



# Low Poly Fast Food

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# 1. Articles

## 1.1.About the Asset

The package contains a total of 10 different models.

- Hamburger
- Cake
- Donuts
- Drinks
- Egg and sausage with a frying pan
- French Fries
- Hot Dog
- Two different meats
- Pizza

With these models, you get a wide variety of high-quality models to take your game to the next level.

For all models you get prefabs, models in .obj or .fbx format, materials, textures in PNG format and a demo scene.

There are at least one texture and at least one material per model. Most models have several materials because they also consist of several materials and these can be equipped with different reflection values, for example.

## 1.2. Getting Started

In the following steps you will learn how to proceed, what you need to do to achieve a smooth integration into your project.

1. Download the package from the unity asset store.
2. Import the asset into your project.
3. Inside the folder PwhSoft/LowPolyFastFood you will find all the resources you bought when you bought the package.

There is a Scenes folder in the Demo folder which contains the Demo Scene.

4. Inside folder PwhSoft/LowPolyFastFood/Assets/Prefabs you will find some sample models, which you can integrate directly into your project.

## 1.3.Frequently Asked Questions

Since this is the first document version and no questions have been asked yet, they will be updated with the next version.

## 1.4.Support

If you have any questions, please contact us with name and subject "Request Low Poly Fast Food" to the following e-mail address:

[support.unityassetstore@pwhsoft.de](mailto:support.unityassetstore@pwhsoft.de)

I will answer your e-mail as soon as possible. Please understand that this may take some time.

## 2. Script Documentation

### 2.1. Spinning Script

The spinning script only serves as a script for the demo scene, but can anyway be used by you. This script is located in the folder PwhSoft/LowPolyFastFood/Demo/Scripts. This script can be added as a component to a GameObject. The three input fields in the Inspector indicate the rotation direction of the GameObject. The script is only executed at runtime.