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## Cube Village Asset Pack

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### About

Thank you for downloading the GameDev.tv Cube Village Asset Pack.

This Cube Village Asset Pack contains:

- A Unity package file containing
  - Materials
  - Models
  - Prefabs
  - Textures
  - Scenes
- A folder with all the FBX files and textures.

### Contents of Documentation

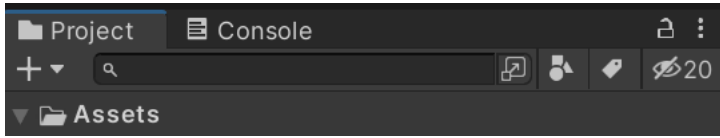
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### Requirements

Unity 2019.4 or later

## Extracting Package

You can extract this package into a new or project or one you already have set up. Find where you downloaded the Unity Package and drag it into your Assets folder.



After a few seconds of preparing the package, a window will pop up asking if you want to import the assets. Click Import and the package will end up in your assets in a Cube Village folder.

## Scenes

There are three scenes included with the Cube Village Pack. They are located in the Scenes folder under Assets.

The DemoScene has a game scene with every item in the pack in it in every color option. You can use the demo scene in a game or just for seeing the assets.

The DemoPlatformer has a game scene showing how the different Cube Village platforms work together for different styles.

The Prefabs scene shows every asset and color option.

When you hit play you see the scene through a camera that doesn't move. If you are not in play mode you can use Flythrough mode by holding down right mouse button and fly around the scene using WASD

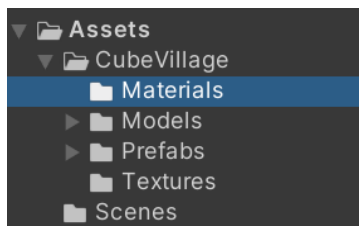
## Cube Information

All cubes come with their pivot point on the top of the cube so that if you have pivot chosen in Unity and scale the cube the top of the ground stays at the same height.

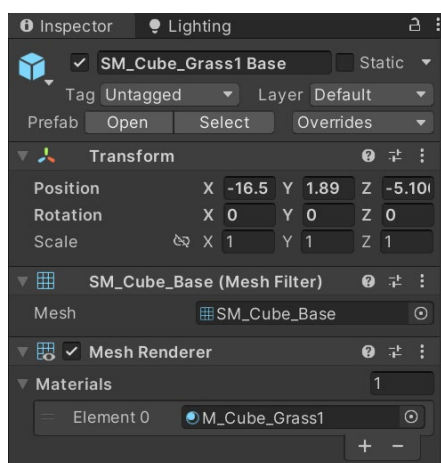
There are two basic cubes, Cube Base and Cube Flat. Cube Base has rounded corners and Cube Flat has square corners.

Cubes are available with flat or overhang edges. Flat edges are denoted by the number 1 after the cube name and overhang cubes have a number 2 after the cube name.

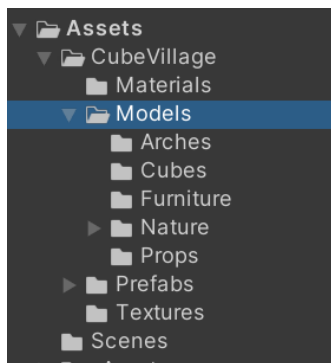
## Materials



Most objects come with four different material options. Each model is available with materials applied as prefabs and are detailed below in the prefab section. Materials can be changed by dragging a material from the materials folder onto an object in the scene. You can also select an item and look in the inspector under mesh renderer and click the arrow flyout to see the material. Click the circle to the right of the material name and select the new material you want to apply.

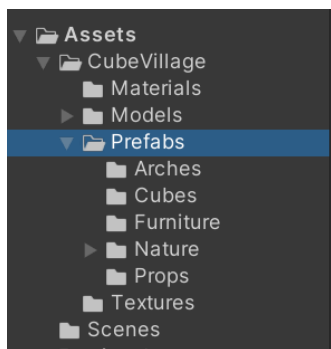


## Models

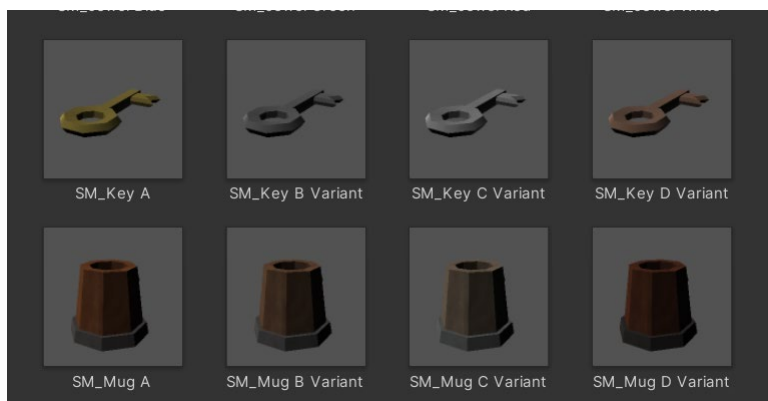


In the Models folder inside the Cube Village Assets are versions of all the different models available in the package without any material on them. You can use these models by dragging them into the scene and picking a material for them (the way to do that is mentioned above in the materials section). You can also use prefabs which already have materials on them. They are explained in the next section.

## Prefabs



In the Prefabs folder there is a collection of every model and every texture that comes with that model. You can select a prefab and the texture and collisions are already on them. To put them in the scene you can just drag them in with your mouse from the prefab folder.



## Older Unity builds

Builds from 2019 and older will not import the unity package but the models will still work. Just pull in the models and texture folders and you will have all the models available to you!

## Folder Structure

Once imported, you will find everything organized into several folders:

- Cube Village
  - Materials
  - Models
    - Arches
    - Cubes
    - Furniture
    - Nature
      - Trees
    - Props
  - Prefab
    - Arches
    - Cubes
    - Furniture
    - Nature
      - Trees
    - Props
  - Textures
- Scenes

## Need Help?

If you're not already part of our amazing community, why not come and say hi!

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We also have a ton of great courses to help you develop your skills in; Unity, Blender, Pixel Art, and more.

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