READ ME
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Thank you for downloading this asset package.

Package Info
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This package was created specifically for mobile and tablet devices and games, which will use either a top down or isomeric viewpoint.

All 3D model mesh's have a polygon count lower than 200 polygons and have 512 by 512 textures. This is optimal for mobile and tablet devices and has been tested.

The items in this package can also be used for PC games that require a top-down or isometric viewpoint.

This package can be used for an inside bar scene, cafe or music venue in a game environment where ultra hi-resolution textures are not required.

The textures and models can be modified for use in your game project but NOT resale.

This asset pack goes well with these packages also available on the Unity Asset Store by Must Dash Productions. The links below to go their Asset Store pages:

Must Dash Sci-fi Bar Package (Mobile Friendly)
https://www.assetstore.unity3d.com/en/#!/content/20820

FREE Must Dash Sci-Fi Drinks Pack
https://www.assetstore.unity3d.com/en/#!/content/53584

How to Import?
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This package is easy to import into your project.

After downloading this package from the Asset Store, Click 'Import'.

After this import process is complete, there will be a folder in your project Hierarchy view called "Must Dash Sci-Fi Drinks Pack - Asian Edition Ver 1".

Inside this folder there are six more folders. These include:

- Original Textures (where PNG texture files are)

- 3D Model Meshes (where the 3D model messes of all assets are)

- Materials (where all materials, linked to textures are)

- Display Frame Work (the assets used to display the objects for a showcase)

- Scenes (Holds example scene)

- Prefabs (where all prefab assets are).

Every item in this package is in Prefab form as well as just static mesh. Select the 'Prefab' folder.

Every Prefab has a 'Diffuse' Texture Material, Mesh Filter, Mesh Renderer, Rigidbody and a 'Mesh Collider' (apart from the Drink Dispensers, they have a 'Box Collider'). They also have 'Animator' components attached to them in case you need it. If you do not need it, simply remove it from the Prefab or the individual object in the scene.

If you need to customize these assets for your needs, do so by adding a Unity Component or a custom script, as you would do so normally. These assets also work with rigidbody's.

To add an object from the 'Prefabs' folder, click and drag a Prefab into the scene view. Release the mouse button when it is in the desired location in the scene.

If you would like to see an example scene I have provided one. In the 'Assets' folder, select the 'Scenes' folder. In the scenes folder, there will be a Unity Scene file called 'ExampleScene', double click this to view and explore the example scene.

This scene is set up like a show case where each model is displayed along with its name and polygon count.

There are two buttons on the left and right side of the screen. These have arrows pointing to the left or right. Use these to send the current asset left or right off the screen and display the next asset in the scene.

File formats:

Textures: all .PNG.

3D model meshes: .FBX

Prefabs: Yes (everything)