

## Pack Contents:

This pack contains the following:

- 9x Swords and Knives:
  - FBX Format,
  - Blender Format,
- 3x Axes:
  - FBX Format,
  - Blender Format,
- 3x Hammers:
  - FBX Format,
  - Blender Format,

It is suggested to use the FBX files for any development.

## How to use:

All the assets in the pack have had the origins of the object set to the handle of weapons meaning they are ready to drag and drop into your game!

If you need to make any changes to the files, you can import the FBX files into any other software (Maya or Max etc..) or the Blender files can be used for the development.

If the materials need to be changed, new materials can be made and dragged into the place of the current materials that were imported from the FBX file.