## Meshtint Studio



Website: www.meshtint.com

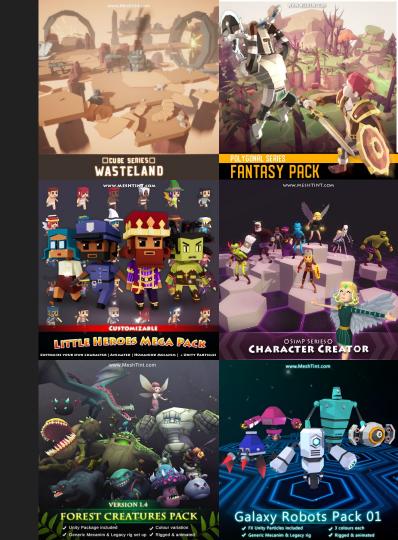
Unity Asset Store: <a href="https://assetstore.unity.com/publishers/3867">https://assetstore.unity.com/publishers/3867</a>

Email: info@meshtint.com

Facebook: <a href="https://www.facebook.com/MeshTint/">https://www.facebook.com/MeshTint/</a>

Twitter: <a href="https://twitter.com/Meshtint">https://twitter.com/Meshtint</a>

Youtube: https://www.youtube.com/channel/UCG9WBTCp07YIzYkz31BFchg





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

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



### Important - Plugins

The demo scenes in the package may require the following free assets. Please check and if needed, download them into your project.

- 1. Post Processing Stack 2
- 2. Cinemachine
- 3. Unity's Standard assets > Character

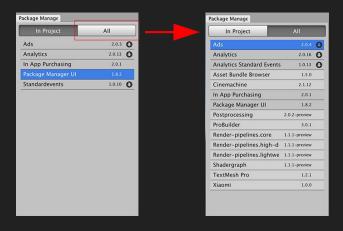




# 1. Post Processing Stack 2

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 in Unity using package manager.

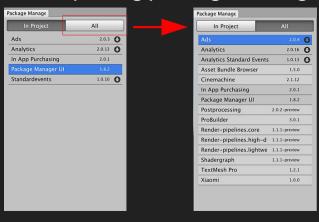




### 2. Cinemachine

Cinemachine is unified procedural camera system for in-game cameras, cinematics and cutscenes, film pre-visualization and virtual cinematography eSports solutions.

You can download here in Unity using package manager.

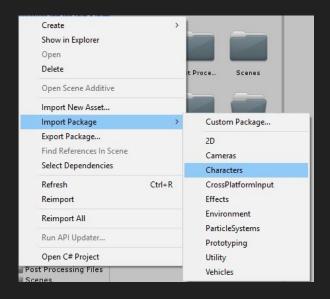




### 3. Third Person Character Controller

This collection of assets, scripts, and example scenes can be used to kickstart your Unity learning or be used as the basis for your own projects.

You will probably already have the standard assets when you installed Unity. You can import Third Person Character Controller by right click > import package > characters. See image on the right.







Thank you for your purchase!

See more assets at www.meshtint.com