

# ProtoBlox

## Prototype Building Blocks

Created by [Ripcord Development](http://Ripcord Development)  
[info@ripcorddev.com](mailto:info@ripcorddev.com)



This project has been thoroughly tested for bugs before being sent to the Unity Asset store. In the event that you do find an issue with this package, please contact us before posting negative feedback on the Unity Asset Store. We are more than willing to help solve any issues you may encounter.

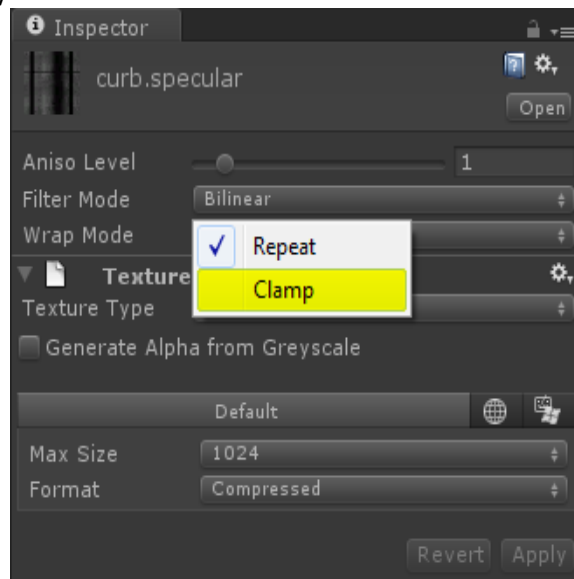
**ProtoBlox** is a collection of tiling textures and simple models that can be used to quickly block-out levels or environments for your project. This package contains a number of textures with unique icons and colours as well as a number of generic greyscale textures that are intended to be tinted. Using these textures will give your prototyped scenes a more finished look.

## TROUBLESHOOTING

A couple quick notes about the package.

### Tiling Issues

If you see any seams around the edge of the textures set the wrap mode from the default Repeat to Clamp. This will ensure that the texture tile properly.



### Resolution

All textures are supplied at 1024 resolution. If this is too heavy for your project you can reduce the resolution in the inspector without having to modify the actual image files. Just change the Max Size to whatever is appropriate for your project.

