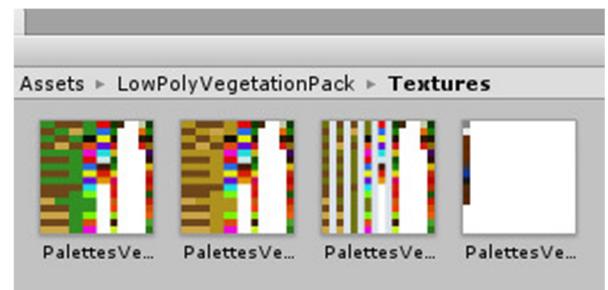


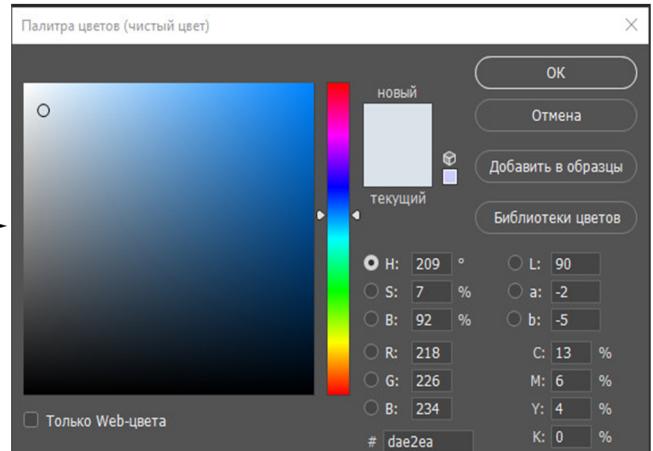
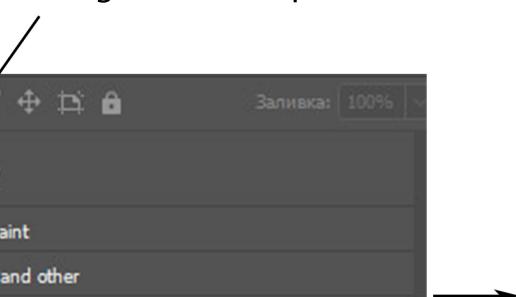
# Documentation

In this package, you can easily configure all 3D models.  
For convenience, all colors were sorted by groups and separate folders.  
Unity standard assets license (EULA)

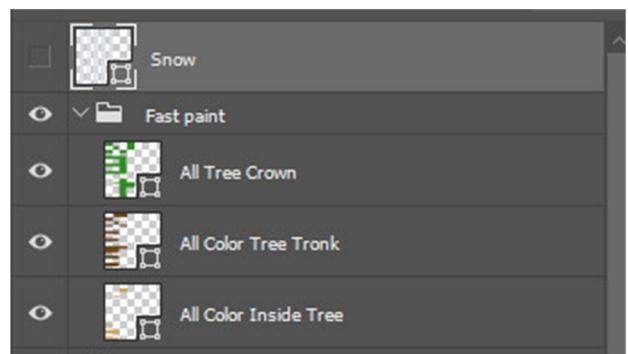
Open the texture you want to edit in Photoshop  
or any other image editor that supports the  
PSD format.



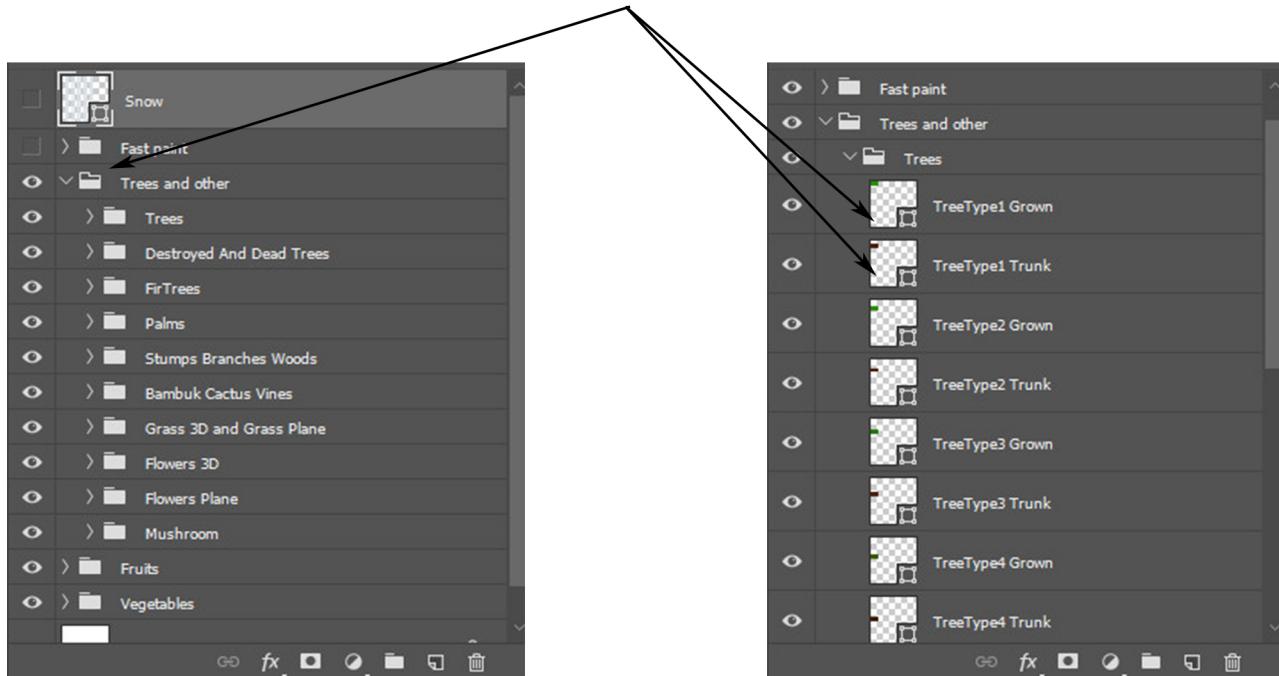
Double-click to change the color palette.



You can quickly change objects for one  
color style.



Or configure each group of objects individually.



If you are faced with the problem of displaying shadows.  
Set this value to 0 or use the custom shadow shader.

