

# 3D Prop Desserts Documentation

## How to use

All 3D models have a proportional size relative to Unity's default cube size (1x1x1 meter). If you want to change the size of the model to fit in one Unit, you can open Import Settings of the specific model, set **Scale Factor** as 1, and click Accept to save changes (or alternatively change the prefab's scale).

Note, if you're using prefabs from the folder **Prefab\_Toon** and you changed the Scale Factor of the 3d model, you might need to adjust the stroke size in the material called **Material\_5\_Toon\_Outline**, field **Outline Thickness**.