

Adam deGrandis' Racing Game Objects Pack

version 1.0



A Note From Adam

Thanks for purchasing the Racing Game Objects pack! If you liked these shapes and need additional artwork or art consulting on your game, don't hesitate to get in touch with me through my website, www.adamdegrandis.com. Thanks again!

Installation and Use of the Racing Game Objects Pack

Installation of the pack is easy. Simply drag or copy/paste the "RacingGameObjects" folder included in the .zip to the game/art/shapes directory of your project. After that, the Racing Game Objects assets will be available under the Library/Meshes tab of the level editor, and the road materials will be available when using the Torque road tools. For more info on adding shapes to your Torque level or creating roads, please consult the official Torque documentation.

F.A.Q.

Question: Can you update this pack and add [suggestion]?

Answer: The pack will get updates as long as it's selling, and if your suggestion fits with the theme of the pack then I'll consider it for an update. If you need your suggestion right away, get in touch with me and we can figure out a custom solution.