

A big thank you ❤️ for purchasing my



I hope you find this pack useful to create a great game!

If you have any support questions, please contact me at ricimi.com.

Please make sure to include your **invoice number**.

The **Cartoon Town - Low Poly Assets** can only be used under the Unity Asset Store License Agreement which you can find [here](#).

Thank you!



1. Terms of use

The **Cartoon Town - Low Poly Assets** can only be used under the **Unity Asset Store License Agreement** which you can find [here](#).

The copyright of the **Cartoon Town - Low Poly Assets** and all of its contents belongs to **ricimi©**. After purchasing the Cartoon Town - Low Poly Assets, you have the right to use it only for the purposes of developing and publishing a game.

You are NOT allowed to resale or redistribute the Cartoon Town - Low Poly Assets or any of its contents for any purpose.

To distribute or resale this product is NOT permitted under any circumstances and is strictly prohibited.

Thank you for understanding and respecting my work.

2. What is Cartoon Town - Low Poly Assets?

The **Cartoon Town - Low Poly Assets** is a customizable, mobile-friendly low-poly asset containing many elements that can be used to create a complete 3d town in a nice cartoon and playful style.

While the sprites themselves do not depend on any specific Unity version, the accompanying demo project requires **Unity 2021.3.20 or higher**.

3. Asset structure

After importing the asset package into your Unity project, you will see all the resources provided live in the **CartoonTown-LowPolyAssets** folder. This folder is further subdivided into the following subfolders:

Animations:

Contains some demo animations I created for the scenes.

Demo/Scenes:

Contains all demo scene that makes use of all the 3d models included in the asset pack. Please note the demo is only intended as an example showcasing all the 3d assets.

Documentation:

Contains this documentation file.

Materials:

Contains all Materials.

Models:

Contains all models as .fbx file.

Prefabs:

Contains all prefabs created from the 3d models.

Sources:

Contains all texture sources.

Textures:

Contains all the textures.

4. Contact

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Cartoon Town

Low Poly Assets



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