PORT PACK

Megapoly.art proudly introduces **"Port Pack".** This package includes everything you need to create your own port scene with well modeled props, building assets, and two of our recently published package;

- Buoys
- Cranes (exl. modular tower crane)

as well as 1 demo ship and 1 demo tugboat from our "Cargo Ships I" and "Tugboats" pack.

Mobile friendly low poly modeling and optimized texturing.

Pack Info

Total : 89 Prefabs :

- 1 Cargo Ship,
- 1 Tugboat,
- Cranes (3 deck cranes, 1 bulk handling crane, 1 panamax, 1 gantry, 1 straddle crane) ,
- Buoys : 13 buoys,
- 2 building assets,
- 14 containers,
- 51 props

The pack is fully compatible with **Megapoly.art low poly packages**. Combine with other asset packs from Megapoly.art to create your dream city.

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Compatibility

- ❏ Unity 2020 above
- ❏ Easy to adapt to Universal Rendering Pipeline (URP) and High Definition Rendering Pipeline (HDRP)
- ❏ Mobile friendly

Release Log

1.0 : Initial release

How to Install

For the users using the **2019.4 Unity version or below**. Open the Asset Store inside Unity and download and import the Mechanic Shop Pack into your project.

For the users using the **2020.1 Unity version and above**. Open Asset Store in browser, press the "Add to my Assets" button and then the "Open in Unity" button. Go to the Unity Editor and import your asset via **Package Manager/My Assets**.

How to Use

After importing all the assets to your scene, you can access the prefabs under the Prefabs folder and directly start usşng in your scene.

There is one main material which can be used for all prefabs and this includes one texture. Alternatively you can check other materials inside the Materials folder which has prefix "offset". This material is basically using the same texture with offset to get different color schemes.

Support

Check our other assets and services on our website.

www.megapoly.art

Please let us know if you have any questions.

info@megapoly.art

Enjoy,

Megapoly.Art