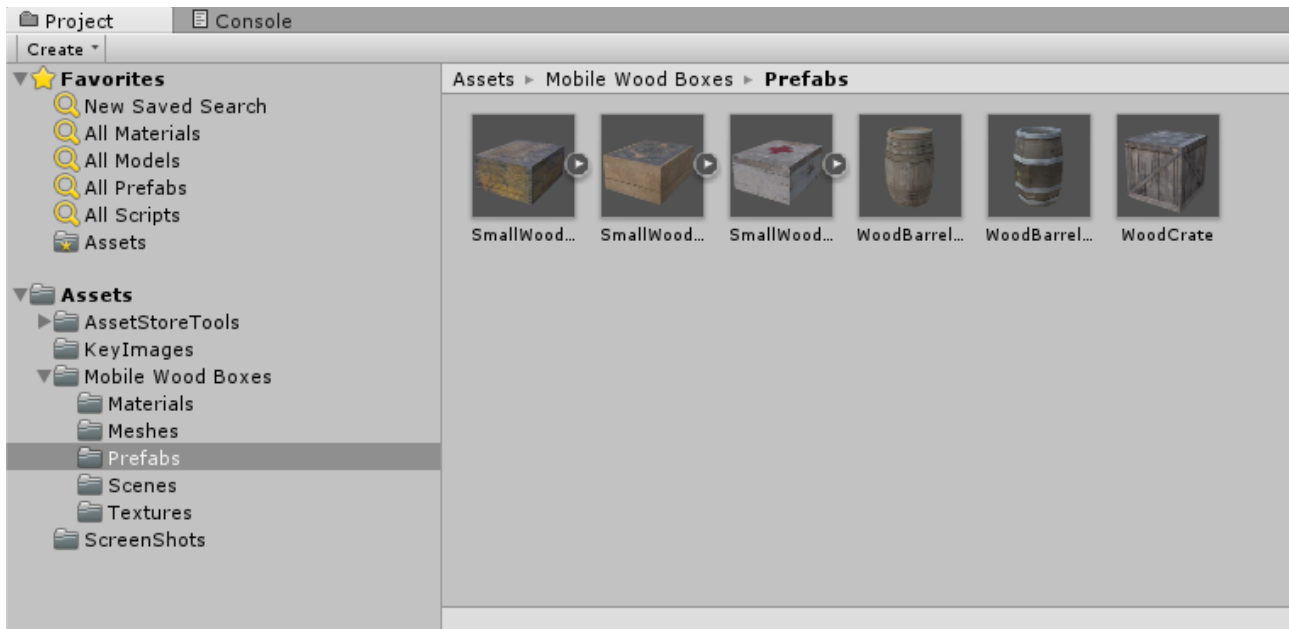


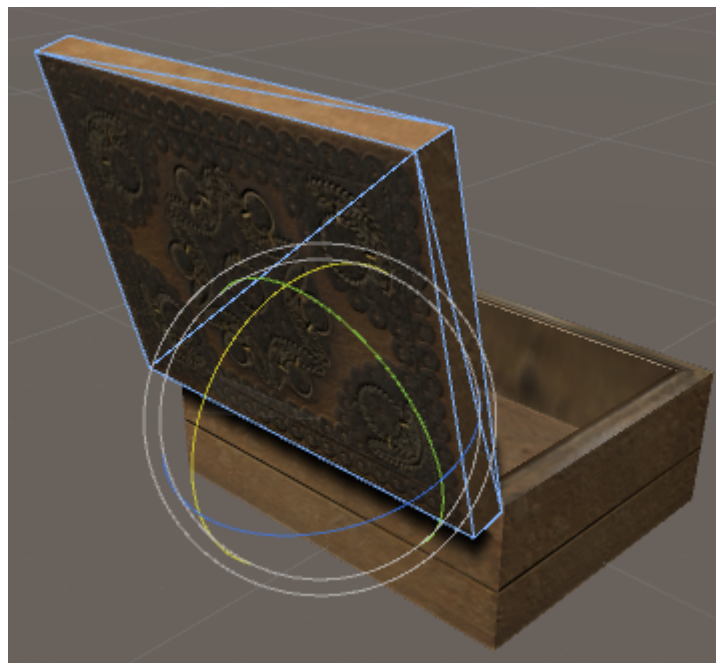
Mobile Wood Boxes



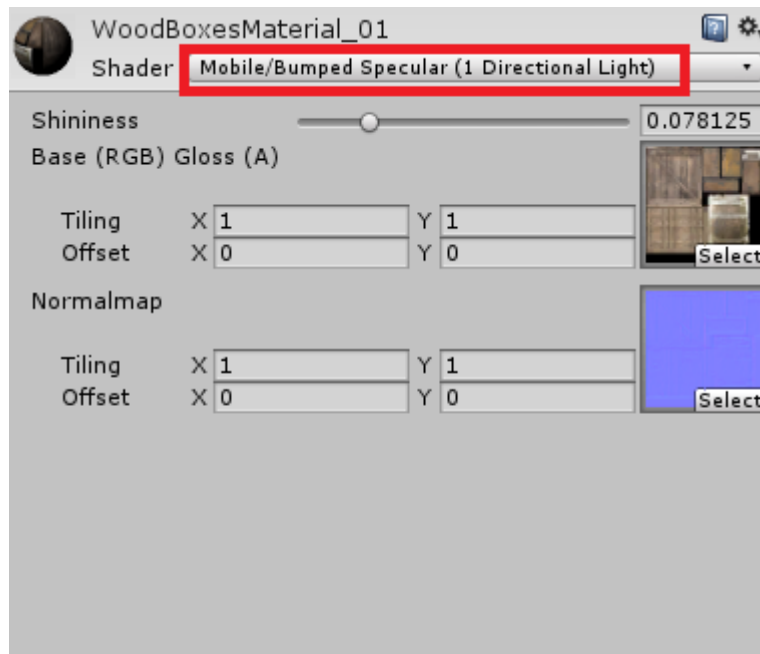
1. Easy To use setup. Just select objects from prefab, place it in your scene and you good to go.



2. Chests have pivot point for top lid in location that will make it easy to animate.

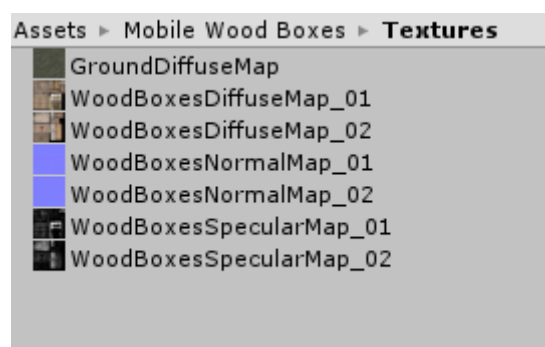


3. Materials are set To Mobile/BumpedSpecular(1 Directional Light) - you may want to change them for performance reasons.



4. Diffuse Textures have specular layer in alpha channel. This is because unity built in shaders uses this for specularity. But no worries if you have some different shader that uses specular as separate map you can use 2 specular maps that I include:

- WoodBoxesDiffuseMap_01 = WoodBoxesSpecularMap_01
- WoodBoxesDiffuseMap_02 = WoodBoxesSpecularMap_02



5. And normal maps:

- WoodBoxesDiffuseMap_01 = WoodBoxesNormalMap_01
- WoodBoxesDiffuseMap_02 = WoodBoxesNormalMap_02

6. Ground Texture and Material are just an addition.

You can use them however you want.

7. If you want smaller size of the Texture you can modify it's size in properties. Select desired platform, then chose override checkBox and then chose preferred size.

