SOVIETOPOLY

WAREHOUSE COMPLEX

QUICK START

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I ASSET PACK

1.1 INTRODUCTION

Thank you for purchasing the Sovietopoly - Warehouse Complex game package.
Sovietopoly asset series are inspired from soviet era and mixed with
low - poly, apocalyptic and cartoon themes. Modular models gives freedom to
create custom buildings and objects.
You are free to use the models in your own project in any way you like.

1.1 HOW TO USE

Simply drag the assets from Prefabs subfolders into your scene. All basic
textures and materials are linked. Movable objects like doors, lids, windows,
valves, tyres and so on are separated from main model ready to animate.

Modular parts can snap together with unity snap function (default key is V).
If you have problems with snapping and cant use third party snap addons then
select "Move, Rotate or Scale or selected objects tool" and then use V key.

If you want to change or upgrade premade buildings. Simply drag building into
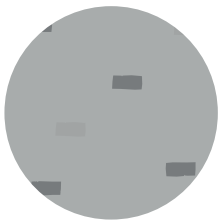your scene and unpack the prefab.

II TEXTURES

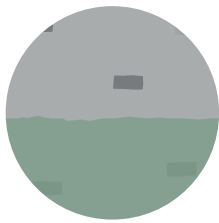## 2.1 HOW TO USE ALTERNATIVE TEXTURES

Navigate to Materials folder and simply drag a new textured material on object. Models like walls and floors are two sided. This means you can choose different materials for both sides. For example a brick texture outside of the wall and painted texture inside.

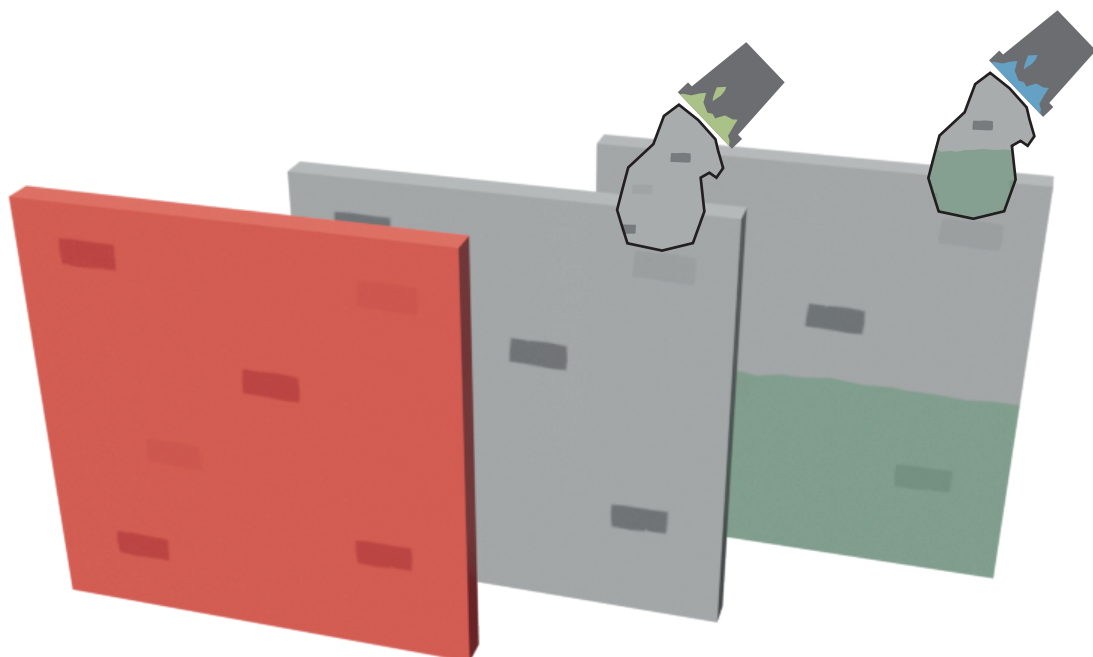Materials folder


example_01   example_02

2.2 HOW TO MODIFY AND CREATE NEW TEXTURES

Navigate to Textures folder and choose the texture you want to change. Modify it in your favourite software and save the new version in the same folder. Now go back to Unity and create new material. Choose your texture in material settings and simply drag a new textured material on object.

ORIGINAL
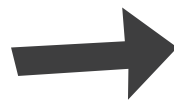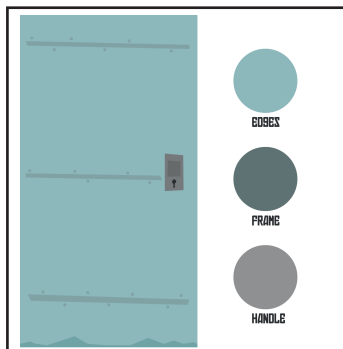
CUSTOM
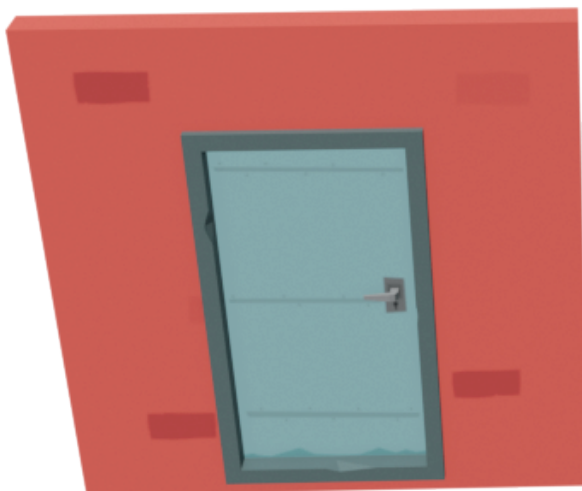
III SUPPORT

3.1 SUPPORT

For questions, suggestions, ideas or issuses eel free to contact me
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