



LITTLE HEROES MEGA PACK

CUSTOMIZE YOUR OWN CHARACTER | ANIMATED | HUMANOID MECHANIM | - UNITY PARTICLES



www.MESHTINT.COM



VERSION 1.0

PIRATES MEGA PACK

CUSTOMIZE YOUR OWN ANIMATED CHARACTER



Mega Toon Series

A Guide by Meshtint Studio



VERSION 1.0

PIRATE SHIPS PACK

CREATE A PIRATE THEMED GAME NOW!

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Toon Desert Pack

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Toon Environment Pack



Website: www.meshtint.com

Unity Asset Store: <https://assetstore.unity.com/publishers/3867>

Email: info@meshtint.com

Facebook: <https://www.facebook.com/MeshTint/>

Twitter: <https://twitter.com/Meshtint>

Youtube: <https://www.youtube.com/channel/UCG9WBTCp07YIzYkz31BFchg>



CUBE SERIES
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CUSTOMIZABLE

LITTLE HEROES MEGA PACK

CUSTOMIZE YOUR OWN CHARACTER | ANIMATED | HUMANOID MECANIM | + UNITY PARTICLES

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VERSION 1.4

FOREST CREATURES PACK

✓ Unity Package Included ✓ Colour variation
✓ Generic Mecanim & Legacy rig set up ✓ Rigged & animated



POLYGONAL SERIES
FANTASY PACK

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O-SIMP SERIES O
CHARACTER CREATOR

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Galaxy Robots Pack 01

✓ FX Unity Particles Included ✓ 3 colours each
✓ Generic Mecanim & Legacy rig ✓ Rigged & animated



You will require Unity to use this pack. You can download Unity here:

<https://unity3d.com/get-unity/download>



The demo scenes in the package require the following free Unity assets. Please download and import them into your project.

Post Processing Stack 2



Unity post-processing stack is an über effect that combines a complete set of image effects into a single post-process pipeline.

You can download from the Unity Package Manager

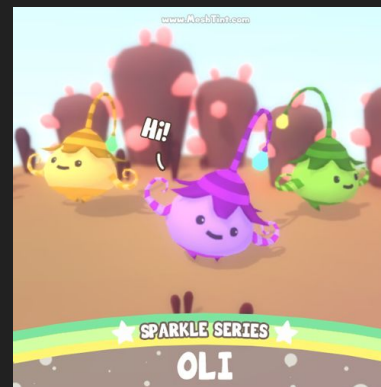
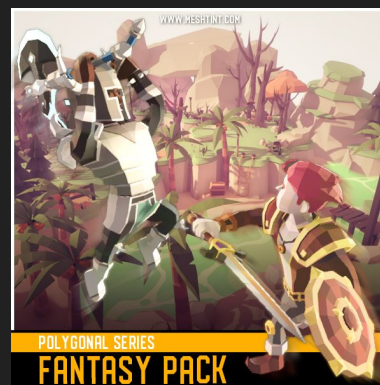




If you are looking for more 3d models in a similar style, you can find them here.

Unity asset store: <http://bit.ly/MSUnityMegaToon>

Official store: _____



Website: www.meshtint.com

Unity Asset Store: <https://assetstore.unity.com/publishers/3867>



HOW TO ADJUST ANIMATION SPEED IN UNITY WITHOUT CODE

HOW TO FIX FLOATING FEET WHEN USING MECANIM TO SHARE HUMANOID ANIMATIONS IN UNITY

HOW TO ADD ROOT MOTION TO GENERIC SET UP PEA SHOOTER IN UNITY?

See more tutorials here: <https://www.meshtint.com/blogs/tutorials>



Thank you for your support :)