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POLYGONAL SERIES
WINGS PACK

Polygonal Wings Pack

A tutorial by Meshtint Studio

Meshtint Studio ◼
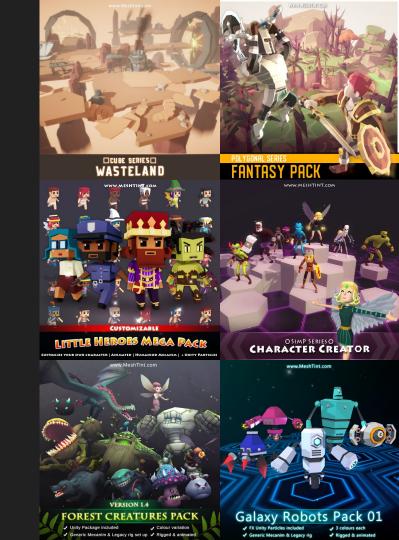
Website: www.meshtint.com

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

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!

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Thank you for your purchase!