

MUSCLE CAR DEMO

These resources can be used for any type of project you wish to create.

To create this package the following resources have been imported, modified and adapted (also to reduce their size):

- Standard Assets of Unity Technologies
- The killarney Raceway.dae file
obtained from the conversion and modification of the killarney Raceway-ONLINE.3ds file downloaded from <https://sketchfab.com/3d-models/killarney-raceway-e5e0e679b28b464b90adff7a37d9dfb3>
- The two files muscledcar.blend and muscledcar-meshcollider.blend obtained by editing the blue-and-white-muscle-car.blend file downloaded from <https://blendswap.com/blend/24359>

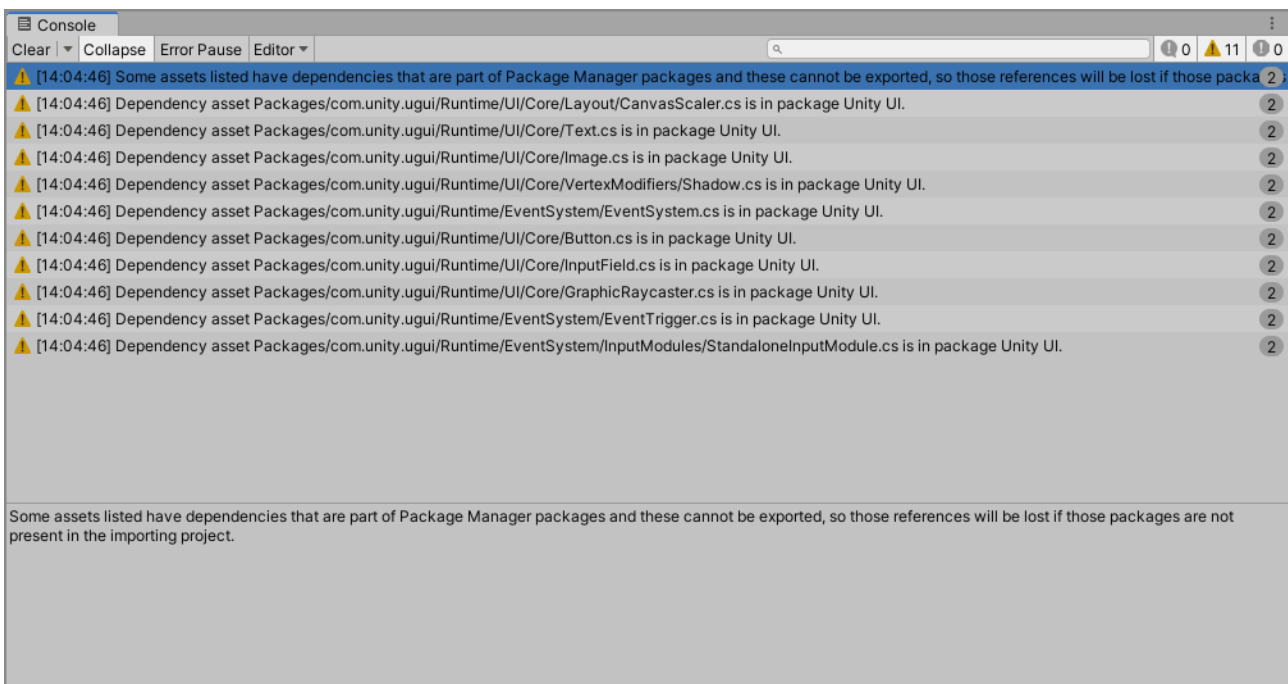
To use this package simply import it into a new Unity project, in the build settings select the Android platform and import the demo scene from Assets / Scenes. The example is ready to be used.

For any questions about the assets please contact: stecavalli@altervista.org

Important

Some assets of this package have dependencies that are part of the Package Manager packages and these cannot be exported, so those references will be lost if those packages are not present in the import project.

Below is the complete list of packages that must be in the project before importing this Asset.



Some settings...

