



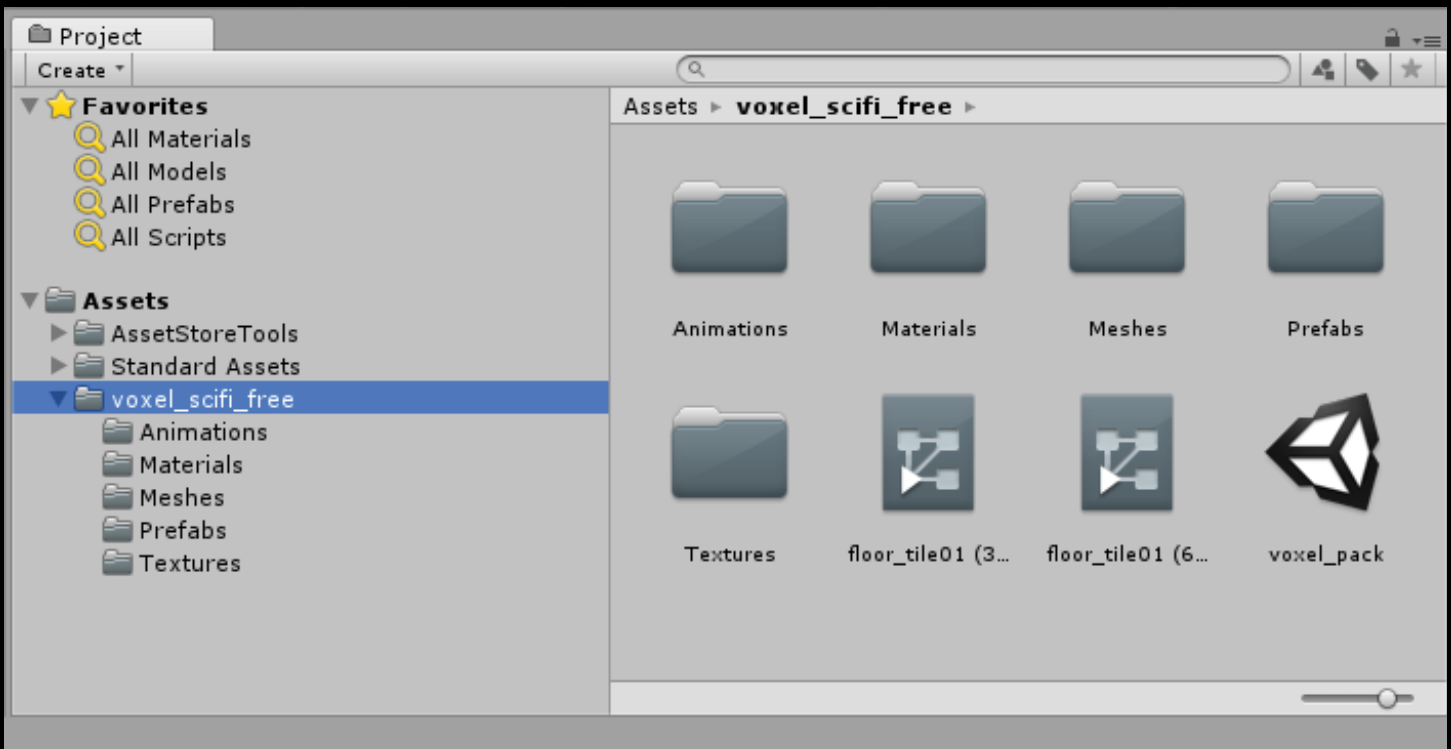
A great starting point for prototyping your scifi project. This asset pack contains a small set of prefabs that allow you to construct a futuristic level quickly.

All meshes were made in Magica Voxel and have been optimized reducing the polycount. These assets are suitable for platformer, top to down and FPS games.

We hope you find this pack useful and please feel free to send us your comments and advices in order to release a most complete paid version.

This pack contains:

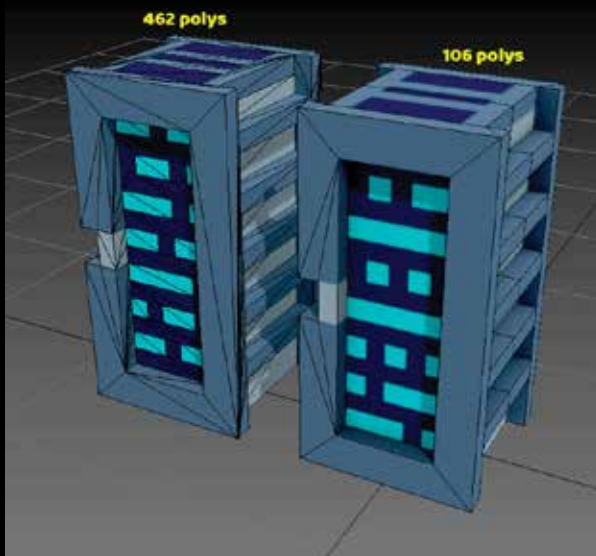
- 2 columns
- 1 lamp
- 1 modular wall
- 1 modular floor
- 1 tiny robot
- 1 modular cube



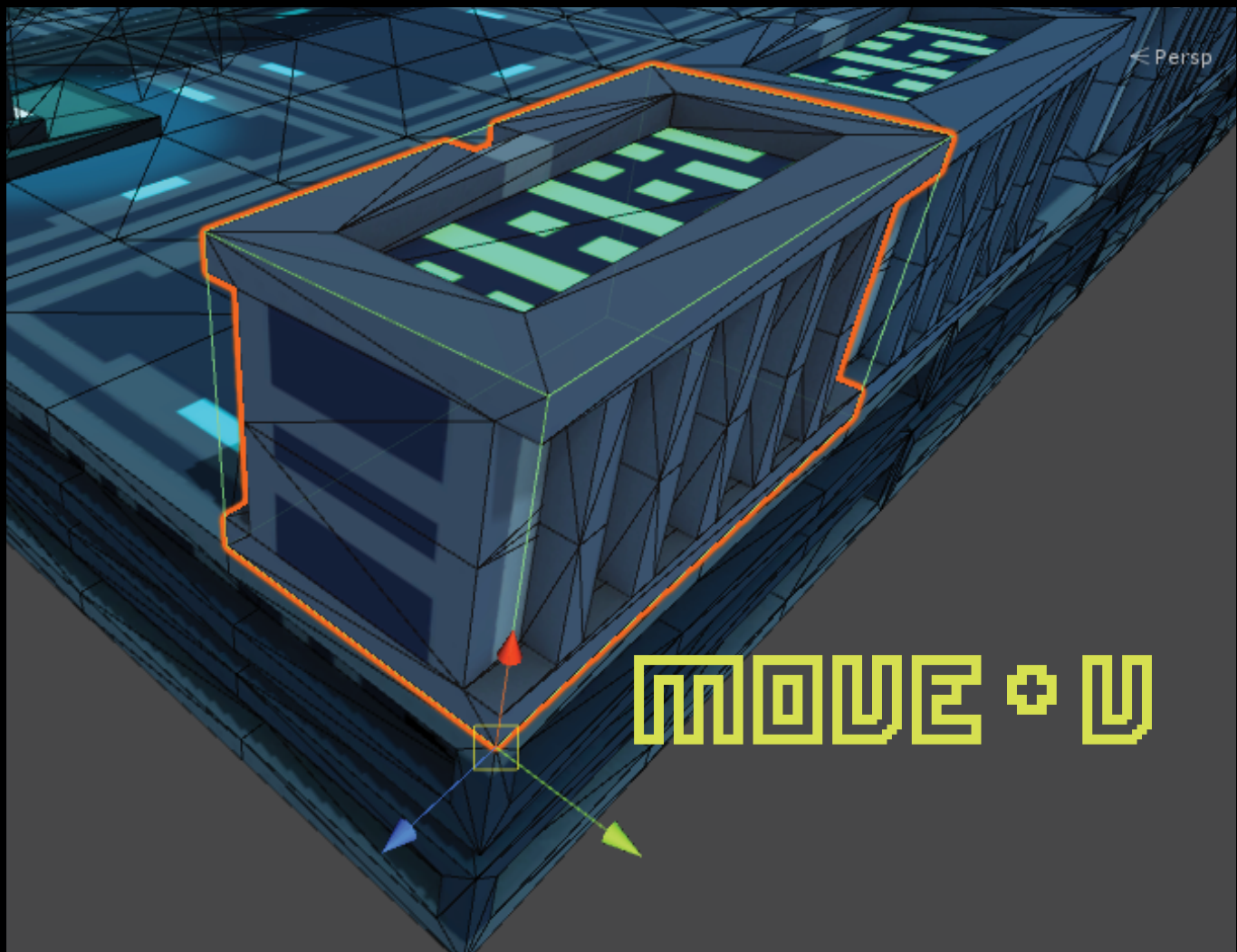
The contents of this package are organized in folders and the demo scene is located in the root folder.



While playing the demo scene you can see how quick a level can be constructed with these assets.



All meshes have been optimized to improve performance.



Remember that you can place every asset pressing "V" while you are moving the object and you will precisely snap to every vertex.



We really need your feedback in order to release a most complete paid version. Please feel free to contact us at trilobite3d@hotmail.com and send your comments, ideas, advices... Anything will be appreciated in order to develop a useful set for level design. Thanks!

```
<-----CONSTRUCT?-----> (
Ramps / elevators / energy barriers
doors / control panels / Pipes
)
<-----CONSTRUCT?----->
```

Press ENTER to continue...

