# MEDIEVAL TOWN ENVIRONMENT PACKAGE

This is a perfect solution for everyone who is planning to do a medieval scene in their game or any other Middle Ages project

The package contains ready-to-use models with materials and two demo scenes:

- *Content showcase. Plain ground with all availible models*
- *Example scene. Level from the video that shows the actual usage of the models*

Skybox textures were made by Heiko Irrgang ( http://gamvas.com ) and are free to use in any types of projects, including commercial

Audiotrack "Village in the Wildermess" (medieval_theme.mp3) by F4LL0UT. Downloaded from NEWGROUNDS and free to use in commercial projects.

**IMPORTANT!** In order to make example scenes work correctly, you need to have Standard Assets installed into your project folder.
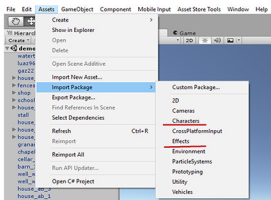


From the upper menu panel select Assets > Import Package and choose Characters and Effects. You can not choose two options at the same time, so just do it successively.

This is necessary to be able to navigate throughout the scene with FPS Controller and have some post-effects applied to the camera.

For all the information contact me at:
Rocotosx@gmail.com