

This is the free package "Workplace Tools" by ikapoura.

The content provided is free and you can use them and modify them freely in your projects.

This project aims to provide a fast-prototyping experience by providing some simple but detailed models to get you going.

- How to use the package

Simply drag and drop any model you want from the Prefabs folder into your scene, and you are ready!

- Materials

The materials are simple colours, and every model has its own materials named after it. This will help altering only the colour of one model to avoid confusion. (Except bolts. Bolts are mean.)

- Colliders

I have pre-enabled the Mesh Colliders for every object and set Convex to true. If you want physics interactions, simply add a Rigidbody Component to the root GameObject of each prefab.

- Help / questions

For any help, questions or even suggestions please email me at:

kapouranis.ilias@gmail.com

Enjoy!