

# AA 3D LOW POLY NATURE PACK ASSET DOCUMENTATION

## *What is AA 3D Low Poly Nature Pack?*

AA 3D Low Poly Nature Pack is a **Unity Asset** developed by Ahmet ALP. This asset contains a large collection of **low poly models** created around a **nature** theme. All the models have been made while considering both **quality** and **performance**. All the materials are within the Unity. Therefore, you can **fully customize** all the materials however you would like. All prefabs include **colliders** on them. Those colliders are also fully customizable.

The lamps include **light sources** on them, which are also fully customizable.

The walls, fences and fields in this project can be attached to each other. In other words, when you put two walls or fences or fields next to each other the transition from one to another is smooth.

## *How to install?*

This asset doesn't require any installation process. After you import the asset, in your project folder go to "**Assets > AA 3D Low Poly Nature Pack > Prefabs**". In this path you will see all the prefabs categorized under different tags.

## *How to customize a material?*

In your project folder go to "**Assets > AA 3D Low Poly Nature Pack > Materials**". In this path, all the materials are categorized under related tags. For example, if you want to edit the material for "**Flower\_6\_Part\_3**" then you need to locate the "**Flower\_6\_Material\_3**" in the Materials folder.

## *How many prefabs are there?*

Right now, there are **882** low poly prefabs. Here is the full list:

- **72** trees.
- **44** cactuses.
- **110** rocks.
- **42** mushrooms.
- **71** flowers.
- **43** logs.
- **44** tree trunks.
- **50** ruins.
- **40** walls.
- **24** grasses.
- **38** fences.
- **19** bridges.
- **6** wells.
- **47** tools.
- **52** tents.
- **56** lamps.
- **20** boats.
- **104** fields (terrain).

## *Update Logs:*

### **Version 1.1:**

- **200** new prefabs:
- **12** new boats.
- **10** new bridges.
- **12** new cactuses.
- **10** new fences.

- **12** new fields.
- **16** new flowers.
- **12** new grasses.
- **12** new lamps.
- **12** new logs.
- **12** new mushrooms.
- **10** new rocks.
- **10** new ruins.
- **14** new tents.
- **12** new tools.
- **12** new tree trunks.
- **12** new trees.
- **10** new walls.
- Colliders on trees has been **fixed**.
- Asset Store images have been **updated**.
- Documentation has been **updated**.
- Sample Scene has been **updated**.