

[Sample]LOW-POLY GUNS PACK instruction manual

Thank you for downloading the asset !

This asset is the sample version of “**LOW-POLY GUNS PACK**”, also available on Unity Asset Store.

This asset basically consists of a 3D model only, which can be simply used by drag and drop into the scene view.

How to change texture

Drag & drop the appropriate material from the "Materials" folder onto the GameObject with the material set under the “Mesh” of the object after you place in the scene view.

How to change magazine to empty

Set the value of “nobullet” of Skinned Mesh renderer to 1, in “Mesh/mag” in the model.

If you like this asset, please purchase the full version!

The full version contains total 44 weapons and some attachments such as optical sight, flashlight and suppressors!