AA Low Poly Medieval Environment

AA LOW POLY MEDIEVAL ENVIRONMENT DOCUMENTATION v1.0

1. What is "AA Low Poly Medieval Environment"?

AA Low Poly Medieval Environment is a Unity Asset developed by Ahmet ALP. This asset includes 855 low poly 3D models made in a medieval theme.

2. How can I get this asset?

This asset is released only on the Unity Asset Store. **You can click this link to get to the Asset Store page.**

3. How to install?

1. After purchasing the asset, in your Unity Editor locate "**Window > Package Manager**".
2. On the top left of the Package Manager window, set the "**Packages**" type to "**My Assets**".
3. Locate the "**AA Low Poly Medieval Environment**" asset on the left window and click it.
4. On the right bottom corner, click **Download**.
5. Finally, on the same corner, click the **Install** button.

4. How to use the asset?

In the project folder, you can locate yourself to the "**Assets > AA Low Poly Medieval Environment > Prefabs**" folder where you can find all the models categorized. You will notice that the colliders on the models are optimized for the low-poly style.

5. How to delete the unused models?

If you want to delete the unused models before building your project, you need to locate that model in two different locations:

1. **Assets > AA Low Poly Medieval Environment > Prefabs > *[Model Category]* > *ModelName*.prefab**
2. **Assets > AA Low Poly Medieval Environment > Models > *ModelName*.fbx**
   Delete both of these files.

6. How can I contact the developer of this asset?

Email Address	:	ahmetalp.business@gmail.com
Website	:	AHMET ALP
Unity Asset Store Profile	:	AHMET ALP
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