

Vacuum Cleaner

BY:

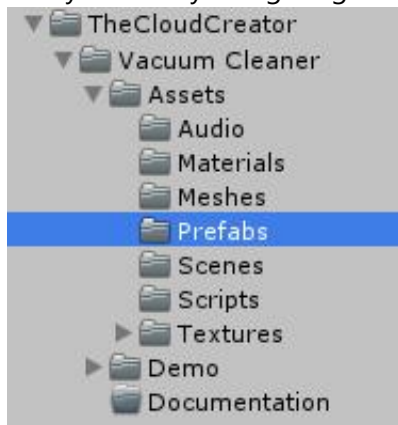


INSTRUCTIONS:

1. Now the beauty about this asset is that it is not just a 3D model. This is a ready-to-use asset with sounds, coding, custom colliders, all in one nicely packages prefab.

To use it all you need to do it is drag it into the scene. This can be done by simply typing "VacuumCleaner" into the search bar in your project window.

Or by manually navigating to the designated folder:



2. Drop the prefab "VacuumCleaner" into your Scene and you are ready to go!

SETTINGS:

These are the public variables which can be set in the inspector window:

1. TurnedOn: Tells whether the VacuumCleaner is turned on or not.

PUBLIC FUNCTIONS

There are a few functions that can be accessed in the asset. These can be especially helpful when you are trying to build interaction between the asset and the player.

1. TurnOn Turns on the VacuumCleaner in a smooth fashion and matching sounds.
2. TurnOff Turns off the VacuumCleaner in a smooth fashion and matching sounds.

Something wrong?

This package has been brought to you by The Cloud Creator. In case there is something wrong or you require changes to have it work for your project then don't hesitate to contact us. We check our mail regularly and can be skype called too if necessary.

Email us at: Support@thecloudcreator.com

About us

The Cloud Creator is an online 3D Asset creation service. We do props exclusively and do our best every day to push the quality standard of the online 3D stores.

If you are ever in need of a 3D model that you cannot find ready-to-be-used on the internet then we are your team! Creating on-demand asset for any platform.

[Request a 3D model](#)

[Website](#)

E-mails

[Info](#)

[Support](#)

[Feedback](#)