A11.2017.10265

1. Cube -> Component = Transform, Cube (Mesh Filter), Mesh Renderer, Box Collider, Default-Material.
2. Sphere -> Component = Transform, Sphere (Mesh Filter), Mesh Renderer, Sphere Collider, Default-Material.
3. Capsule -> Component = Transform, Capsule (Mesh Filter), Mesh Renderer, Capsule Collider, Default-Material.
4. Quad -> Component = Transform, Quad (Mesh Filter), Mesh Renderer, Mesh Collider, Default-Material.
5. Cube -> Component = Transform, Plane (Mesh Filter), Mesh Renderer, Mesh Collider, Default-Material.
6. Cylinder -> Component = Transform, Cylinder (Mesh Filter), Mesh Renderer, Capsule Collider, Default-Material.
7. TextMeshPro -> Component = Rect Transform, Plane (Mesh Filter), TextMeshPro- Text.
8. Terrain -> Component = Transform, Terrain, Terrain Collider.
9. Tree -> Component = Transform, Tree, Plane (Mesh Filter), Mesh Renderer, Optimized Bark Material.
10. Wind Zone -> Component = Transform, Wind Zone.
11. 3D Text -> Component = Transform, Mesh Renderer, Text Mesh.