

## 3D Icons Pack

# Game Basic 1

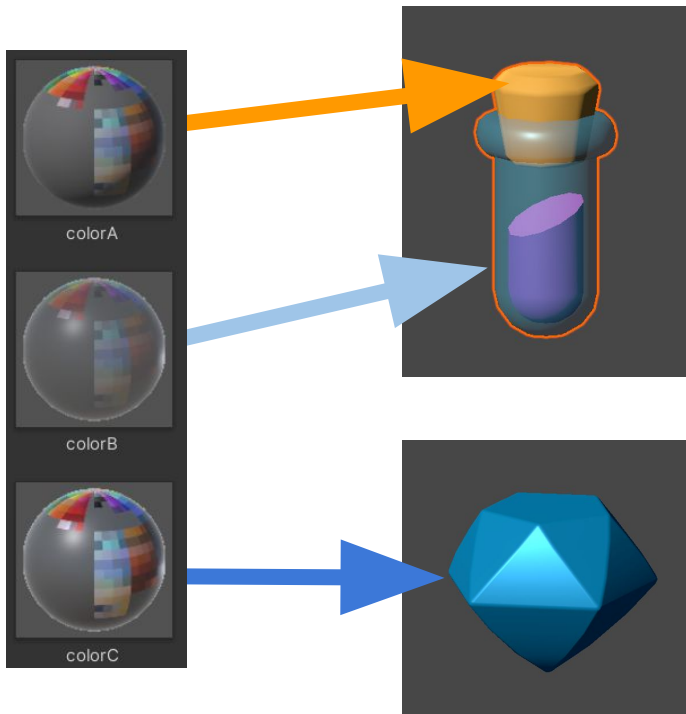
## USER DEVELOPMENT MANUAL



# 1. Package description

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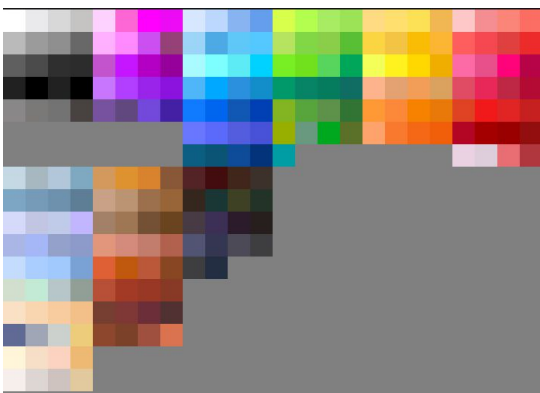
Feel free to use the model that best fits your workflow.



- **Material**

The color of an object looks different depending on the material.

- **ColorA** Basic Material
- **ColorB** Transparent Material
- **ColorC** Glittering Material



- **Texture**

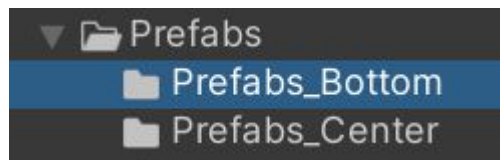
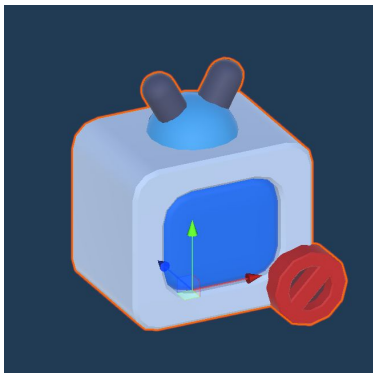
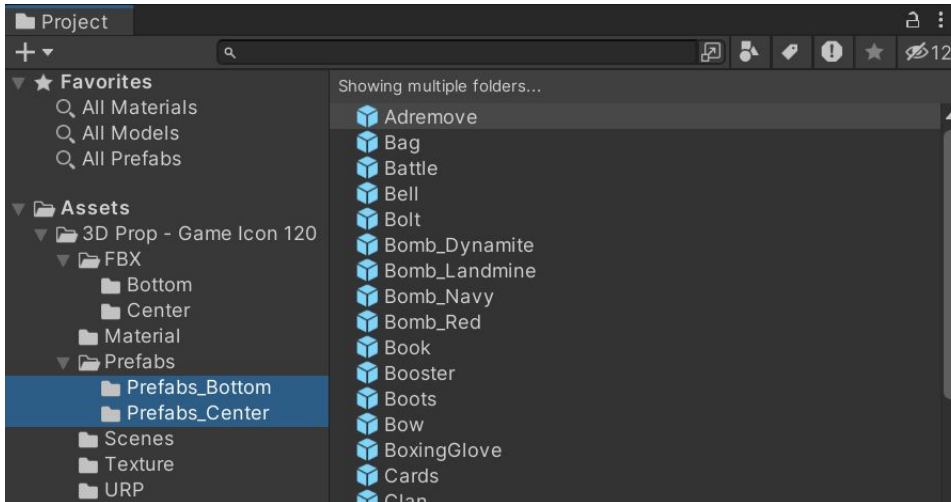
The color of the object is affected by the texture.

For speed and mobile use, all prefabs share one Atlas texture.

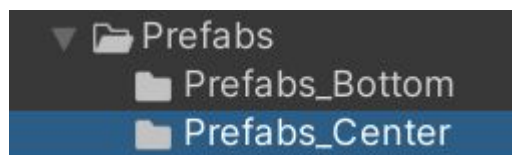
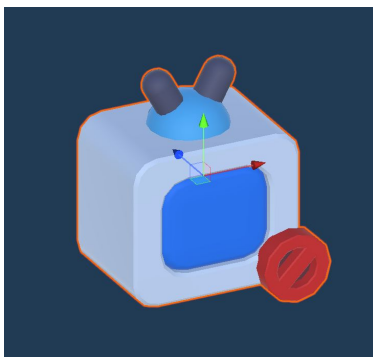
## 2. Prefabs

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All Models pre-fabs are located in the path below.



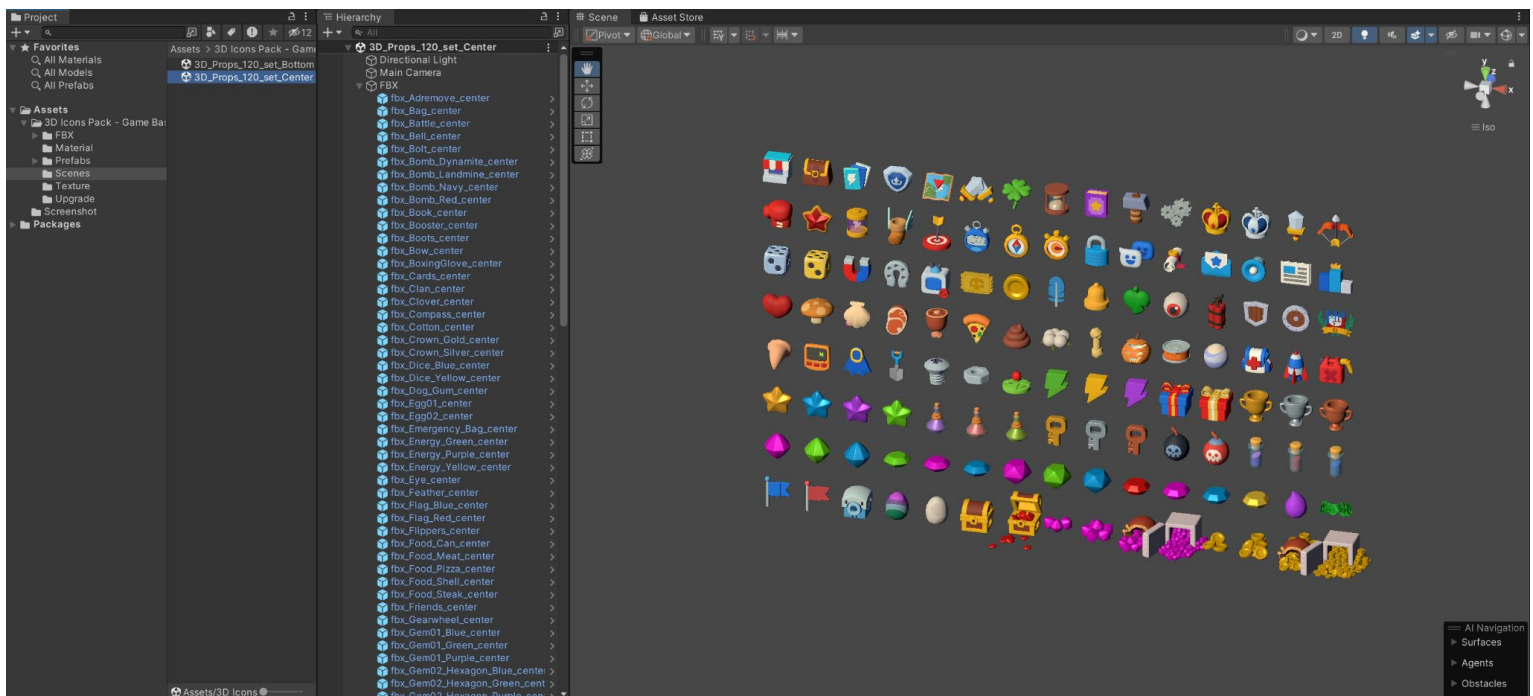
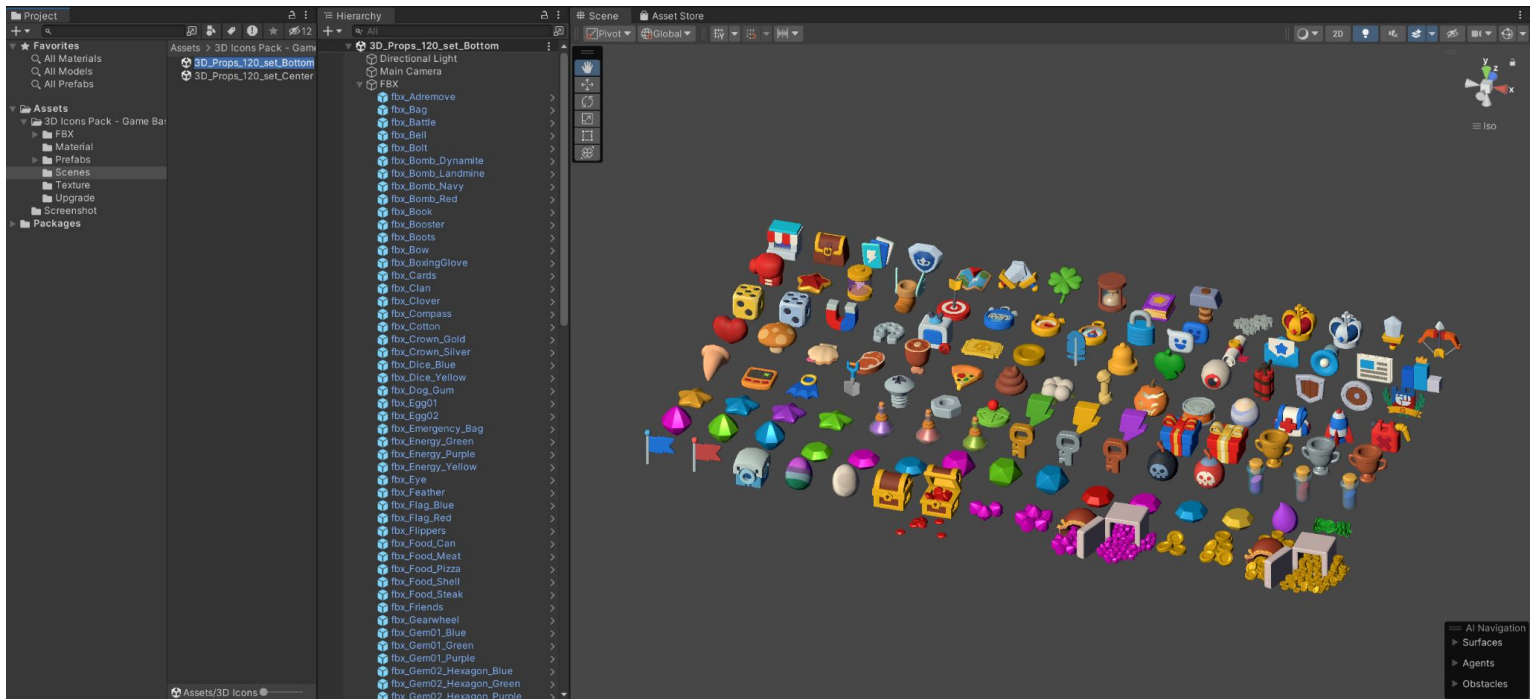
- Pivot is aligned to Bottom.



- Pivot is aligned to Center.

### 3. Scenes

You can preview the models in the scene.



## 4. URP

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### How to upgrade to LWRP / Universal Pipeline

Make sure your project is properly set up to use LWRP or Universal Pipeline.

Locate the '**3D Icons Pack - Game Basic 1 > Upgrade > URP\_10+**' folder, open the bundled integration package and import it into your project.

This will overwrite the standard shaders, custom shaders and materials available in LWRP.

**You can also revert to standard materials by opening and importing the integrated package '3D Icons Pack - Game Basic 1 > Upgrade > Built\_In'.**

