To: The developer

Gratefulness

Dear developer,

First of all we want to thank for having preferred our "Furniture" package as we dedicate a lot of time and dedication to making each of the models, that will help create great ideas, ideas that motivate and inspire us to offer competent models for these tasks, ensuring that the developer has a good experience in its use.
All models were made in "Blender", a free program, an open source 3D creation suite, which we recommend if you decide to make modifications to the models.

In the package you will find;

- 5 Trees
- 3 Shrubs
- 2 Dry branches
- 3 Rocks
- 2 Grass

If you want to make further modifications to the models in Blender, You can contact us so that we can provide the model in "raw"(.Blend) that way the modifications will be easier and Unity accepts this format. Also in case you want special or personalized models.
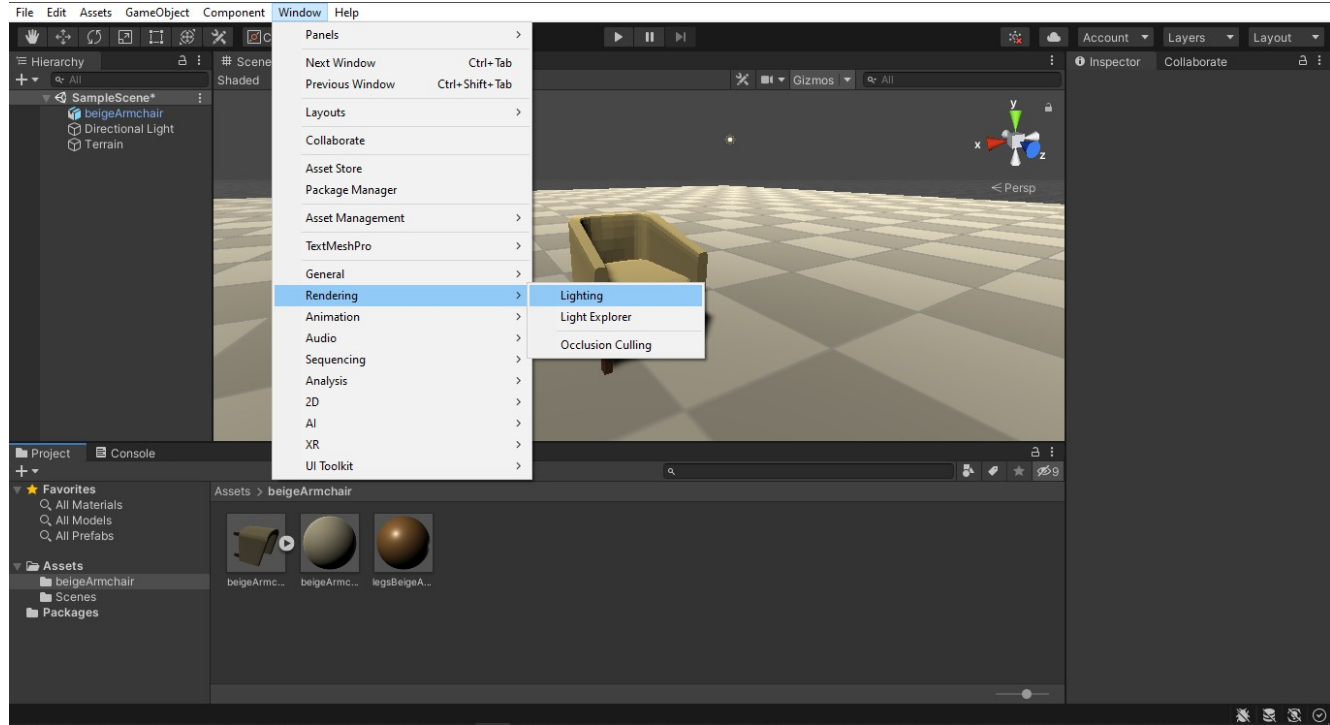
We wish you success in your projects.

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Small recommendations and tips

Generates Lighting

General lighting is used for the program to improve the lights and colors, to activate it, you need to go to the window tab and go to Rendering, select Lighting.

When selecting Lighting a window with the same name will appear in which it should go to the [autogenerate] part. You can click the small box to activate them, but if you don't want it to consume a lot of resources, select [generate lighting].
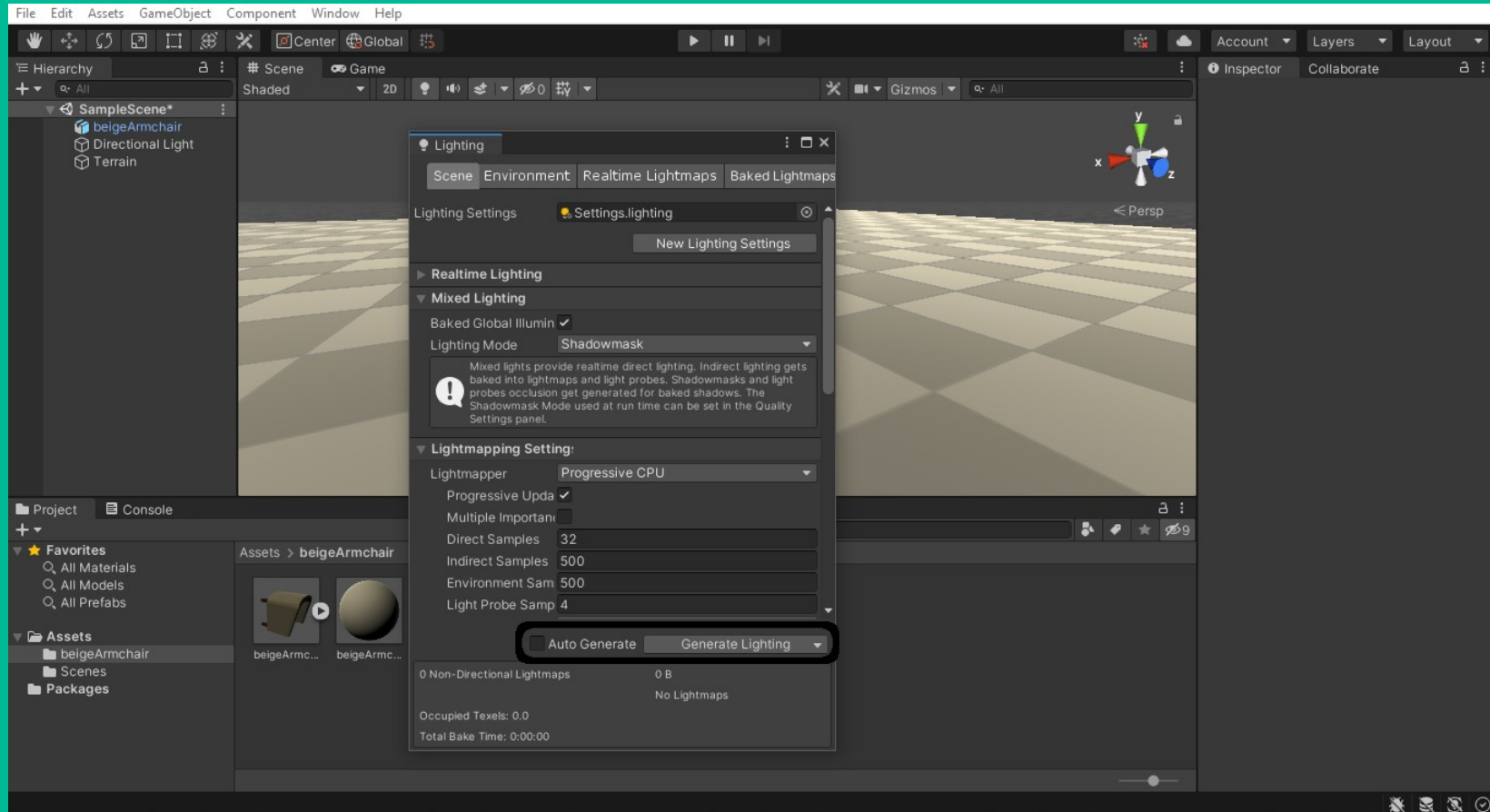
If you select generate lighting, a bar will appear in the lower right that loads the lights, it will only work within the scene you are in.

In the end the lights improve and with it the colors of the models.
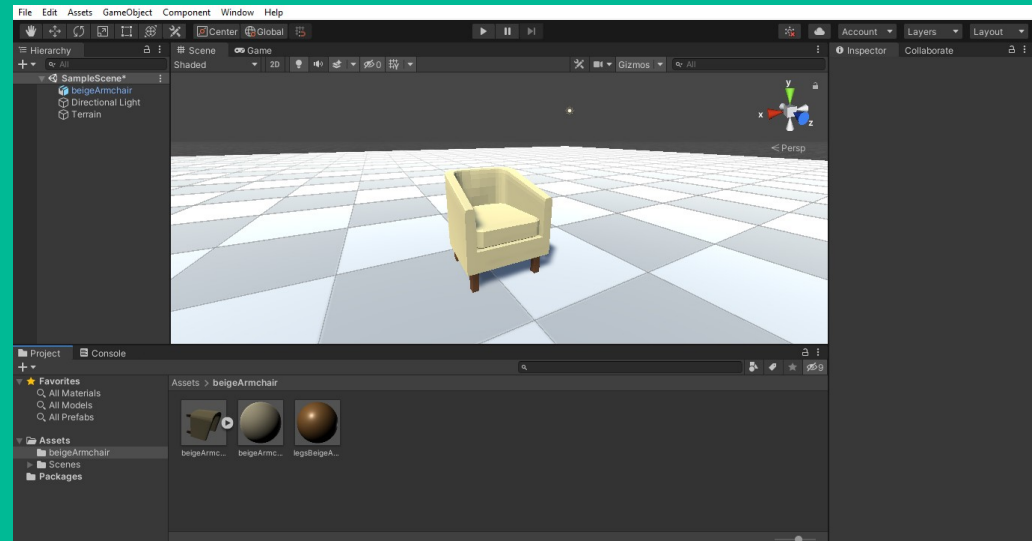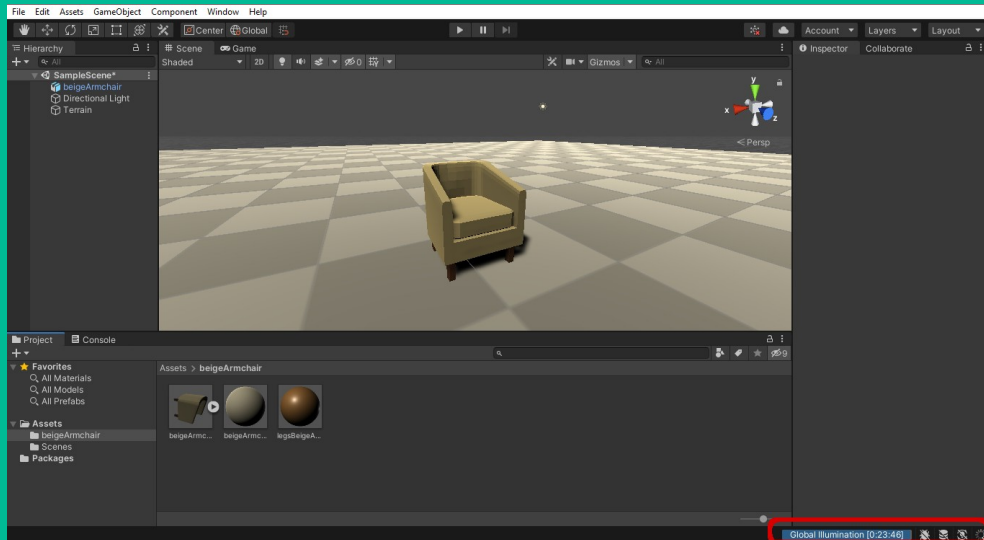
Luminous lamps

For the lamps to light the best way to do it is to put a [point of light] in the lamps near the bulbs and the bulb material adds emission so that from that light effect, although the emission is not necessary since without this it also works.
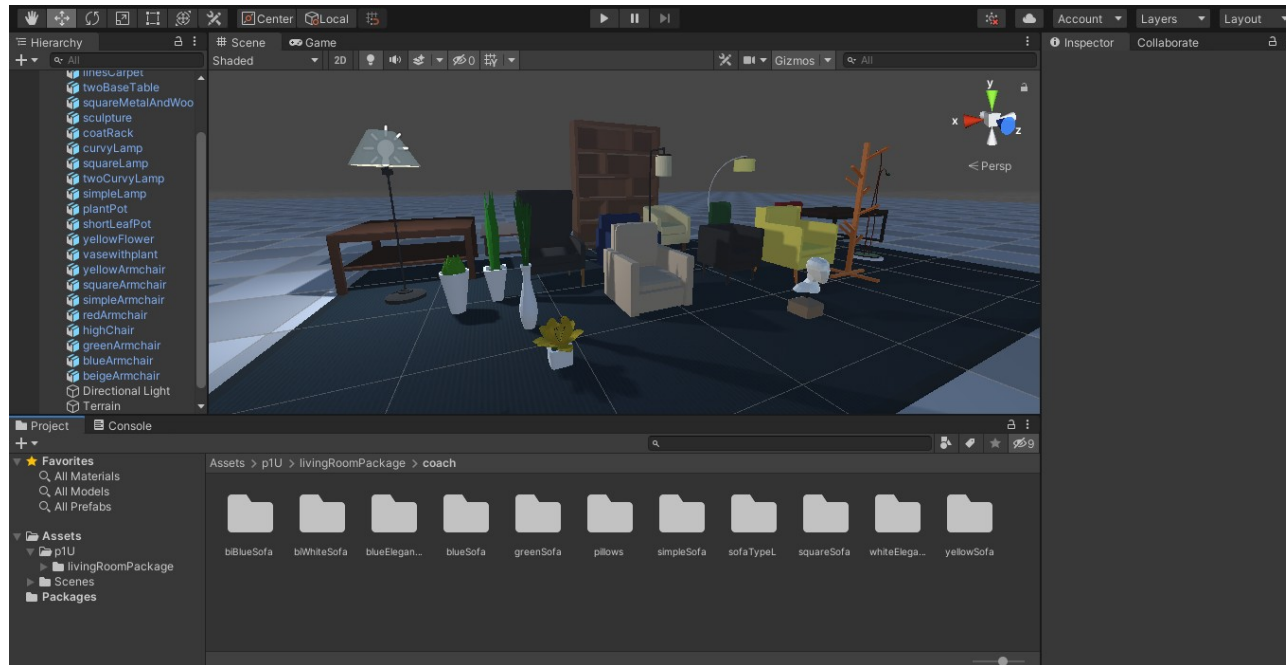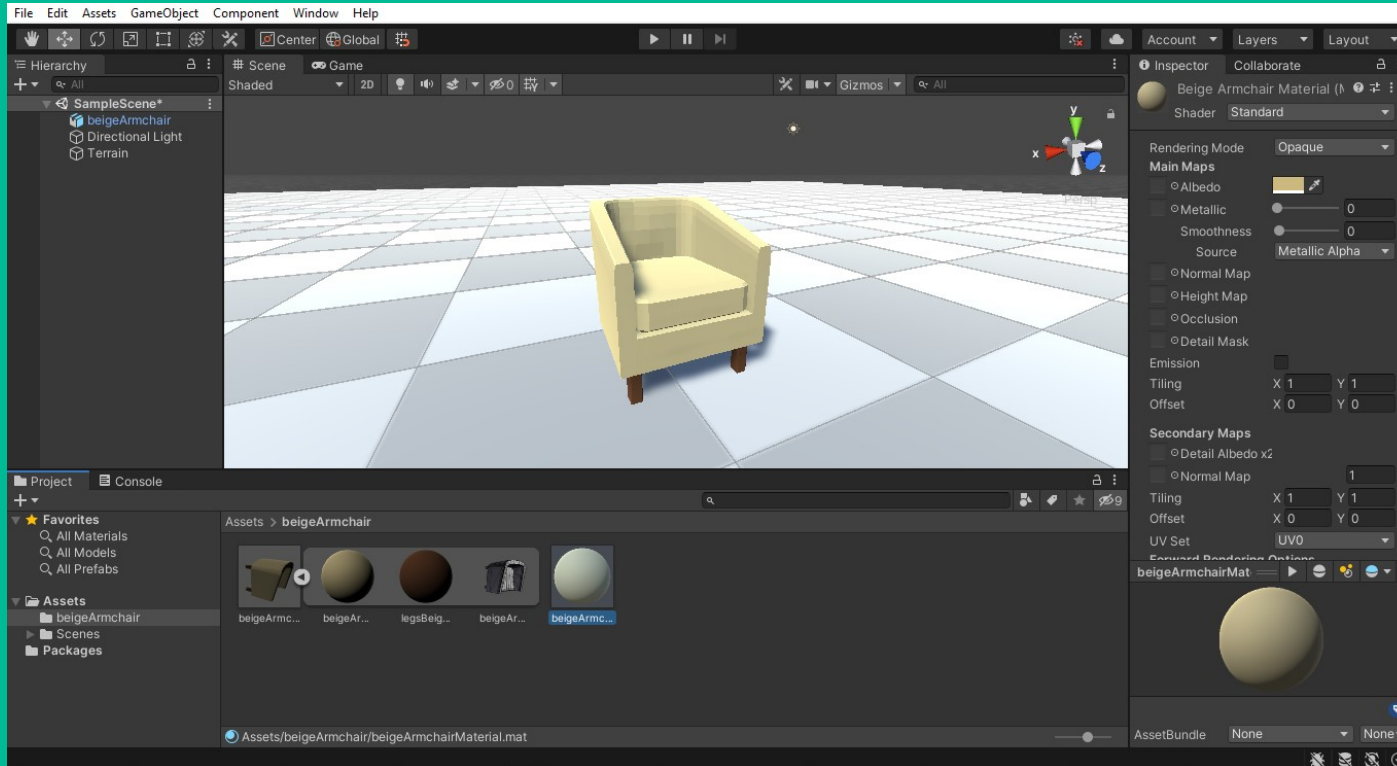
Materials

The materials of the models cannot be edited appear grayish, but there are ways to edit them like making a duplicate.
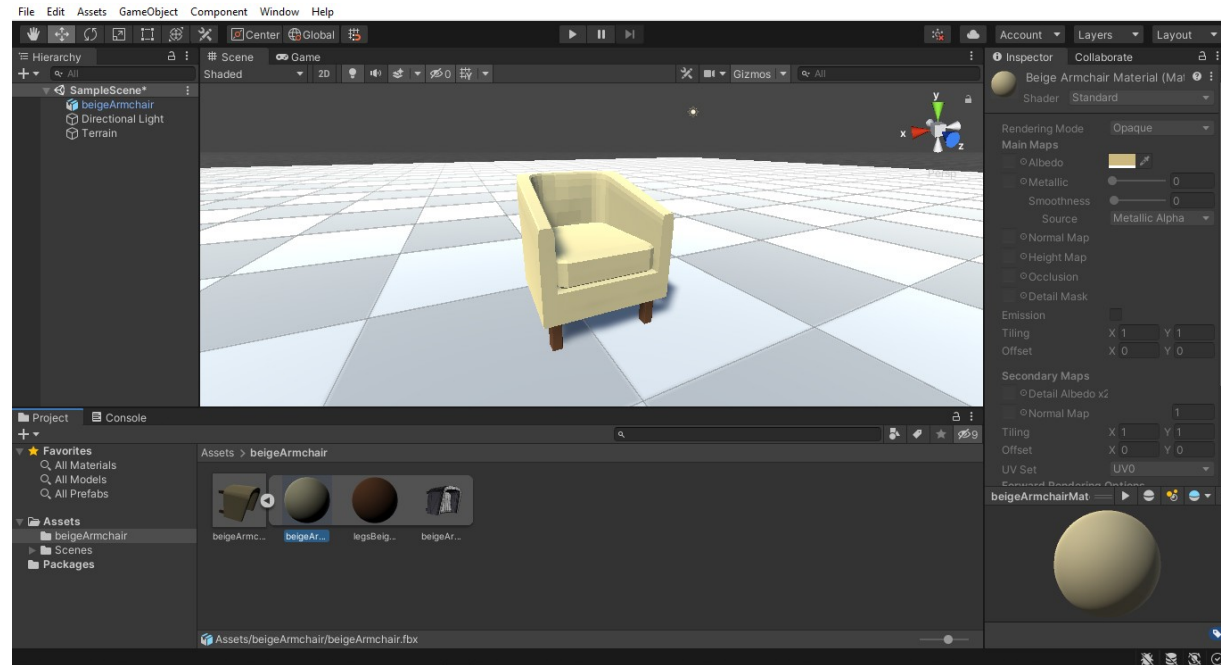
Having selected the material you want to duplicate, press the command [CTRL + D] in this way the duplicated material can be edited with the same characteristics of the first material.

From there you can change the color of the material and you just need to add it, which is simply dragging it to the part of the object you want.
However, it will not be necessary at all, as we have added additional materials to all models so that you don't have to.
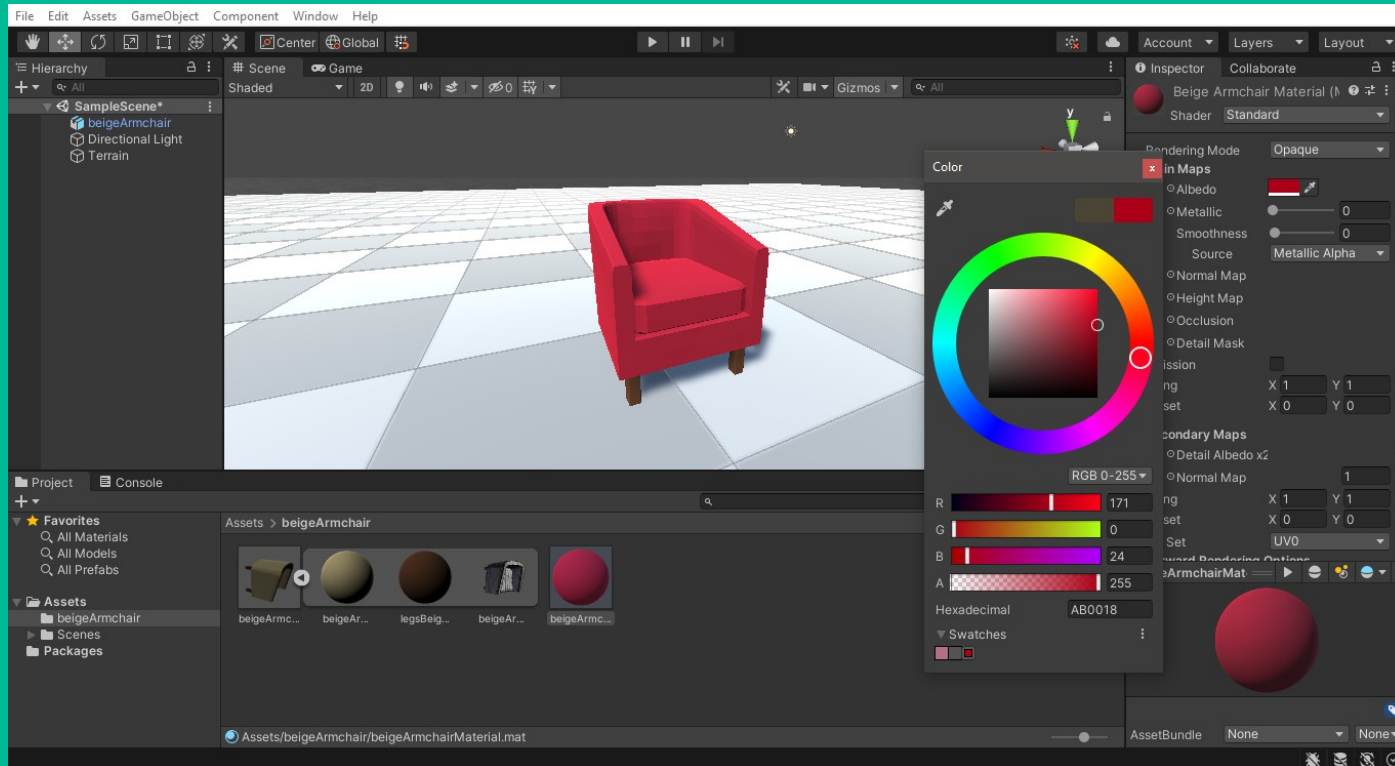
And the last recommendation that we can give you is that you have fun developing your ideas since in this way creativity will flow more naturally, we wish you success and good inventions.