



# Hospital Pack

SUPER SERIES

A guide by Meshtint Studio

# Meshtint Studio

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VERSION 1.4

FOREST CREATURES PACK

✓ Unity Package Included    ✓ Colour variation  
✓ Generic Mecanim & Legacy rig set up    ✓ Rigged & animated



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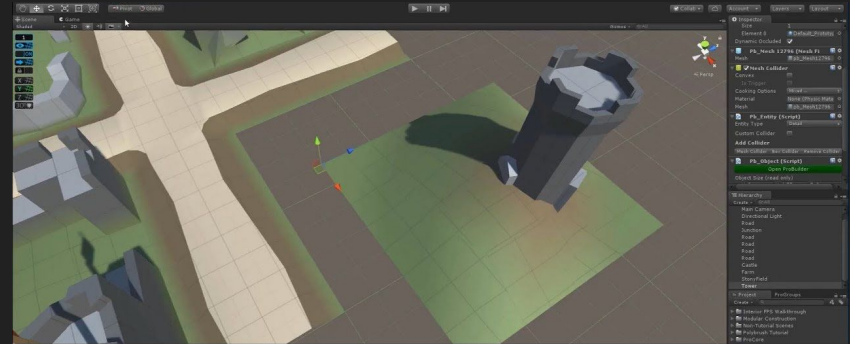


Galaxy Robots Pack 01

✓ FX Unity Particles included    ✓ 3 colours each  
✓ Generic Mecanim & Legacy rig    ✓ Rigged & animated

## Using environment props in Super Hospital Pack

- It's recommended to use Unity's Free ProGrids to snap the props so that it's easier to place them. This is especially useful for walls and grounds.
- You can install ProGrids via Package Manager in Unity.



# ProGrids

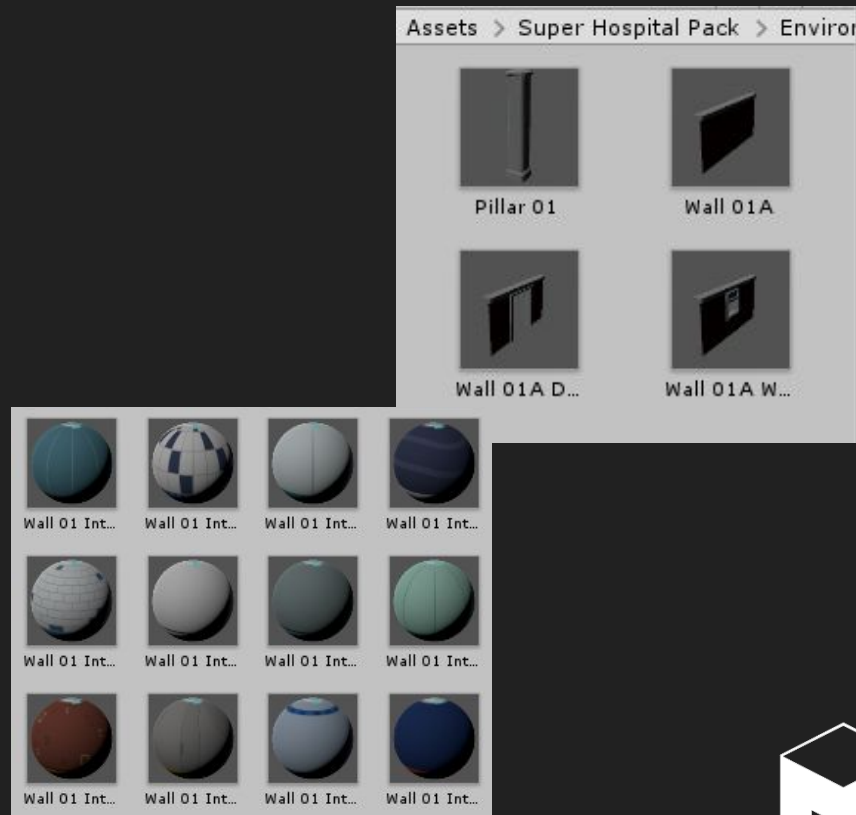
Grids and Snapping



# Using environment props in Super Hospital Pack

## Walls

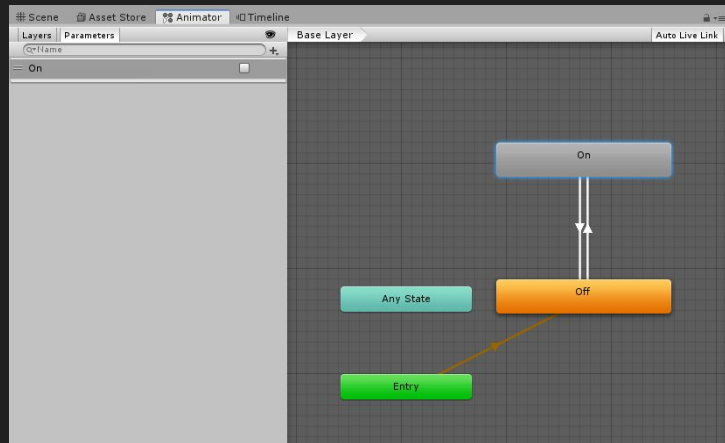
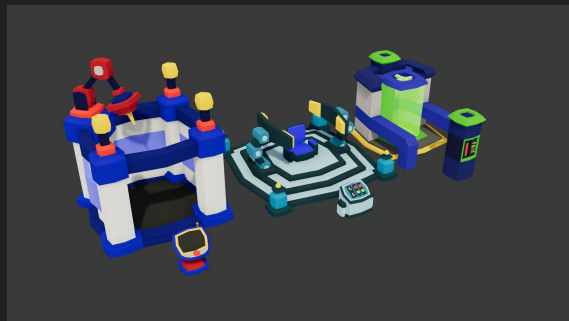
- To place walls onto the scene, simply drag the prefabs in the 'Walls and Pillars' folder and put it in the scene. If you are using Progrid, you should be able to snap them and place them easily.
- Note that the walls are using Wall 01 Ext 01 and Wall 01 Int 01 material by default.
- To change wall material, simply drag the wall materials in the material folder and drop it onto the wall prefabs in the scene.



# Using environment props in Super Hospital Pack

## Machines

- Most of the machines are animated and have an animator component attached to its prefab.
- To start animating it in your game, you can set the Bool to true using code. Easy peasy!







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