CARDBOARD BOXES PACK

Megapoly.art introducing **"Cardboard Boxes Pack"**. This modular package includes cardboard boxes which are properly modeled to cover all your needs. Plain boxes can be combined with labels and texts to create new prefabs. Various box sizes with exact pivots for flaps enable you to create fully/partially open and closed boxes.

The pack is fully compatible with **Megapoly.art low poly packages**. Combine with other asset packs from Megapoly.art to create your dream city.

Pack Info

Total : 23 Prefabs , 8 unique boxes, 8 labeling prefabs.

Compatibility

❏ Unity 2017.1 above
❏ Universal Rendering Pipeline (URP)
❏ Easy to adapt to High Definition Rendering Pipeline (HDRP)
❏ Mobile friendly

Release Log

1.0 : Initial release

How to Install

For the users using the **2019.4 Unity version or below**. Open the Asset Store inside Unity and download and import the Mechanic Shop Pack into your project.

For the users using the **2020.1 Unity version and above**. Open Asset Store in browser, press the "Add to my Assets" button and then the "Open in Unity" button. Go to the Unity Editor and import your asset via **Package Manager/My Assets**.

How to Use

After importing all the assets to your scene, you can access the prefabs under the Prefabs folder and directly start usşng in your scene.

There is one main material which can be used for all prefabs and this includes one texture. Alternatively you can check other materials inside the Materials folder which has prefix "offset". This material is basically using the same texture with offset to get different color schemes.

Support

Check our other assets and services on our website.

www.megapoly.art

Please let us know if you have any questions.

info@megapoly.art

Enjoy,

Megapoly.Art