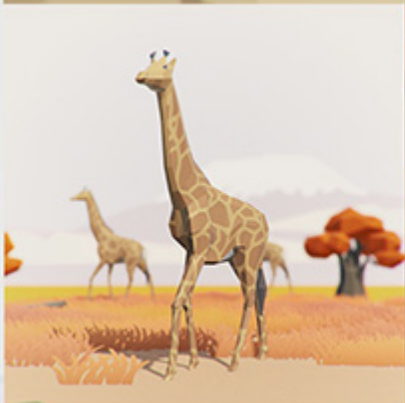
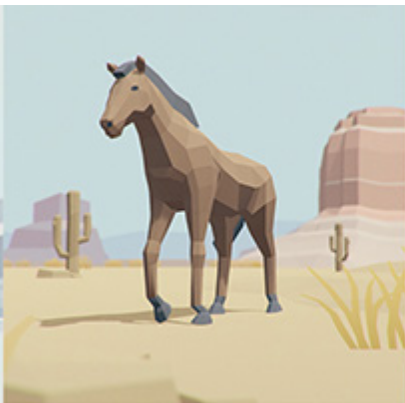


Thanks!

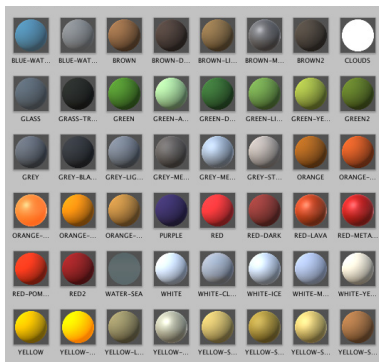
PAVEL / DARKFEJZR



Usage



- The color of an objects is influenced by texture
- Most of the prefabs share one atlas texture
- Good for speed and mobile



„M“ PREFABS (MATERIAL)

- The color of an objects is generated by material
- You can quickly change the materials and have different looking model in instance
- Good for prototyping and playing with the look