ARIGASOFT

CONTENTS

BeachBag

• beachBag

Faces : 120 tris
Vertices : 144 verts

Material : beachBag_D
Texture : 512 x 512 px

• sunglasses

Faces : 128 tris
Vertices : 191 verts

Material : beachBag_D
Texture : 512 x 512 px

• sunscreen

Faces : 32 tris
Vertices : 42 verts

Material : beachBag_D
Texture : 512 x 512 px
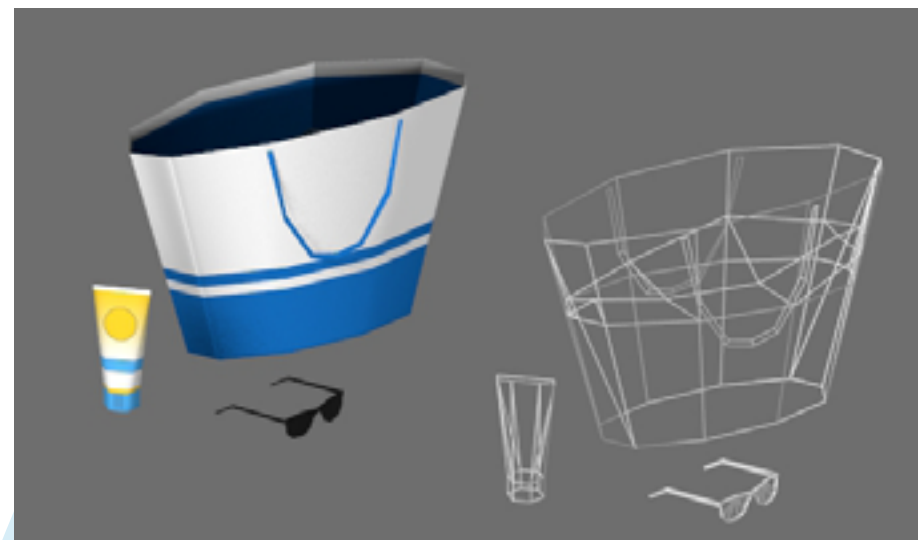
closed - 0%

closed - 100%

Sunglasses prefab contains a blendshape «closed» wich define opening state of sunglasses (0% Open - 100% Close)

BeachBall

• beachball_color

Faces : 140 tris
Vertices : 89 verts

Material : beachball_D
Texture : 512 x 512 px

• beachball_dot

Faces : 140 tris
Vertices : 89 verts

Material : beachball_D
Texture : 512 x 512 px

• beachball_red

Faces : 140 tris
Vertices : 91 verts

Material : beachball_D
Texture : 512 x 512 px

ARIGASOFT
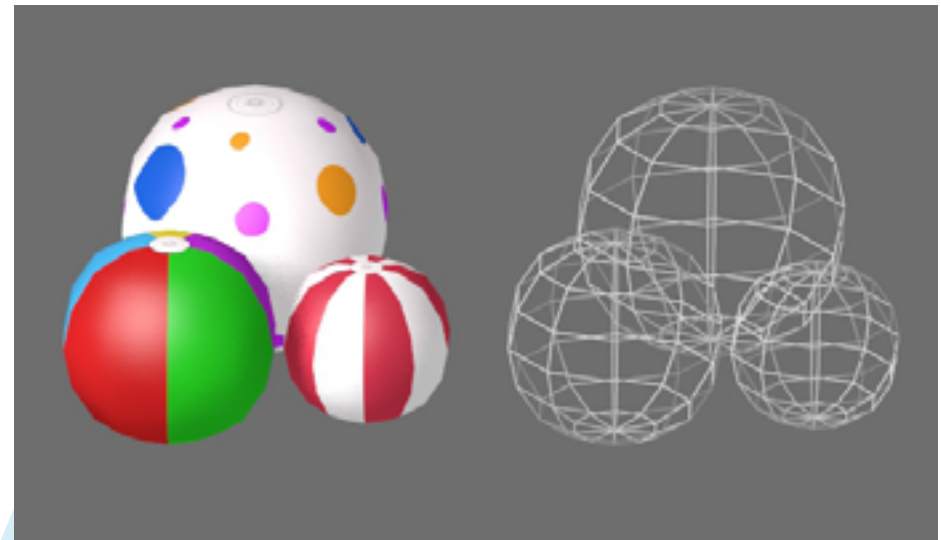
BeachCabin

• beachCabin:cabin

Faces : 124 tris
Vertices : 244 verts

Material : beachCabin_D
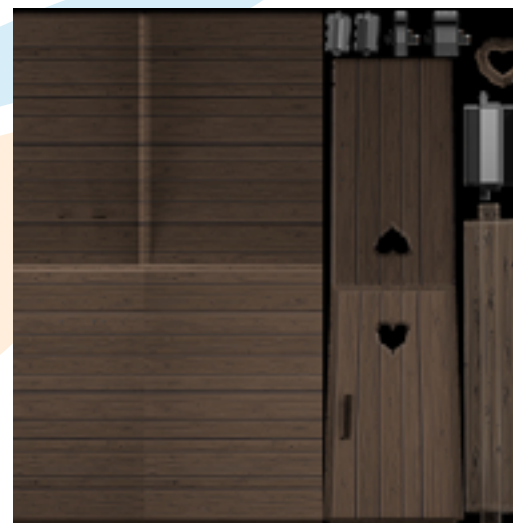**Texture :** 1024 x 1024 px

• beachCabin:door

Faces : 82 tris
Vertices : 128 verts

Material : beachCabin_D
Texture : 1024 x 1024 px
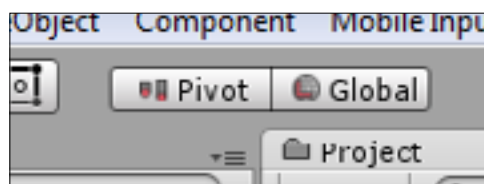
Door and cabin are separated, so the door can be open by a simple rotation.
! Don't forget to change rotation mode to Pivot !
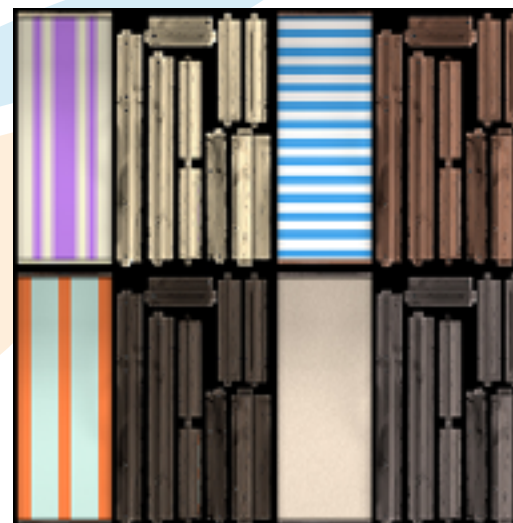
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BeachChair

• **beachChair_beige**
• **beachChair_blue**
• **beachChair_purple**
• **beachChair_orange**

Faces : 192 tris
Vertices : 364 verts

Material : beachChair_D
Texture : 1024 x 1024 px

BeachShower

• beachShower

Faces : 364 tris
Vertices : 427 verts

Material : beachShower_D
Texture : 1024 x 1024 px

water_particle_right	
Duration	5.00
Looping	✓
Prewarm	☐
Start Delay	0
Start Lifetime	0.25
Start Speed	7
Start Size	0.1
Start Rotation	0
Start Color	
Gravity Modifier	5.6
Inherit Velocity	1
Simulation Space	Local
Play On Awake	☑
Max Particles	3000
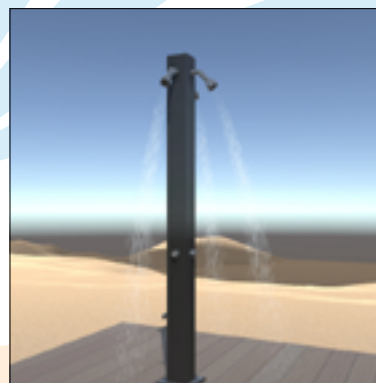
A particle system are link to each shower head.
Particles are disable by default, you can play it at the application launch by ticking the box «Play on Awake».
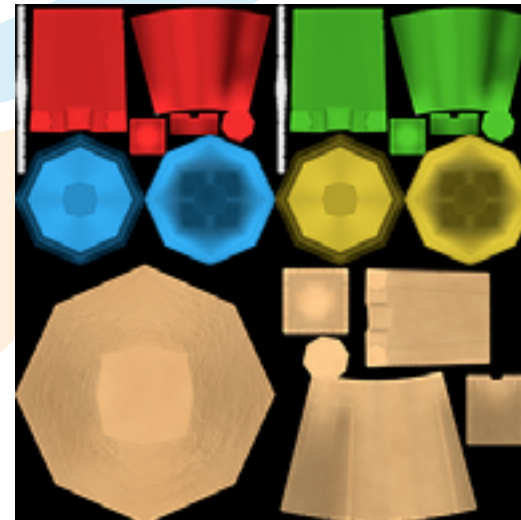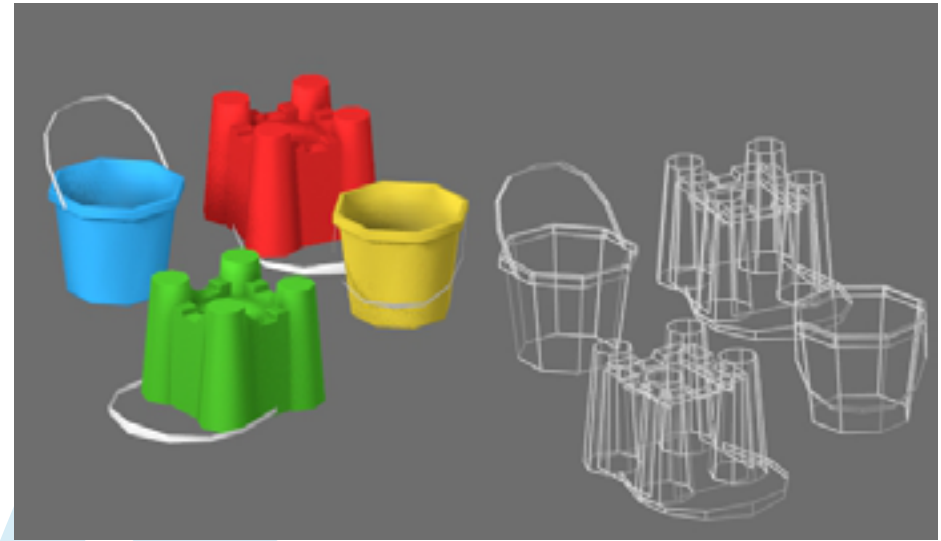
Bucket

• **bucket_blue**
• **bucket_yellow**

Faces : 140 tris
Vertices : 176 verts

Material : bucket_sand_D
Texture : 1024 x 1024 px

• **bucketCastle_green**
• **bucketCastle_red**

Faces : 210 tris
Vertices : 288 verts

Material : bucket_sand_D
Texture : 1024 x 1024 px

Buoy

• buoy_arrow

Faces : 84 tris
Vertices : 94 verts

Material : buoy_D
Texture : 512 x 512 px

• buoy_dome

Faces : 110 tris
Vertices : 93 verts

Material : buoy_D
Texture : 512 x 512 px

• buoy_diamond

Faces : 80 tris
Vertices : 75 verts

Material : buoy_D
Texture : 512 x 512 px

• buoy_chain

Faces : 96 tris
Vertices : 192 verts

Material : buoy_D
Texture : 512 x 512 px
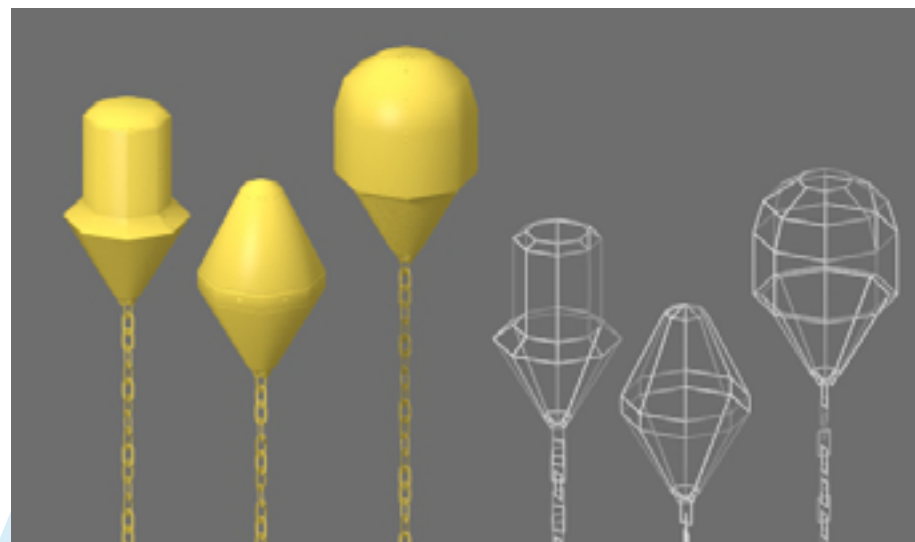
Each buoy has a water movement animation.
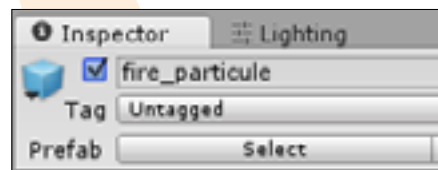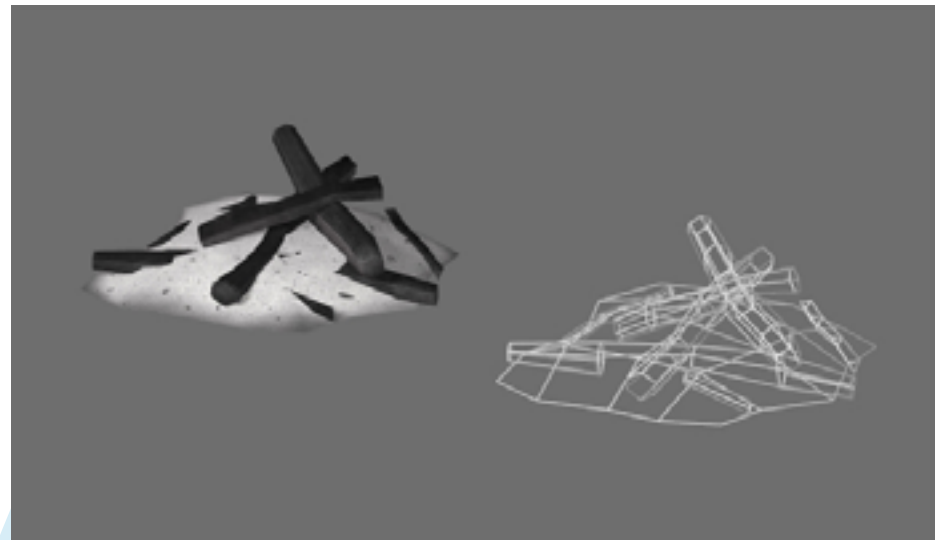**You can tick off box near the Animator component to disable this animation.**

Campfire

• campfire
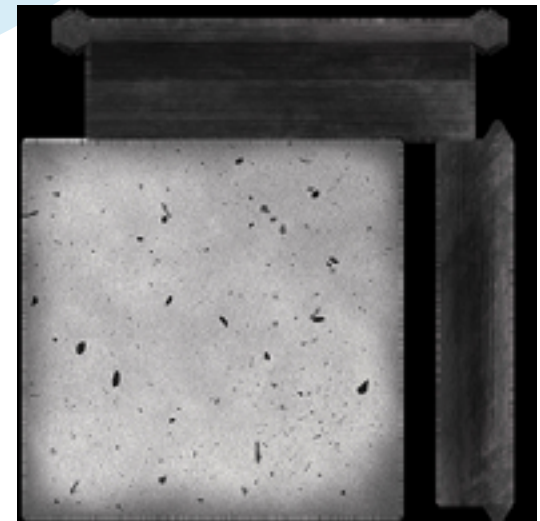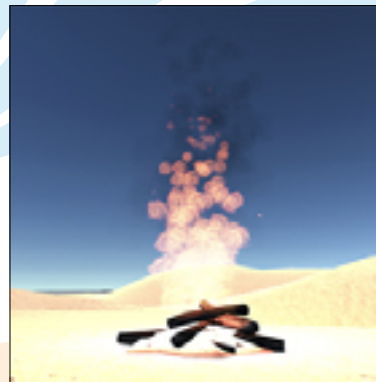
Faces : 280 tris
Vertices : 266 verts

Material : campfire_D
Texture : 512 x 512 px

Three particle systems are link to the campfire (flames, embers and smoke) and a light source with intensity animation.
You can activate those by ticking the box near their name.

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Cocktail

• cocktail_blue

Faces : 170 tris
Vertices : 189 verts

Material : cocktail_D
Texture : 256 x 256 px

• cocktail_red

Faces : 128 tris
Vertices : 151 verts

Material : cocktail_D
Texture : 256 x 256 px

• cocktail_green

Faces : 250 tris
Vertices : 264 verts

Material : cocktail_D
Texture : 256 x 256 px

• cocktail_white

Faces : 186 tris
Vertices : 151 verts

Material : cocktail_D
Texture : 256 x 256 px
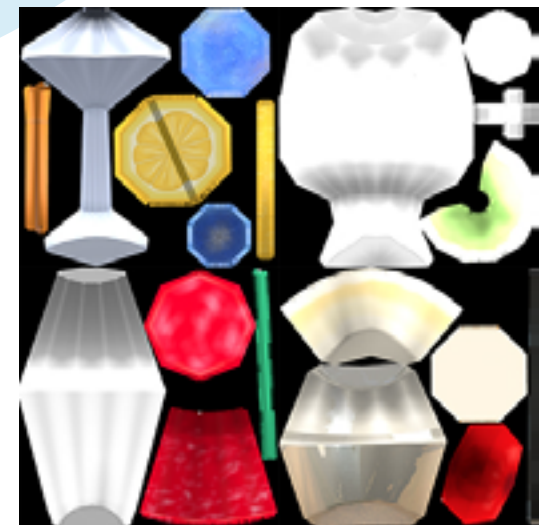
Coconut

• coconut

Faces : 140 tris
Vertices : 91 verts

Material : fruits_D
Texture : 512 x 512 px

• coconut_cocktail

Faces : 176 tris
Vertices : 168 verts

Material : fruits_D
Texture : 512 x 512 px
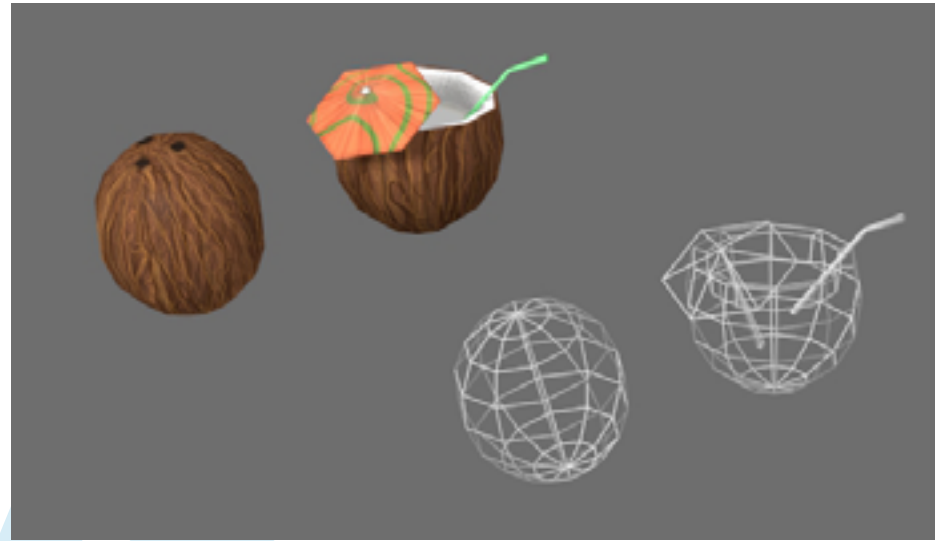
Fence

• fenceBoard

Faces : 8 tris
Vertices : 16 verts

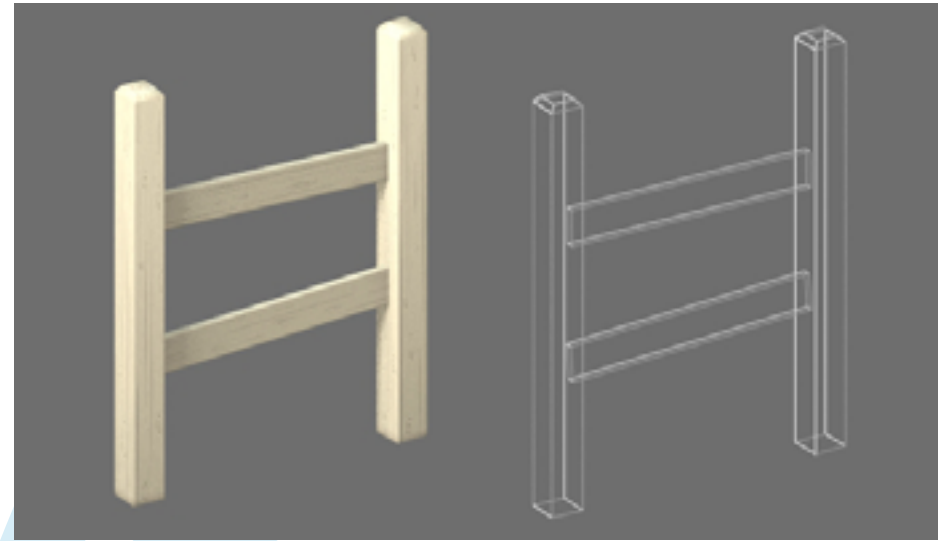**Material :** light_fence_flagWarn_D
Texture : 1024 x 1024 px

• fencePillar

Faces : 18 tris
Vertices : 31 verts

Material : light_fence_flagWarn_D
Texture : 1024 x 1024 px

FlagWarning

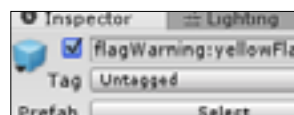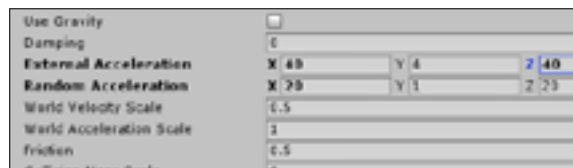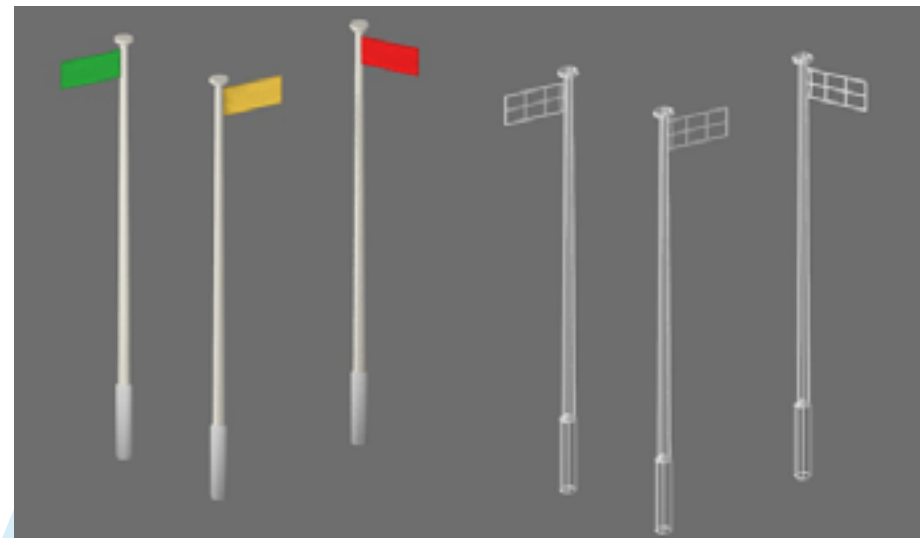**• flagWarning:pillar**

Faces : 68 tris
Vertices : 78 verts

Material : light_fence_flagWarn_D
Texture : 1024 x 1024 px

• flagWarning:greenFlag
• flagWarning:yellowFlag
• flagWarning:redFlag

Faces : 56 tris
Vertices : 62 verts

Material : light_fence_flagWarn_D
Texture : 1024 x 1024 px
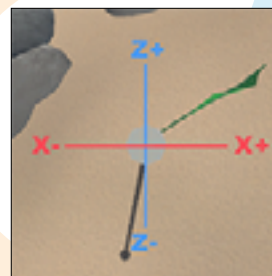

Use Gravity	☐				
Damping	0				
External Acceleration	X 40		Y 4		Z 40
Random Acceleration	X 70		Y 1		Z 25
World Velocity Scale	0.5				
World Acceleration Scale	1				
Friction	0.5				

With positive X and négative Z

With positive X and positive Z

Inspector — Lighting
☑ flagWarning:yellowFla
Tag Untagged
Prefab — Select

Green flag is enabled by default. You can tick the box near their name to activate yellow and red flags.
There is a cloth component for each flag.
Floating direction is customizable by changing the X and Z values of External Acceleration.
! Don't forget to turn the flag in the floating direction to avoid polygons glitch !
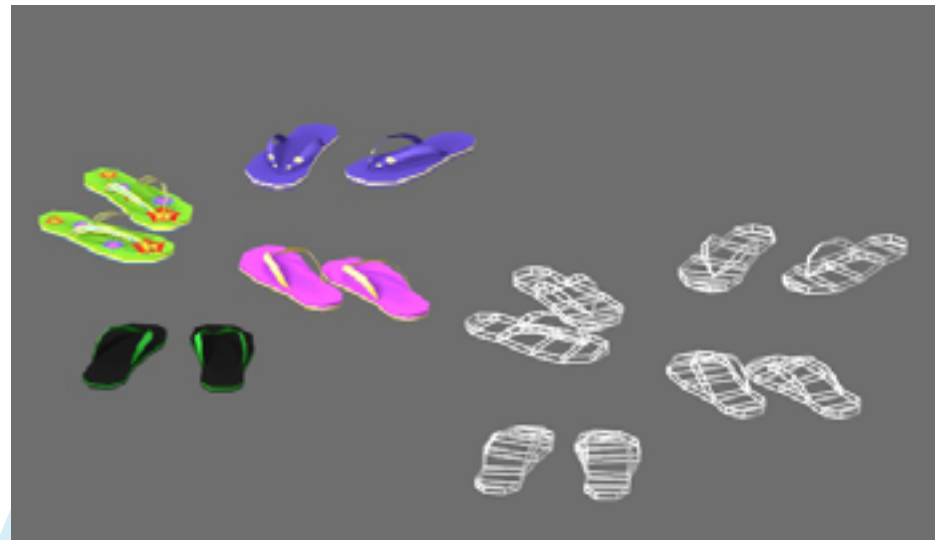
Flipflop

• **flipflop_black:left, flipflop_black:right**
• **flipflop_pink:left, flipflop_pink:right**
• **flipflop_tropic:left, flipflop_tropic:right**
• **flipflop_purple:left, flipflop_purple:right**

Faces : 88 tris
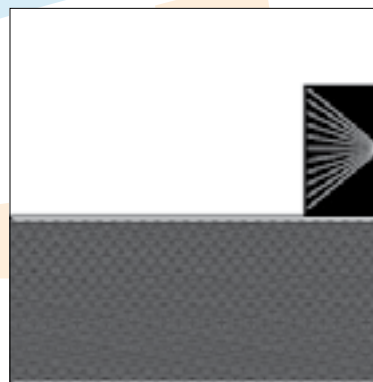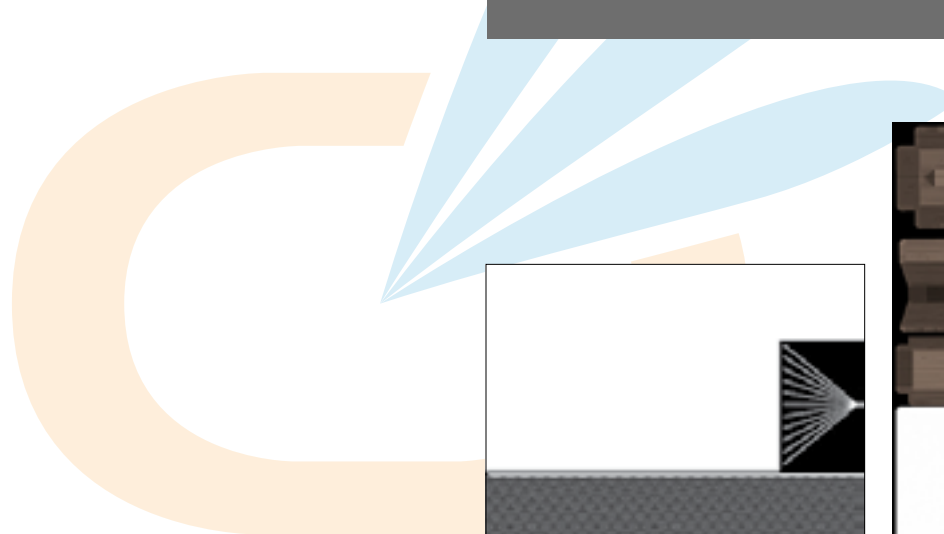**Vertices :** 104 verts

Material : flipflop_D
Texture : 256 x 256 px

Hammock

• **hammock**

Faces : 178 tris
Vertices : 244 verts

Material : hammock_D
Texture : 1024 x 1024 px

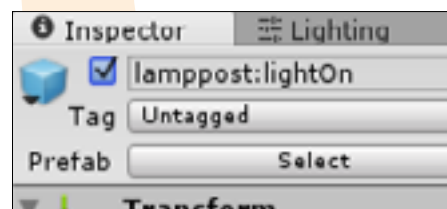## Lamppost

• lamppost:lightOn
• lamppost:lightOff

Faces : 84 tris
Vertices : 77 verts

Material : light_fence_flagWarn_D
Texture : 1024 x 1024 px

• lamppost:pillar

Faces : 50 tris
Vertices : 59 verts

Material : light_fence_flagWarn_D
Texture : 1024 x 1024 px

Post is disabled by default.
You can disable lamppost:lightOff and enable lamppost:lightOn to switch the light.
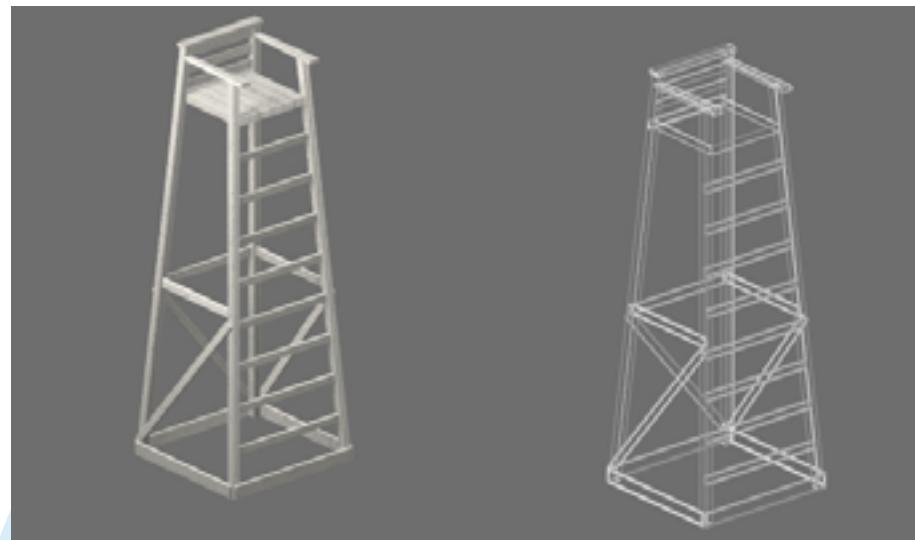
LifeguardChair

• **lifeguardChair**

Faces : 276 tris
Vertices : 552 verts

Material : lifeguardChair_D
Texture : 1024 x 1024 px

LifeguardPost
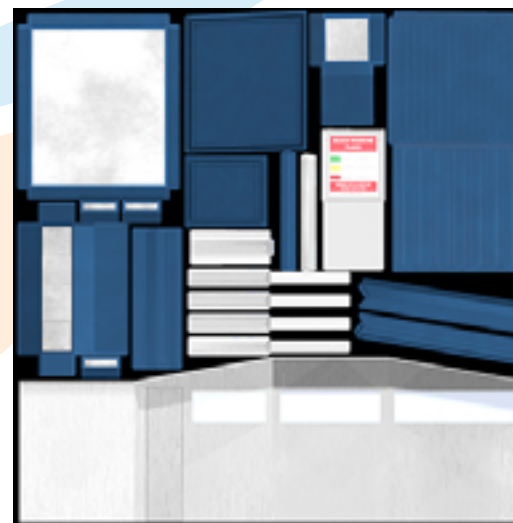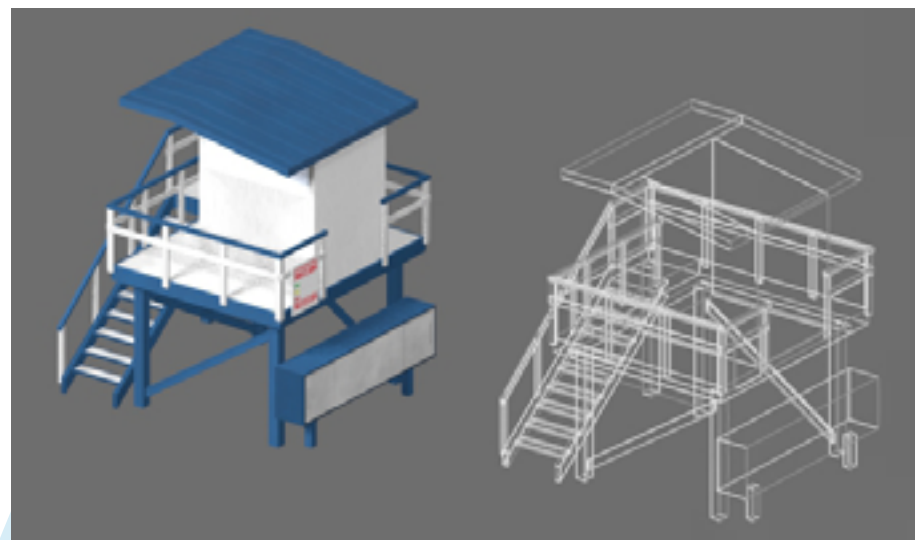
• lifeguardPost

Faces : 616 tris
Vertices : 1216 verts

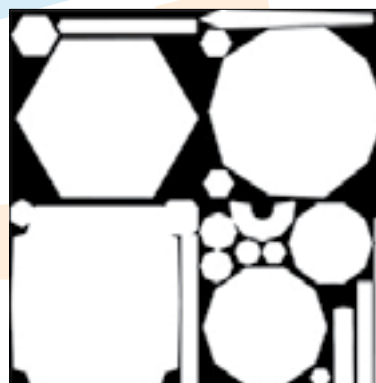**Material :** lifeguardPost_D
Texture : 1024 x 1024 px

ParasolBig

• **parasolBig**

Faces : 154 tris
Vertices : 214 verts

Material : parasol_D
Texture : 1024 x 1024 px
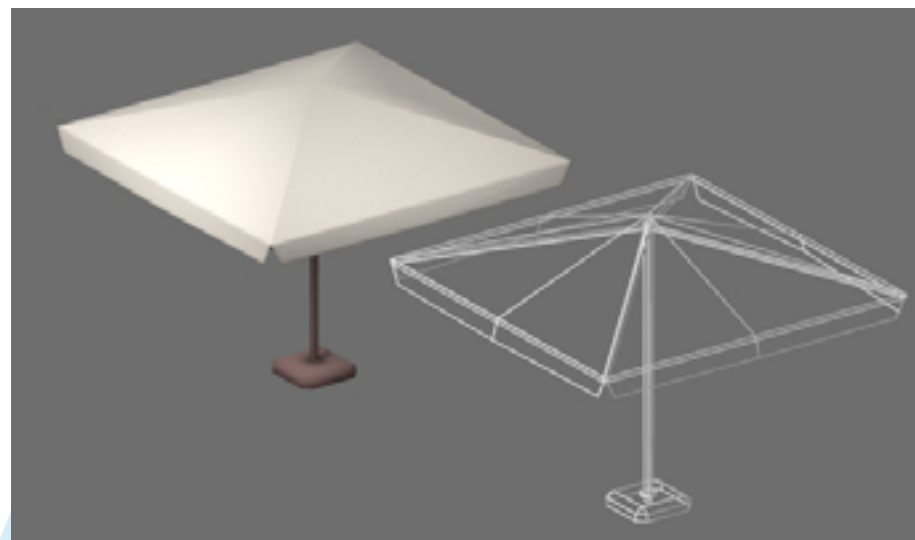
ParasolMedium

• parasolMedium

Faces : 140 tris
Vertices : 101 verts

Material : parasol_D
Texture : 1024 x 1024 px
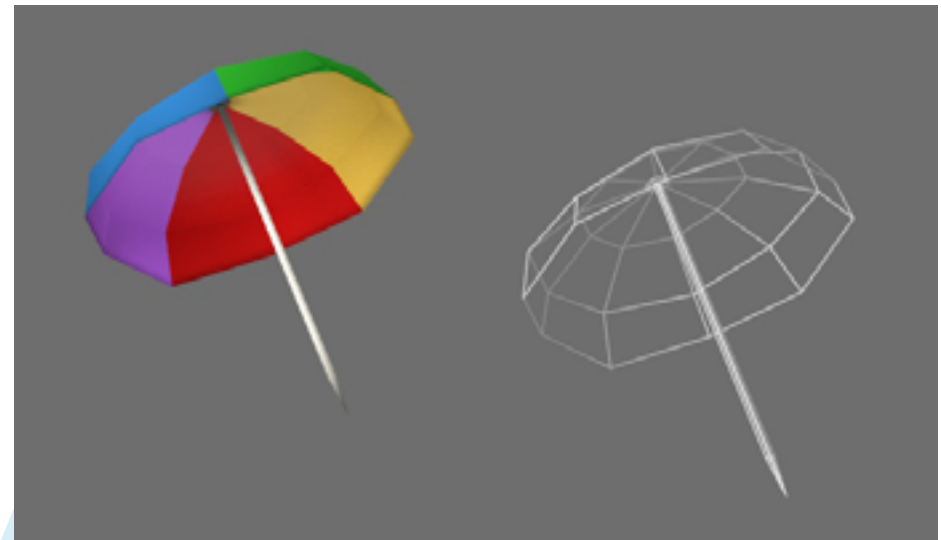
ParasolSmall

• parasolSmall

Faces : 61 tris
Vertices : 54 verts

Material : parasol_D
Texture : 1024 x 1024 px

ParasolStraw

• **parasolStraw**

Faces : 224 tris
Vertices : 275 verts

Material : parasol_D
Texture : 1024 x 1024 px
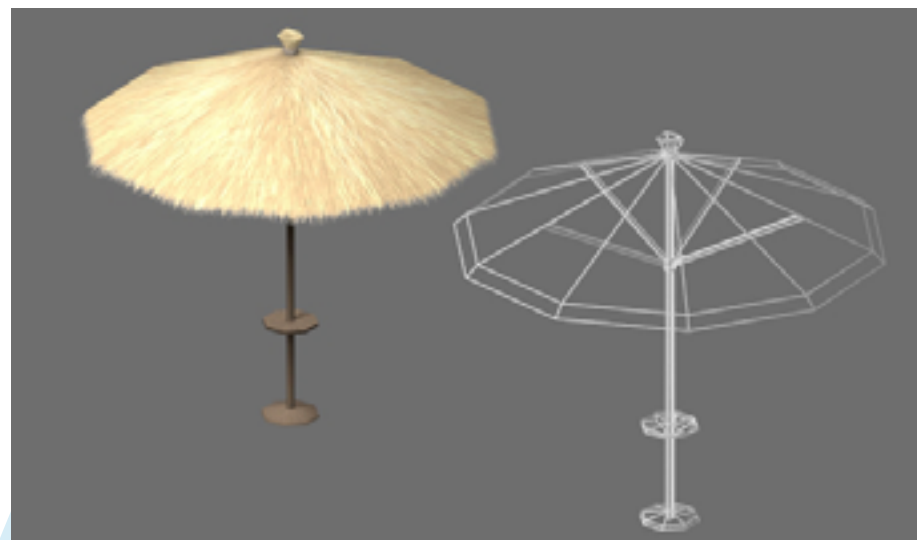
Rake

• **rake_green**
• **rake_yellow**

Faces : 116 tris
Vertices : 130 verts

Material : shovel_rake_D
Texture : 512 x 512 px
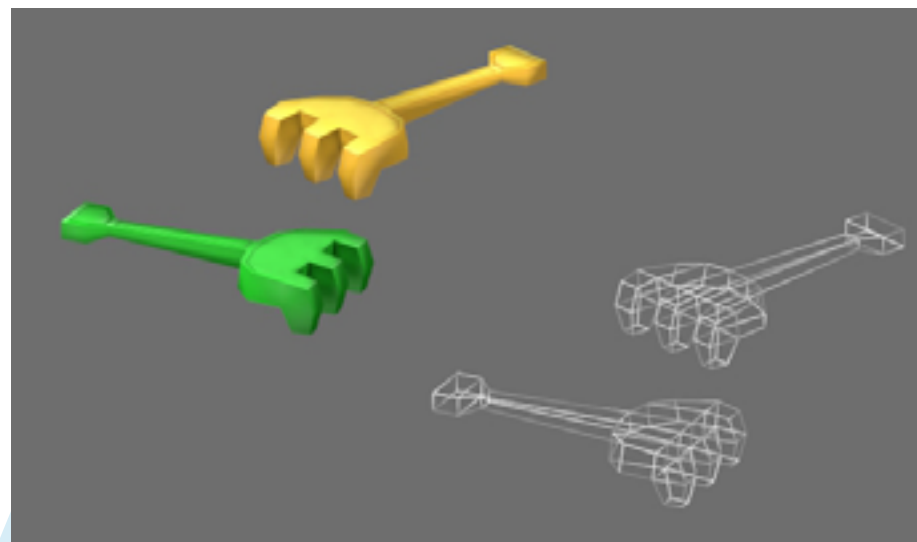
Rock

• rock_big

Faces : 72 tris
Vertices : 60 verts

Material : rock_D
Texture : 1024 x 1024 px

• rock_large

Faces : 72 tris
Vertices : 61 verts

Material : rock_D
Texture : 1024 x 1024 px

• rock_tall

Faces : 72 tris
Vertices : 58 verts

Material : rock_D
Texture : 1024 x 1024 px
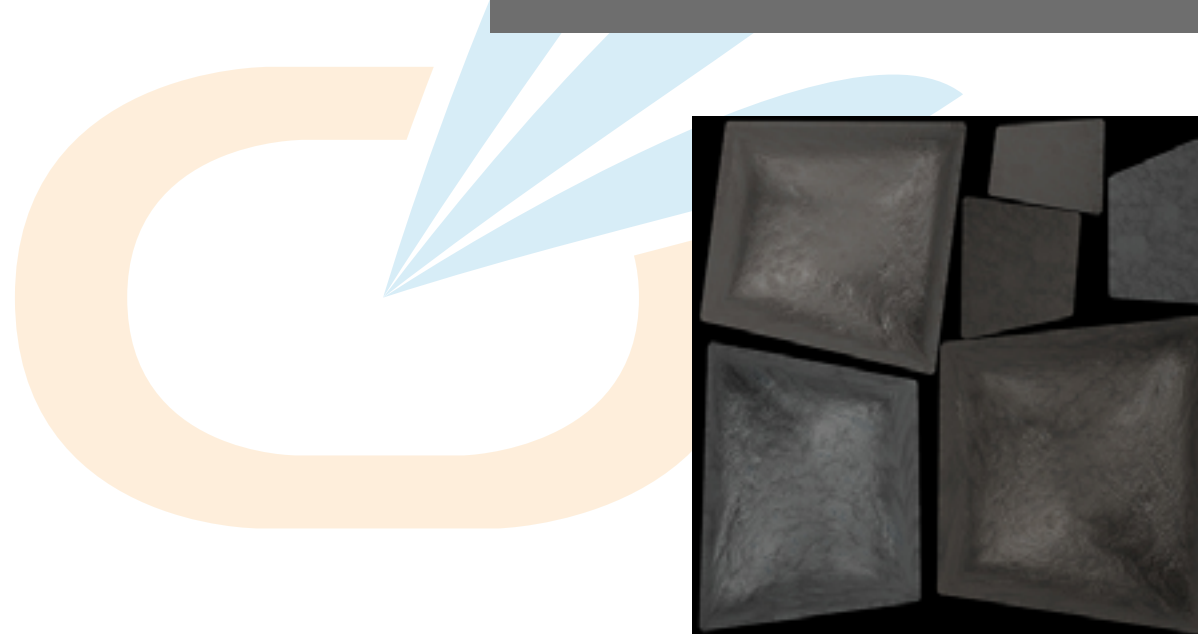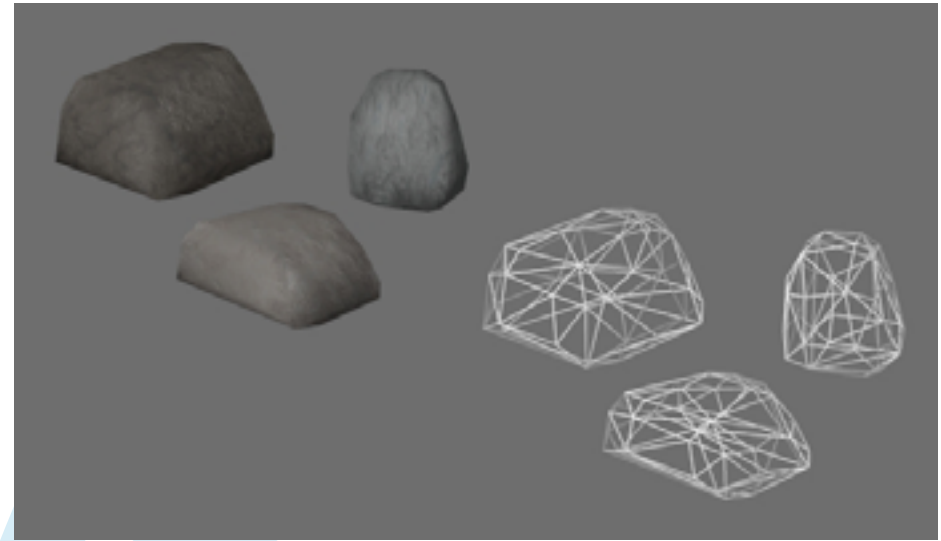
RubberRing

• rubberRing_big

Faces : 256 tris
Vertices : 200 verts

Material : rubberRing_D
Texture : 512 x 512 px

• rubberRing_medium

Faces : 240 tris
Vertices : 176 verts

Material : rubberRing_D
Texture : 512 x 512 px
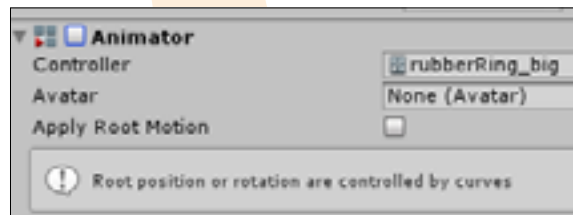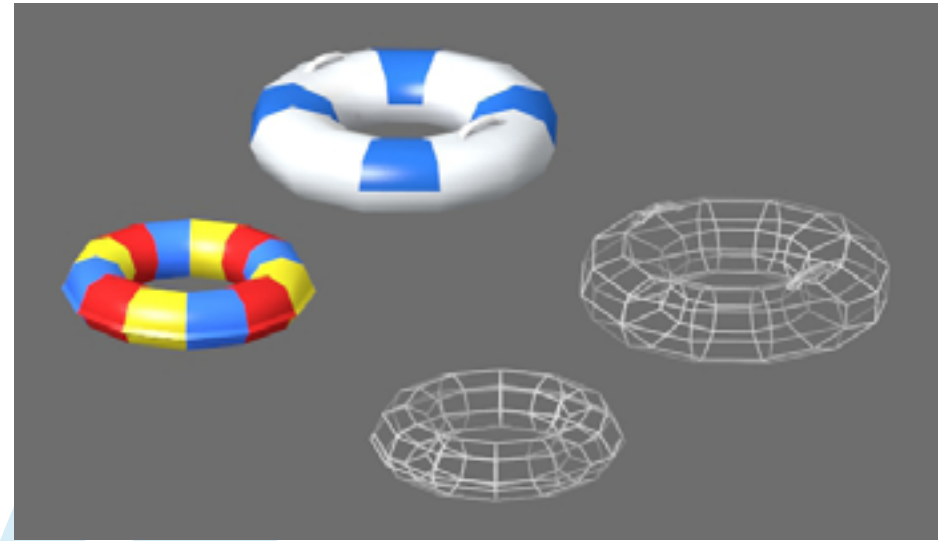
Each rubber ring has a water movement animation.
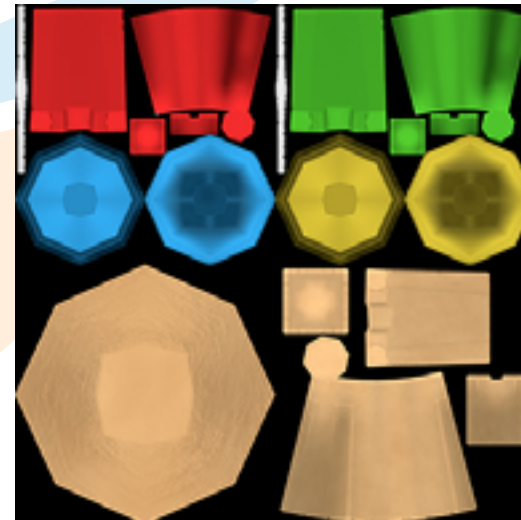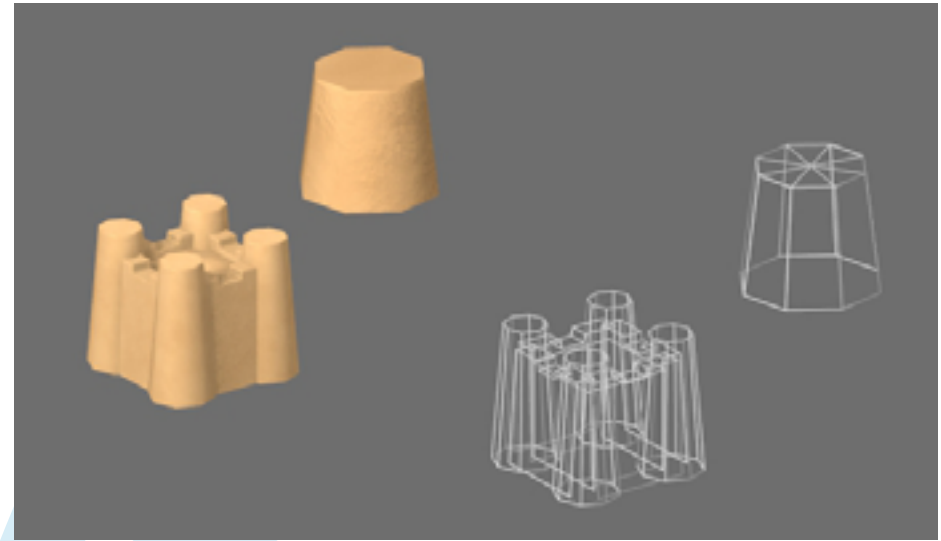**You can tick off box near the Animator component to disable this animation.**

SandCastle

• sandCastle

Faces : 178 tris
Vertices : 254 verts

Material : bucket_sand_D
Texture : 1024 x 1024 px

• sandTower

Faces : 29 tris
Vertices : 24 verts

Material : bucket_sand_D
Texture : 1024 x 1024 px

Shell

• shell_beige
• shell_pink

Faces : 40 tris
Vertices : 27 verts

Material : shell_D
Texture : 256 x 256 px

• shell_brown
• shell_green
• shell_grey
• shell_turquoise

Faces : 56 tris
Vertices : 37 verts

Material : shell_D
Texture : 256 x 256 px

• shell_orange
• shell_red

Faces : 56 tris
Vertices : 53 verts

Material : shell_D
Texture : 256 x 256 px

• shell_star

Faces : 75 tris
Vertices : 51 verts

Material : shell_D
Texture : 256 x 256 px

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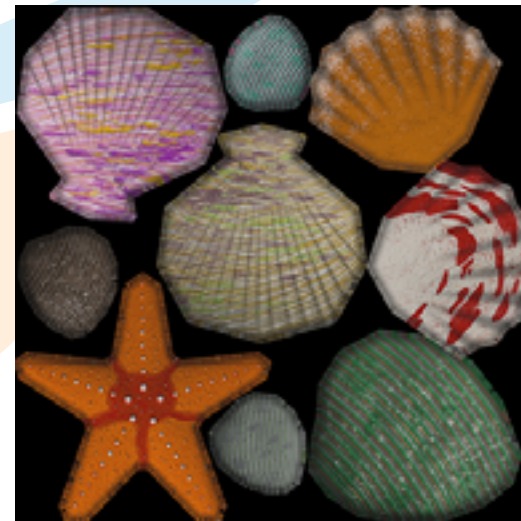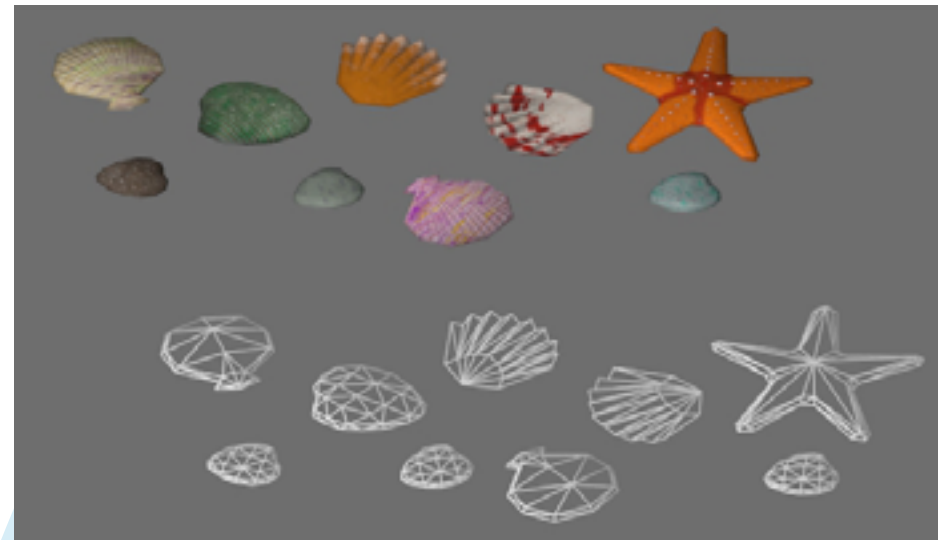
Shovel

• **shovel_blue**
• **shovel_orange**

Faces : 112 tris
Vertices : 111 verts

Material : shovel_rake_D
Texture : 512 x 512 px
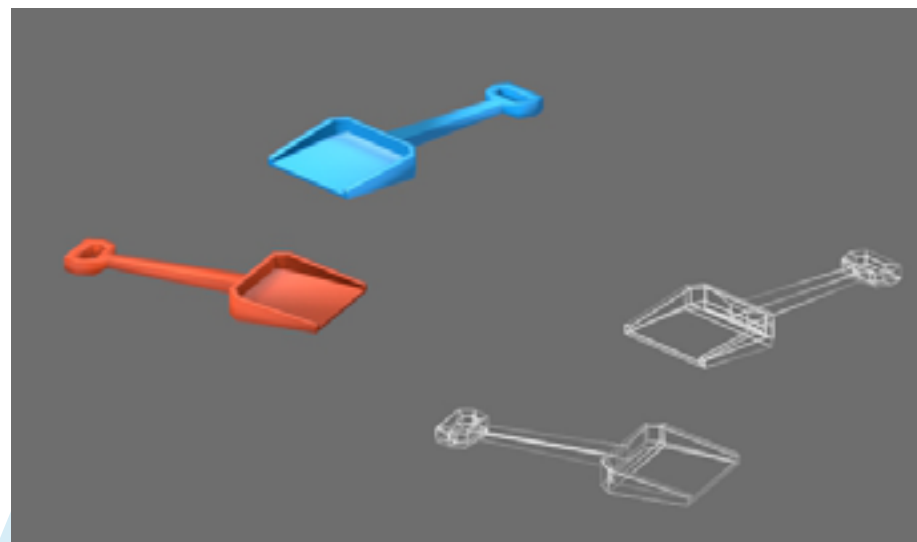
SurfBoard

• **surfBoard_bigTropic**
• **surfBoard_bigWhite**

Faces : 158 tris
Vertices : 133 verts

Material : surfBoard_D
Texture : 1024 x 1024 px

• **surfBoard_mediumBlack**

Faces : 158 tris
Vertices : 154 verts

Material : surfBoard_D
Texture : 1024 x 1024 px

• **surfBoard_tinyBlack**
• **surfBoard_tinyFluo**

Faces : 96 tris
Vertices : 94 verts

Material : surfBoard_D
Texture : 1024 x 1024 px

• **surfBoard_smallBlue**
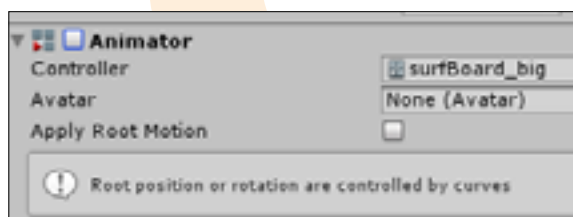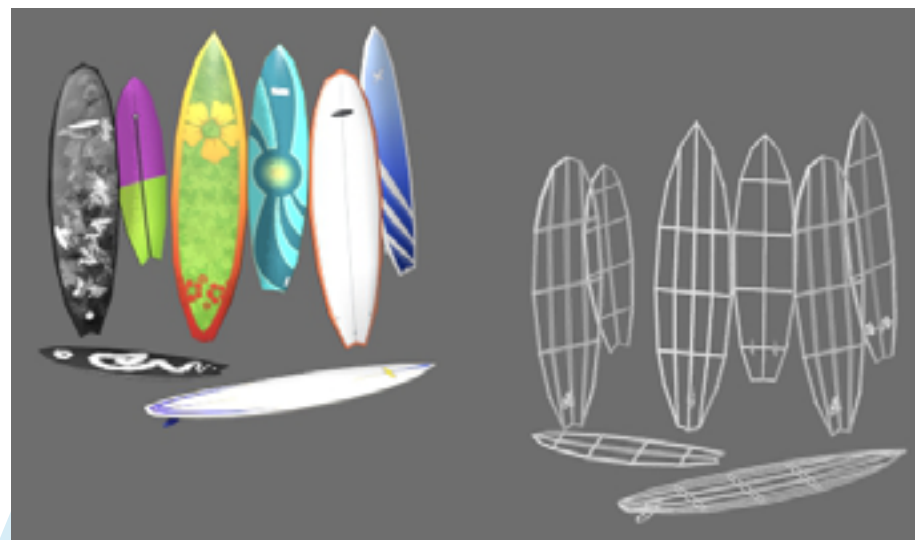• **surfBoard_smallTurquoise**

Faces : 156 tris
Vertices : 142 verts

Material : surfBoard_D
Texture : 1024 x 1024 px

• **surfBoard_mediumWhite**

Faces : 158 tris
Vertices : 156 verts

Material : surfBoard_D
Texture : 1024 x 1024 px

Each surf board has a water movement animation.
You can tick off box near the Animator component to disable this animation.

Table & Chair

• table

Faces : 234 tris
Vertices : 262 verts

Material : table_chair_D
Texture : 1024 x 1024 px

• chair

Faces : 112 tris
Vertices : 192 verts

Material : table_chair_D
Texture : 1024 x 1024 px

Towel

• **towel_blue**
• **towel_dawn**
• **towel_grass**
• **towel_green**
• **towel_pink**
• **towel_purple**
• **towel_red**
• **towel_sea**

Faces : 32 tris
Vertices : 25 verts

Material : towel_D
Texture : 512 x 512 px
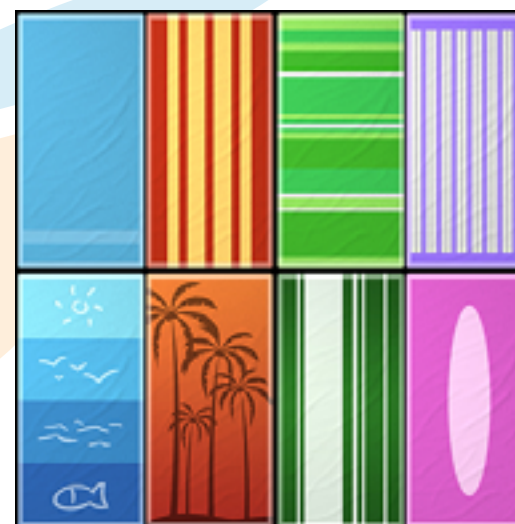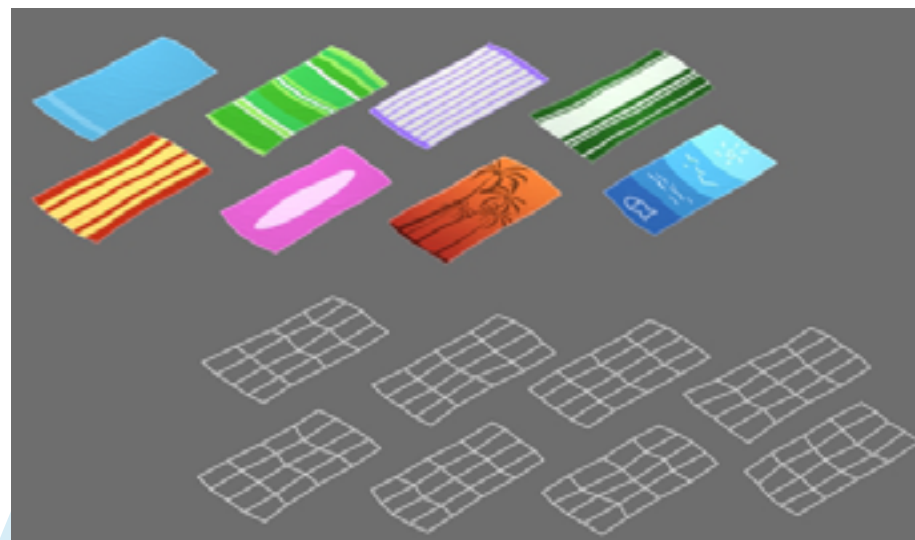
Volley

• **volleyBall**

Faces : 140 tris
Vertices : 89 verts

Material : volley_D
Texture : 1024 x 1024 px

• **volleyNet**

Faces : 112 tris
Vertices : 172 verts

Material : volley_D
Texture : 1024 x 1024 px
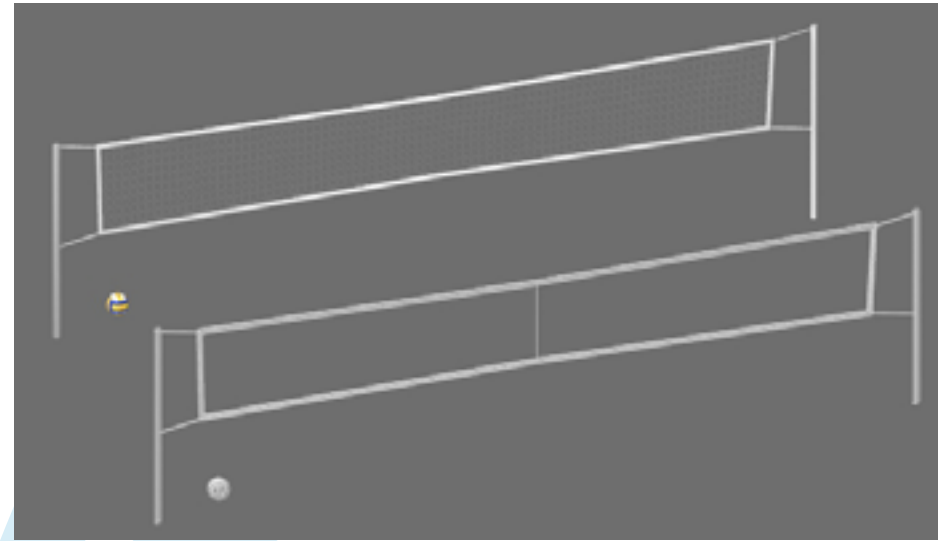
Watermelon

• watermelon

Faces : 140 tris
Vertices : 91 verts

Material : fruits_D
Texture : 512 x 512 px

• watermelon_quarter

Faces : 32 tris
Vertices : 40 verts

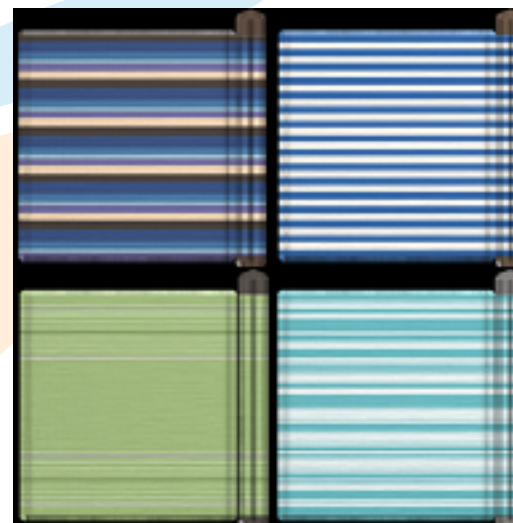**Material :** fruits_D
Texture : 512 x 512 px
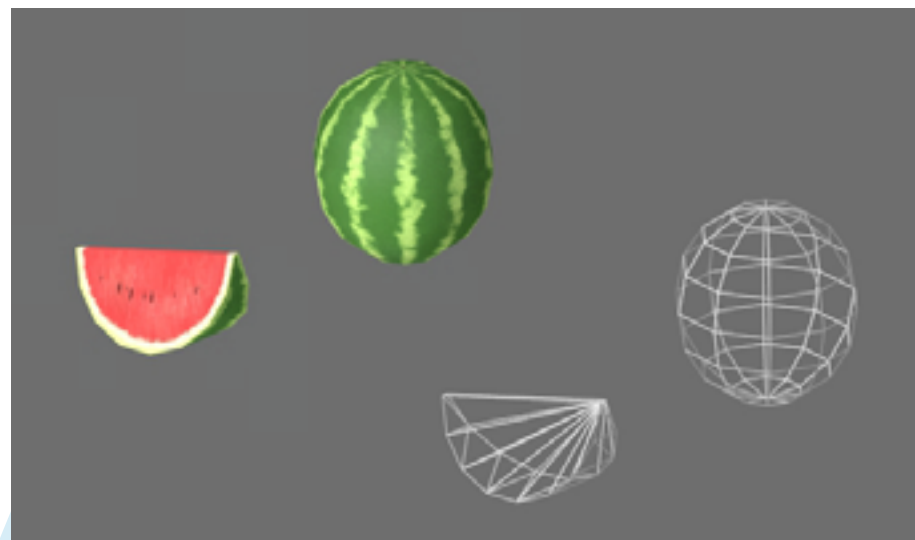
Windbreak

• **windbreak_blue**
• **windbreak_green**
• **windbreak_multi**
• **windbreak_turquoise**

Faces : 138 tris
Vertices : 199 verts

Material : windbreak_D
Texture : 1024 x 1024 px
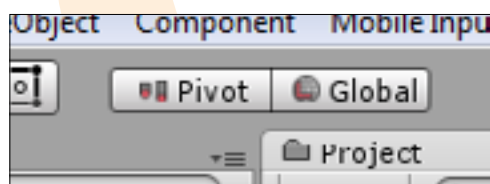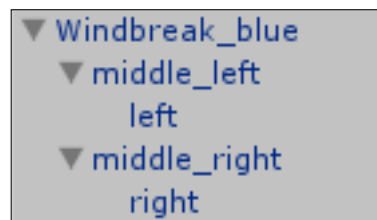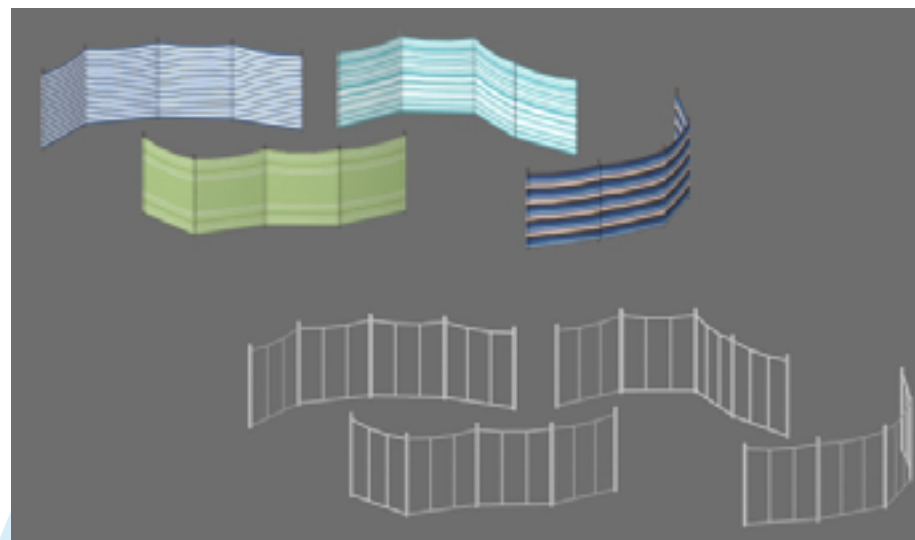
Bones are link to each shutter.
Their rotation can customize the four shutters position.
! Don't forget to change rotation mode to Pivot !
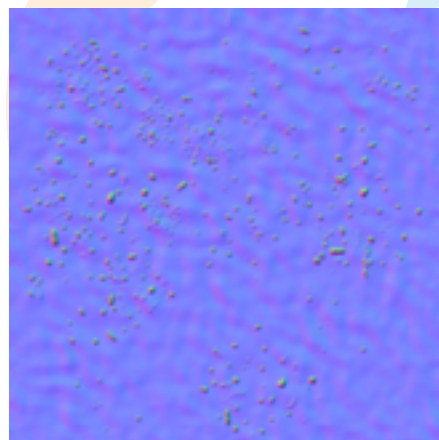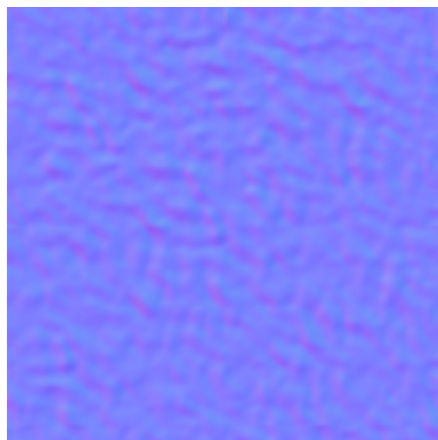
Sand

• sand_D

Texture : 512 x 512 px

• sandDirty_D

Texture : 512 x 512 px

• sand_N

Texture : 512 x 512 px

• sandDirty_N

Texture : 512 x 512 px

SandWet

• **sandWet_D**

Texture : 512 x 512 px

• **sandWetDirty_D**

Texture : 512 x 512 px

• **sandWet_N**

Texture : 512 x 512 px

• **sandWetDirty_N**

Texture : 512 x 512 px
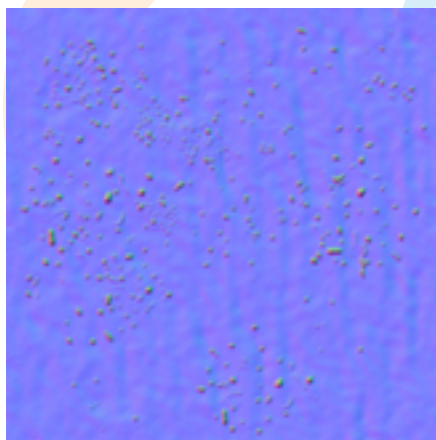
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