



## **Asset Store - Low Poly Desert Biome**

### **File Structure**

#### **1. Cactus-City-Model**

##### **a. Scene**

- i. You can view the models from the Edited Scene.

##### **b. Fbx**

- i. You can move the car model you bought to your project that you want to be in this folder, only with this fbx.

##### **c. Prefab**

- i. Prefab versions of models.

##### **d. Material**

- i. The materials of the objects are in this folder

##### **e. SkyBox**

- i. We leave you 2 SkyBoxes as a Gift.