

How to use Our models:

1. All of our models comes with an .FBX file, that contains all of the 3D info of the assets.
If you want to use our models other than Unity you can use that. **If** you use Unity, than you have to use our Scenes.
2. You can drag and drop our models to íour scene and enjoy all the PBR-textures we provide.
3. If you scene comes with grey materials for some compatible reasons than you can fin dall of our Textures that you can drag and drop for our models, With all of the components for PBR-textures.