GRIMM ASSETS

How to setup

Hello! You are acquired the Grimm Assets pack containing 52 different low-poly models:

Furniture: 5 Tables, 5 Chairs and 8 other furniture models.

Graveyard: 2 Coffins, 4 Stone Graves, 5 Wood Graves and 4 Crosses.

Landscape: 6 Hills and 5 Trees.

Builds: 3 Fences, 3 Wells and 2 Stone Gates.

All in a Grimm/Burton-esque Style, and there is more in the blender files.

You can find the .fbx models in the folder "Meshes", just drag the model to your "Scene view" or "Hierarchy" tab.

The models should already be with their materials on, if not, the material is in the folder "Materials" with the name "Common", just drag the "Common" material to the 3D Model on your "Scene view" or to his "Inspector" tab.

*The Base Map texture for the "Common" material is in the same fold, with the name "Palette01", if the "Common" material has no base map, just drag the texture "Pallete01" to the Surface Inputs - Base Map in the "Common" material Inspector tab.

You can find the Prefabs in the "Prefabs" folder, the models are diveded in 4 folders, Furniture, Graveyard, Landscape e Builds. Drag the model to you "Hierarchy" tab or "Scene", apply "Common" material if encounter any problem with the texture. Everything should already be working fine.

And that it's pretty much it! Very simple, but if you need further help, you can check out the Customer Service discord channel here https://discord.gg/My6afTk6, you can ask for the blender files there, or email me at grimmassets@gmail.com