



**THANK YOU FOR PURCHASING OUR  
PACKAGE, WE HOPE YOU'LL ENJOY IT**

## **WELCOME TO: HOWTOSETUP**

In here you'll be able to see what's inside the package and how it works. We hope that everything will be clear and understandable, if there are any questions don't hesitate to contact us ;)

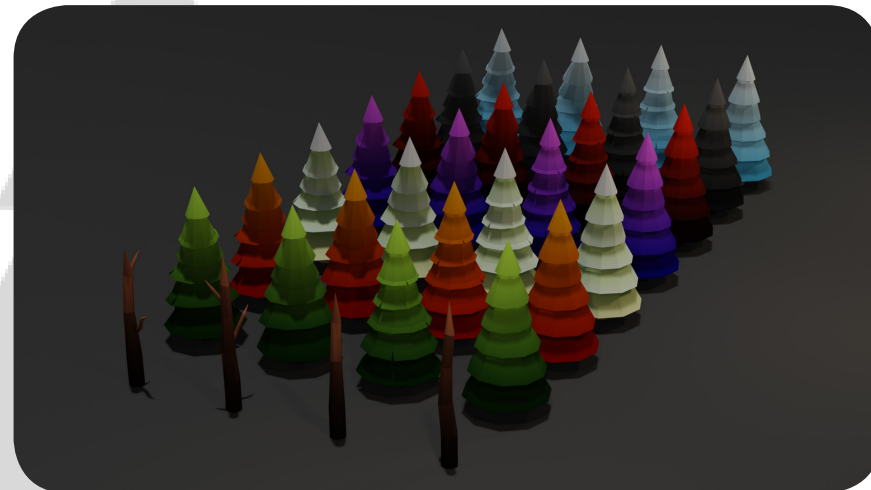
See the next page for information about the package



# WHAT'S INSIDE THE PACKAGE?

## Content

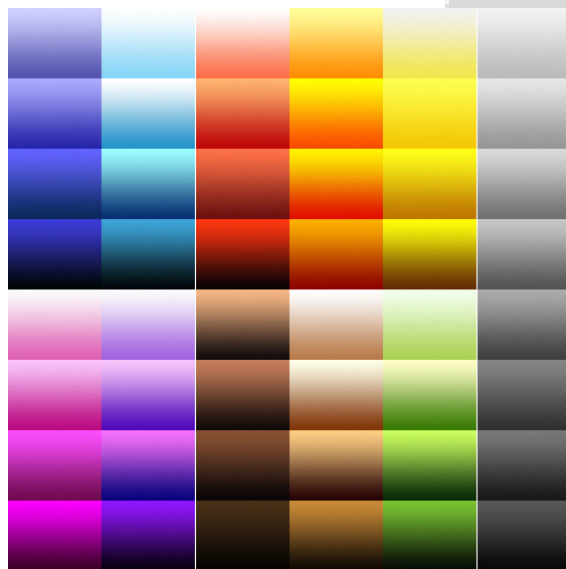
With this pack you'll have access to 32 models, that all use the same texture. These models make 8 groups of trees, with all of them having 4 different variations.



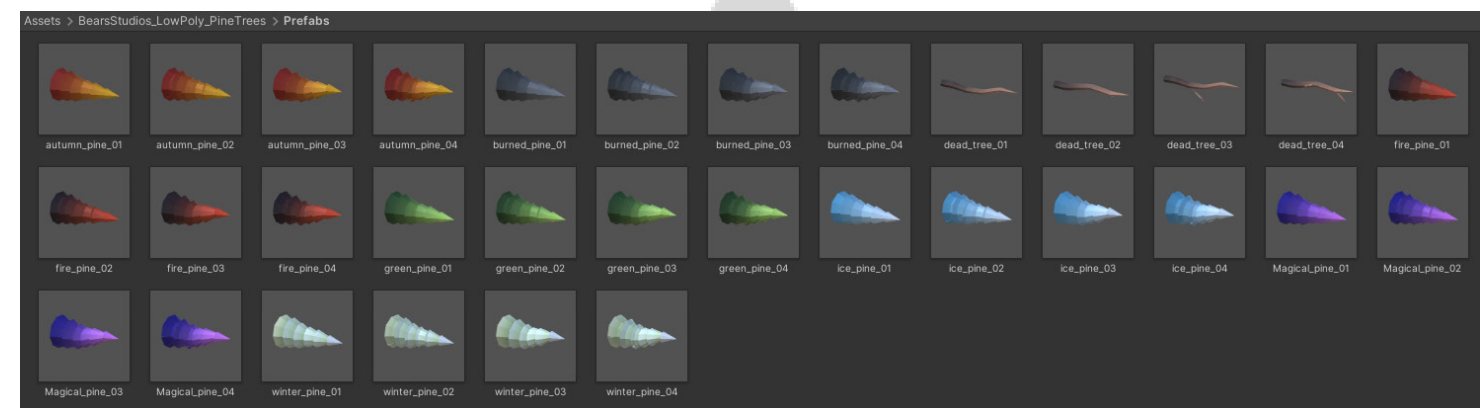
## The Texture

This is the texture that all trees use, it contains 48 different color gradients. This texture is simple to use, the only thing you need is the material inside the material folder.

In case you would like to change the color of a group or tree, then you could use the free software Blender to move the uv's to the correct color.

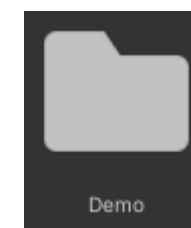


# HOW DOES IT WORK?



## What you really need!

The package has been set up so you can just grab any tree out of the prefab folder. You'll only need to drag and drop these prefabs into your unity scene, and you're ready to go. Start placing them around your world and begin creating an epic forest or decorate your empty fields.



## Demo

If you would like to see all trees in one scene, then there is a demo folder with scenes. If you load the scene all the tree will be lined up for you inside of Unity.

All there is really left to say is: Enjoy the pack!