



Polygonal Wings Pack

A tutorial by Meshtint Studio

Meshtint Studio

Website: www.meshtint.com

Unity Asset Store: <https://assetstore.unity.com/publishers/3867>

Email: info@meshtint.com

Facebook: <https://www.facebook.com/MeshTint/>

Twitter: <https://twitter.com/Meshtint>

Youtube: <https://www.youtube.com/channel/UCG9WBTCp07YIzYkz31BFchg>



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CUSTOMIZABLE

LITTLE HEROES MEGA PACK

CUSTOMIZE YOUR OWN CHARACTER | ANIMATED | HUMANOID MECANIM | + UNITY PARTICLES

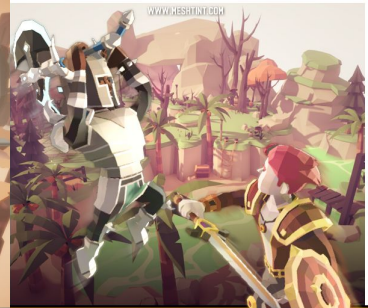
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VERSION 1.4

FOREST CREATURES PACK

✓ Unity Package Included ✓ Colour variation
✓ Generic Mecanim & Legacy rig set up ✓ Rigged & animated



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Galaxy Robots Pack 01

✓ FX Unity Particles included ✓ 3 colours each
✓ Generic Mecanim & Legacy rig ✓ Rigged & animated



You will require Unity to use this pack. You can download Unity here:

<https://unity3d.com/get-unity/download>



Important

Polygonal Wings Pack is an expansion pack for Polygonal Fantasy Pack. Therefore it requires Polygonal Fantasy Pack to work correctly. You can purchase it [here](#).



Important

The demo scenes in the package require the following free assets. Please download and import them into your project.

- Post Processing Stack



Post Processing Stack

Unity post-processing stack is an über effect that combines a complete set of image effects into a single post-process pipeline.

You can download here:

<https://assetstore.unity.com/packages/essentials/post-processing-stack-83912>





How to attach wings?
Let's get started!

How to attach wings?

- Drag your Polygonal Characters to scene.
- Tips: Press Alt and right click onto the character to expand fully.
- If you expand the character's hierarchy, you will be able to find the attach points. All of them have a prefix '+'. You can also use the search function on the top of the hierarchy tab to find them easily.
- Find '+ Back'
- Drag wing prefab from the prefab folder to the attach point '+ Back'.
- Done!



Check out other Polygonal Series assets!



POLYGONAL SERIES
ALIENS PACK



POLYGONAL SERIES
CREATURES PACK



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MAGMA



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 Thank you for your purchase!

