

## **Blocks - Numbers**

Created by **playmint**

<http://www.playmint.co.uk/>

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**Blocks - Numbers** is a unity asset pack containing both **2D** and **3D Numerical** blocks. The **2D** and **3D** elements are perfectly suited for UI interfaces, project title screens, numerical games, educational content, counting / number based puzzles, or whatever your personal requirements are for your projects.

Original **Illustrator** Source files included for all **Blocks - Numbers** texture data. Especially useful should your project require alternate resolutions, or further manipulation of colours or other extraneous information.

### **Folders**

**2D Textures** - contains 2d elements

**3D Textures** - contains 3d textures for use with models

**Illustrator** - contains original source files

**Models** - contains 3d meshes at various polygon counts

### **Usage :**

2D textures as set up as sprites, can be used instantly in your project

For 3D meshes, it is recommended that you create prefabs for your chosen colour schemes and letter sets. Simply choose the mesh from the models directory that fits your requirements and then drag into the main scene or hierarchy, create a new material, then from the **3D Textures** directory, drag and drop your texture, 3d textures work best with 'unlit' material shaders.