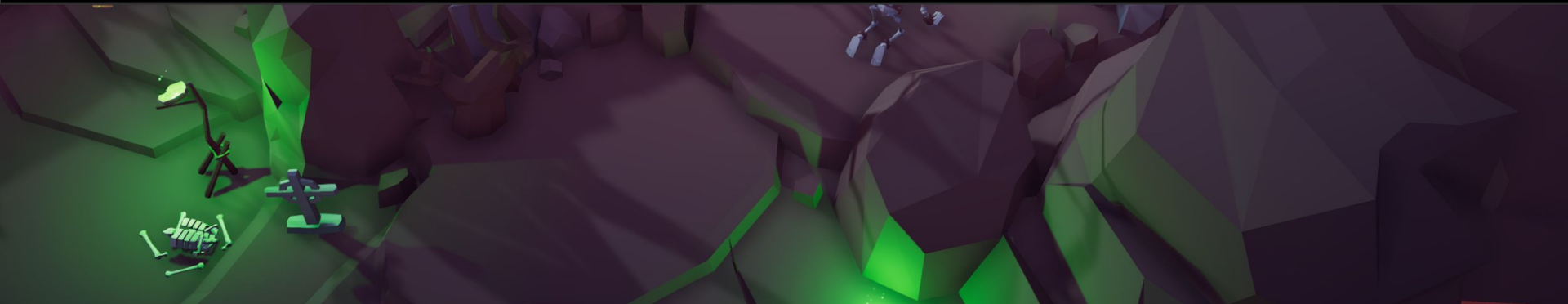


A guide by Meshtint Studio for you



If you like this pack, check out other assets!



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POLYGONAL SERIES
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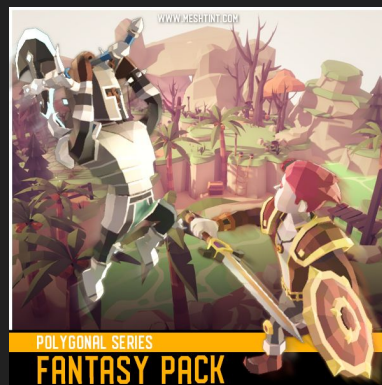
Dark Creatures Pack

- ✓ FX Unity Particles Included
- ✓ Generic Mecanim & Legacy rig set up
- ✓ Different colours
- ✓ Rigged & animated



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CUBE SERIES
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CUSTOMIZABLE
LITTLE HEROES MEGA PACK
CUSTOMIZE YOUR OWN CHARACTER | ANIMATED | HUMANOID MECANIM | - UNITY PARTICLES



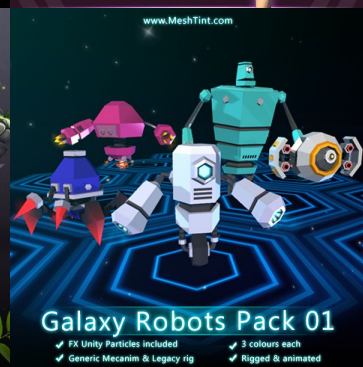
VERSION 1.4
FOREST CREATURES PACK
✓ Unity Package Included
✓ Generic Mecanim & Legacy rig set up
✓ Colour variation
✓ Rigged & animated



POLYGONAL SERIES
SKELETON PACK



OSIMP SERIES O
CHARACTER CREATOR



Galaxy Robots Pack 01
✓ FX Unity Particles included
✓ Generic Mecanim & Legacy rig
✓ 3 colours each
✓ Rigged & animated



You will require Unity to use this pack. You can download Unity here:

<https://unity3d.com/get-unity/download>



Important

The demo scenes in the package require the following free assets. Please download and import them into your project.

- Post Processing Stack V 1



Post Processing Stack V1

Unity post-processing stack is an über effect that combines a complete set of image effects into a single post-process pipeline.

You can download here:

<https://assetstore.unity.com/packages/essentials/post-processing-stack-83912>



Post Processing Stack V2

- If you are using a newer Unity version, you may consider using Post Processing Stack version 2 instead.
- Note that the Post Processing profile used in the demo scenes is only compatible with Post Processing Stack V1.
- You can download here Post Processing Stack V2:
<https://github.com/Unity-Technologies/PostProcessing>





Thank you for your purchase!