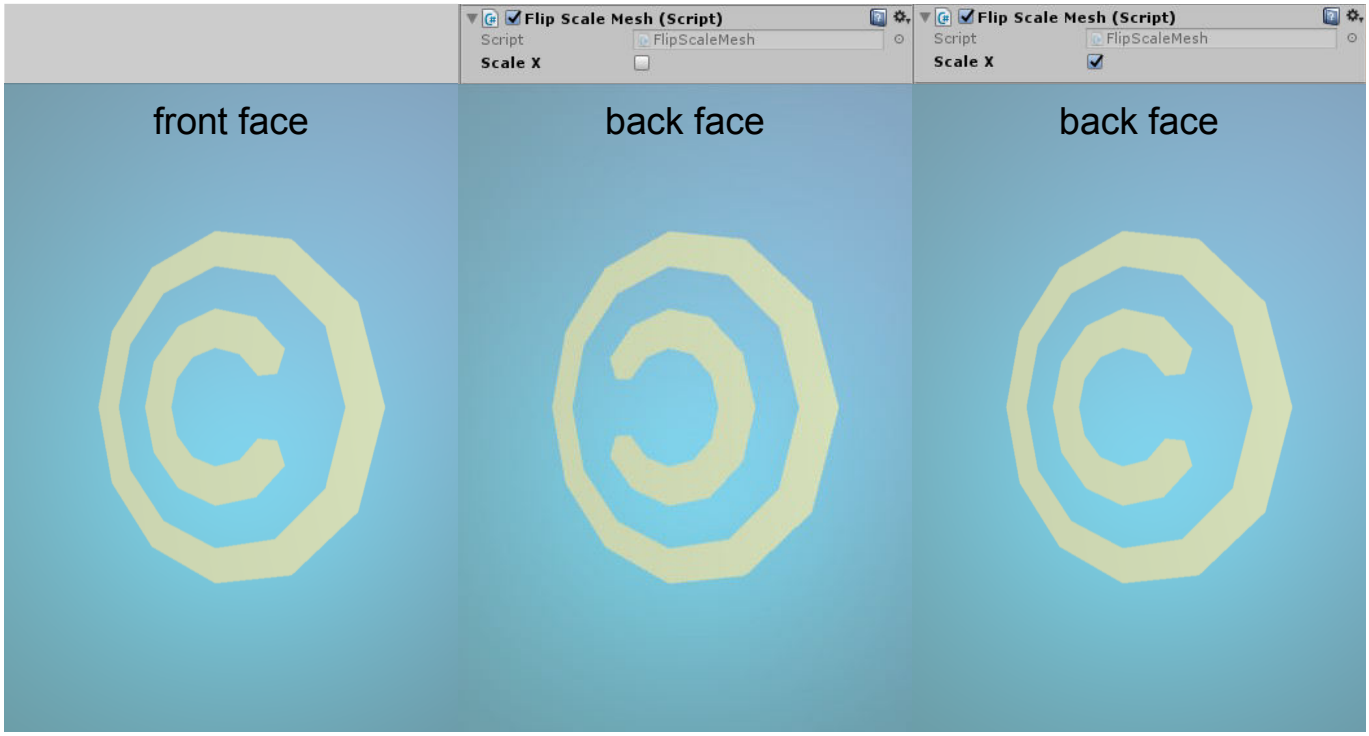
Script

FlipScaleMesh.cs

Calculates where the camera is relative to the object to which this script is attached and scales this object along the z axis with the opposite sign, so the flat mesh is always pointing toward the camera with the visible side.

The script has one parameter "Scale X", if this parameter is activated, then when the camera moves from one side of the object to another, the object is scaled along the z axis and along the x axis with the opposite sign, which is equivalent to 180 degrees rotation along the y axis.

This option is useful when displaying coins, when the camera moves from one side of the object to another, the symbol on the coin will look the same on both sides.



(The figure shows a model from another package that demonstrates how the script works.)

If you have a large number of objects with this script, it can reduce performance, if you do not need to rotate the objects in the game, you can rotate the object face to the camera and disable the script.

Materials

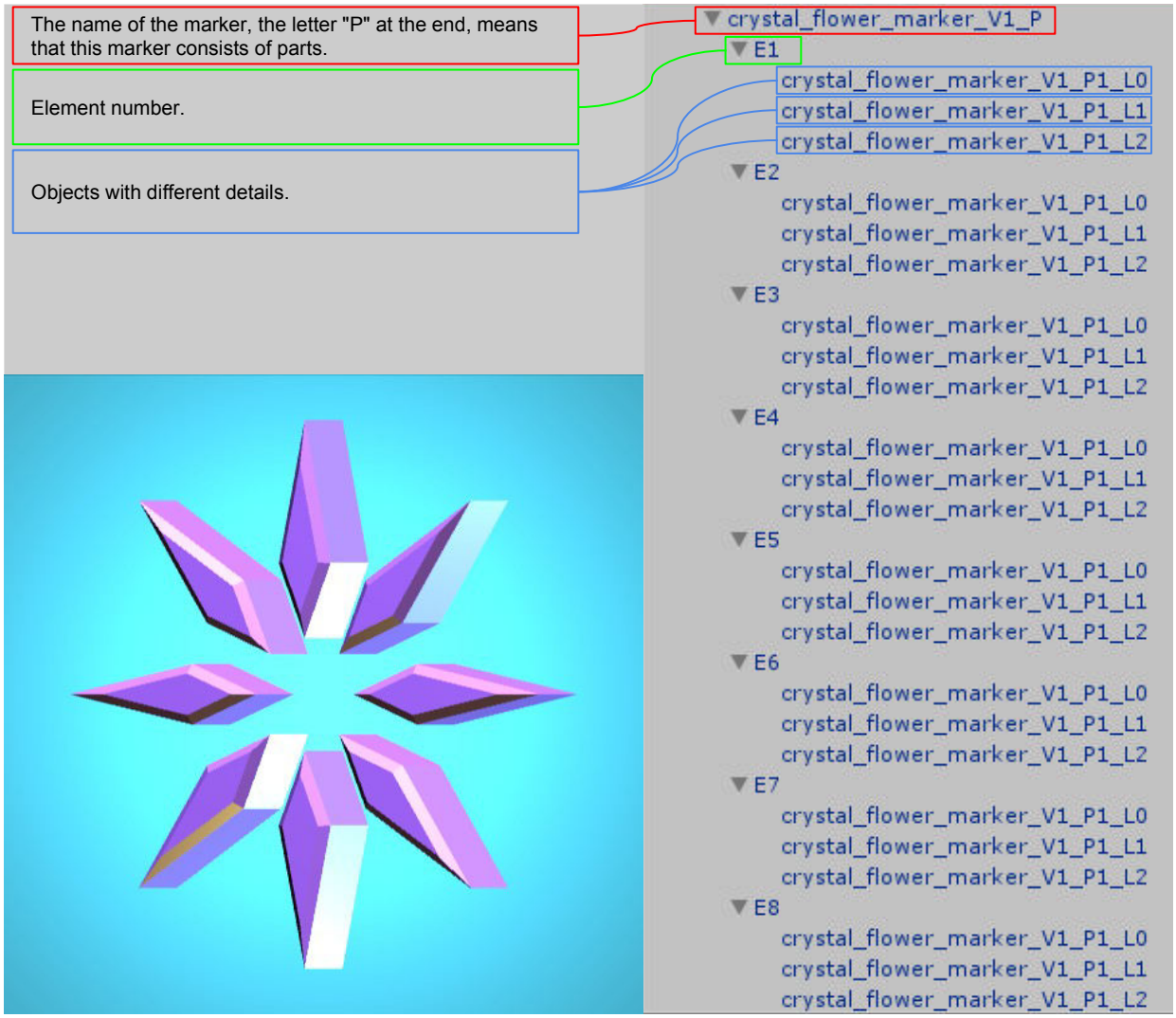
simple - standard material without textures.
simple_double_sided_mat - simple two-sided material, can be applied to flat meshes for display on both sides, if you use this material, you can turn off the script “FlipScaleMesh.cs”.

Shader

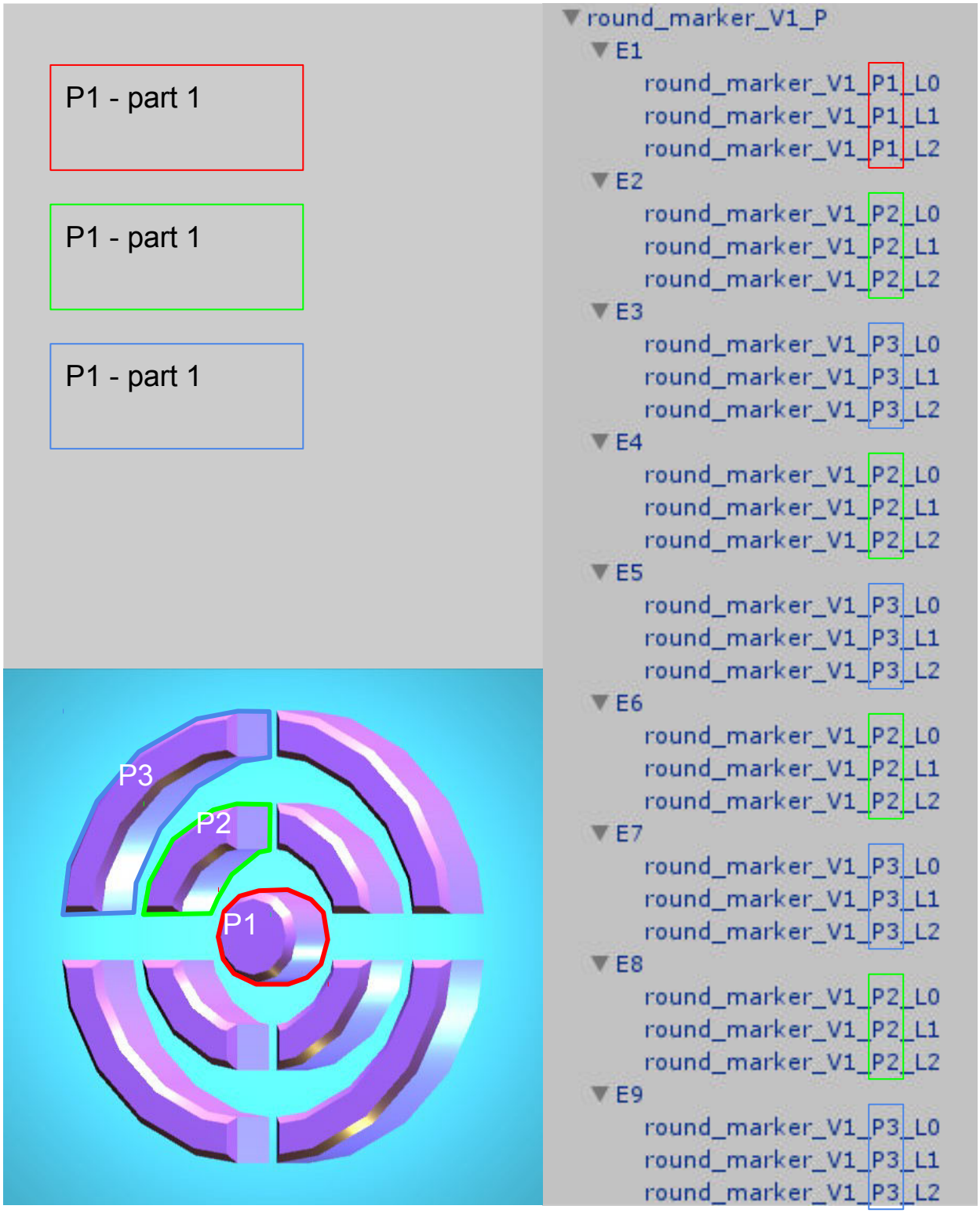
simple_double_sided_shader - simple two-sided shader used for simple_double_sided_mat material.

Composite markers

The package contains composite markers, these are objects that are divided into component parts, and these parts can be used to create a whole marker.

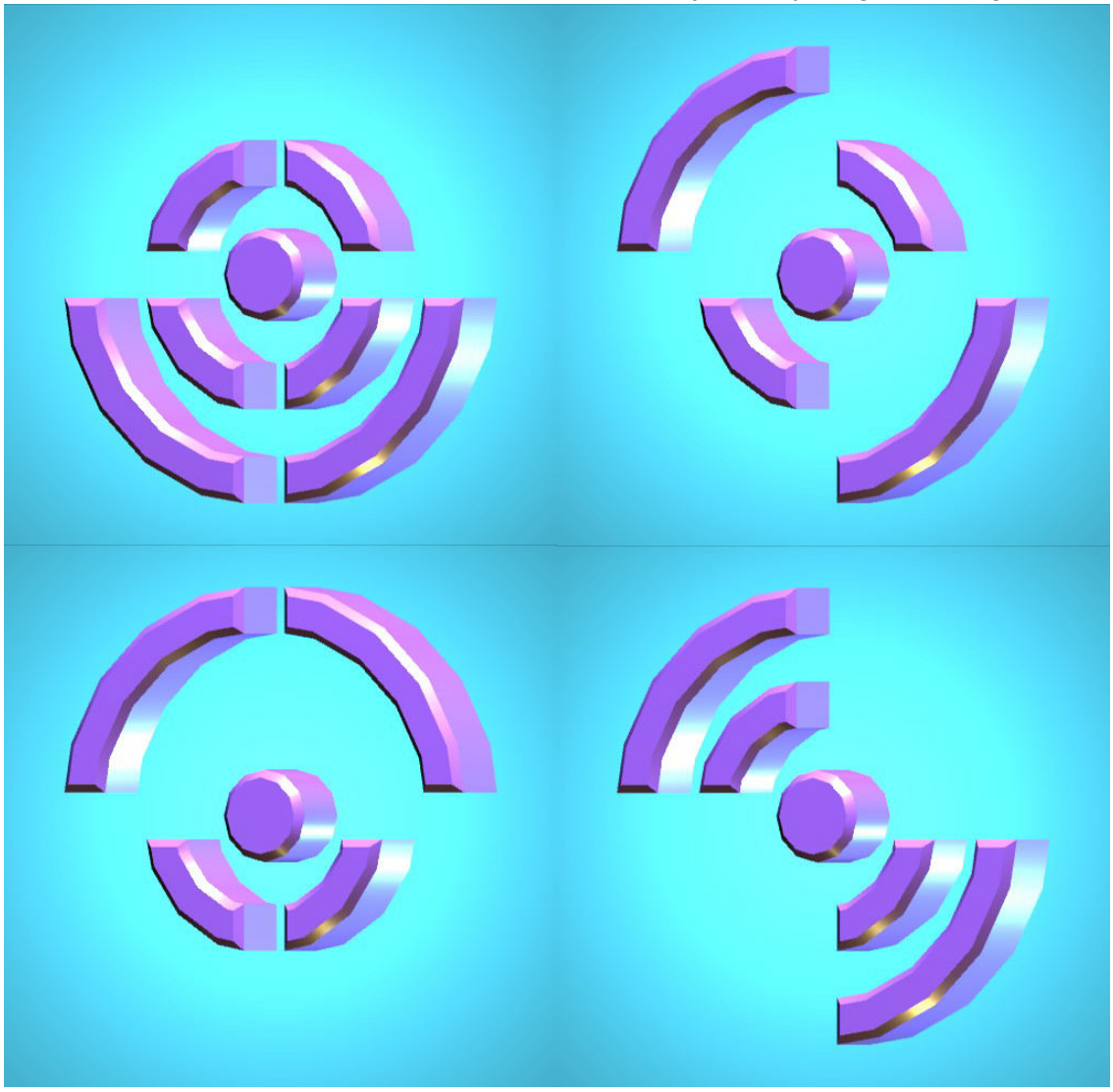


An object can contain a different number of parts.



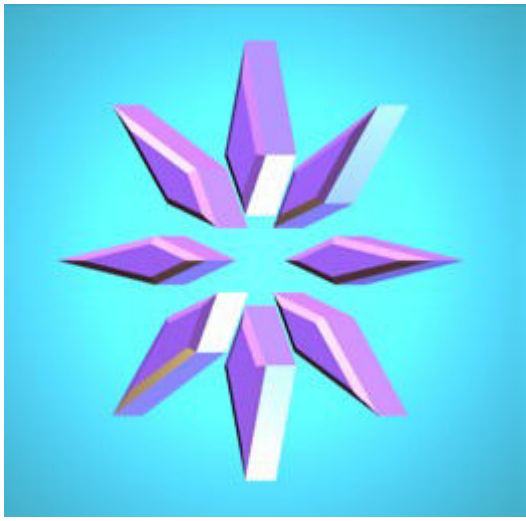
The figure shows the object that consists of three main parts, two of which have been copied several times and rotated along the z axis.

You can enable and disable different parts of these objects in your game using the script.

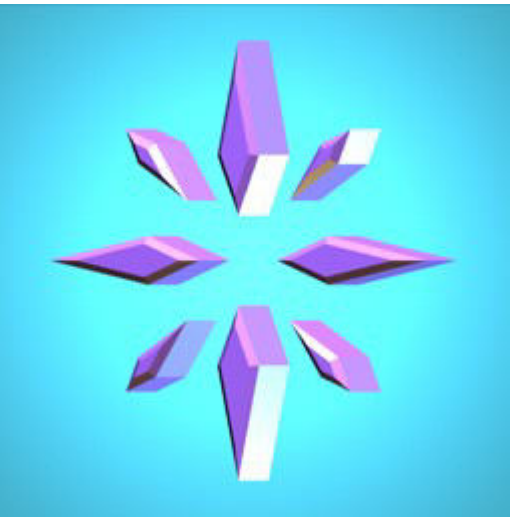


List of composite markers

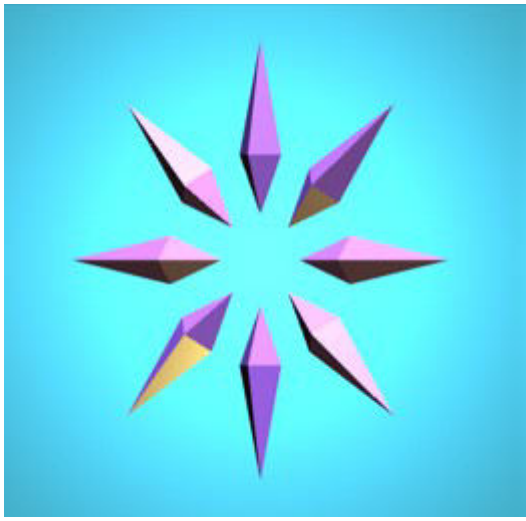
crystal_flower_marker_V1_P



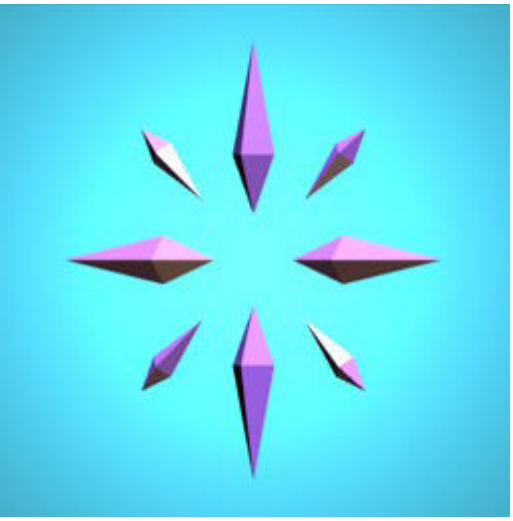
crystal_flower_marker_V2_P



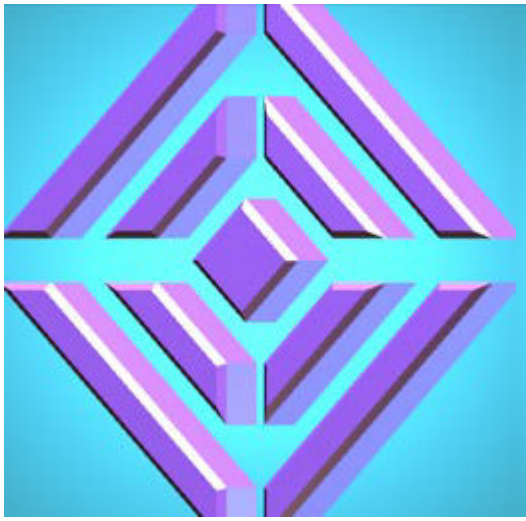
crystal_flower_marker_V3_P



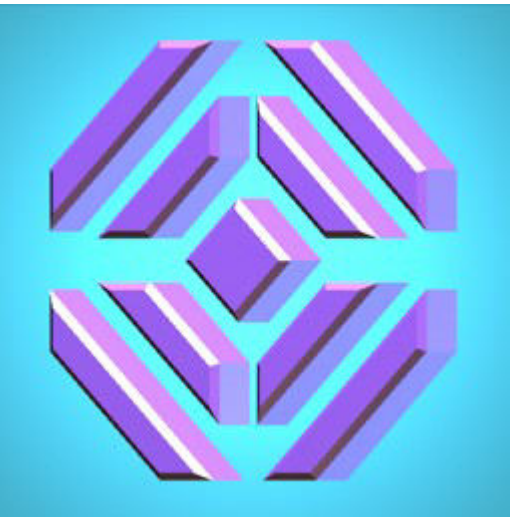
crystal_flower_marker_V4_P



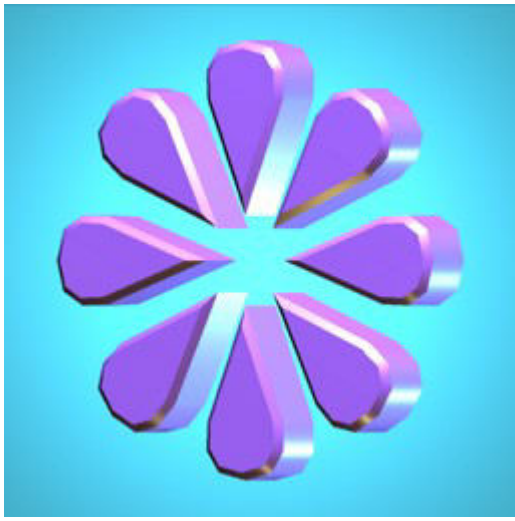
diamond_marker_V1_P



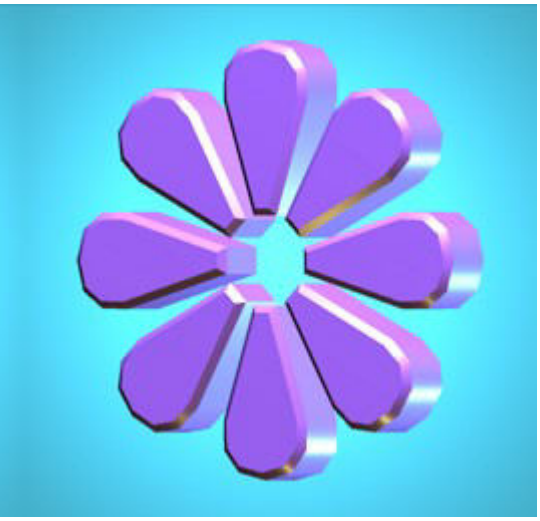
diamond_marker_V2_P



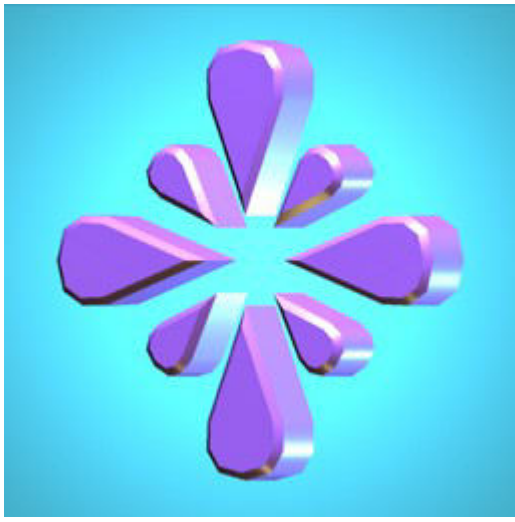
flower_marker_V1_P



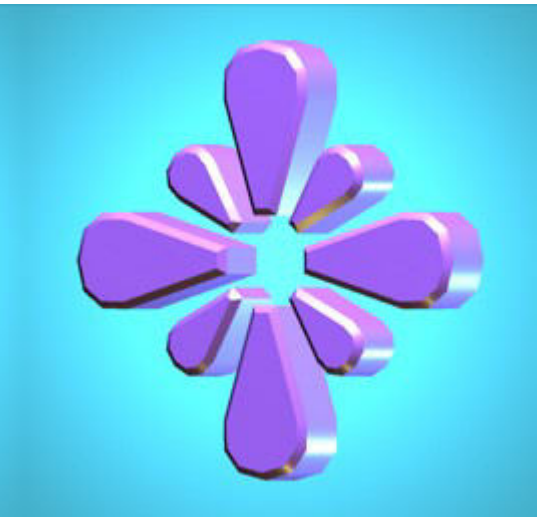
flower_marker_V2_P



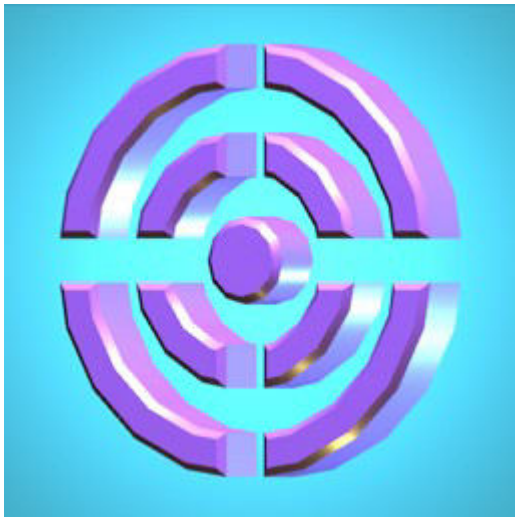
flower_marker_V3_P



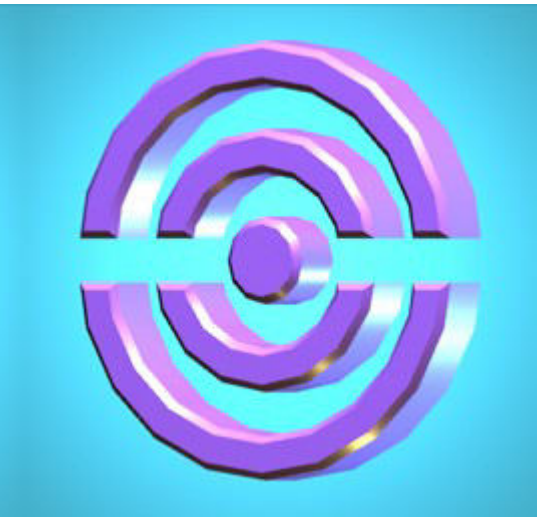
flower_marker_V4_P



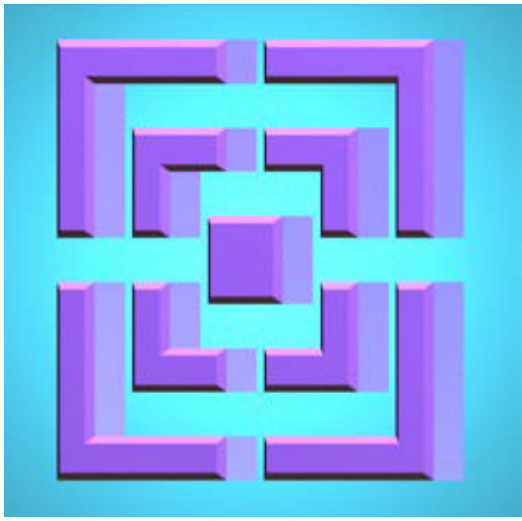
round_marker_V1_P



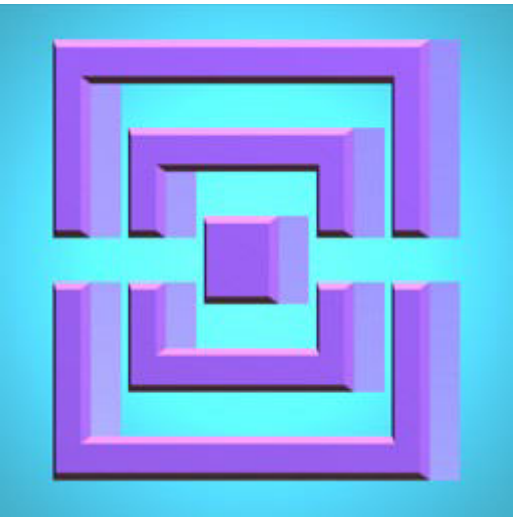
round_marker_V2_P



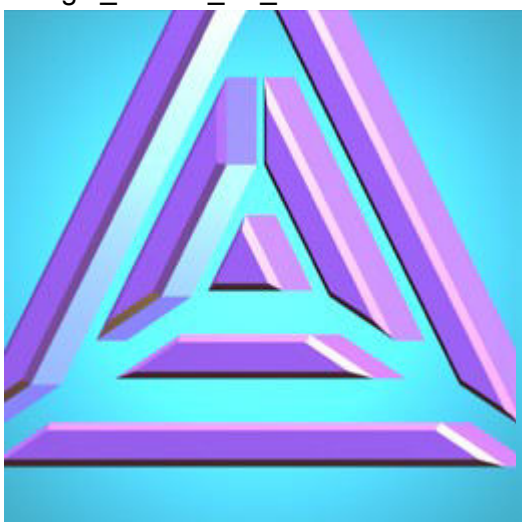
square_marker_V1_P



square_marker_V2_P



triangle_marker_V1_P



triangle_marker_V2_P