

MUSCLE CAR DEMO

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

BEFORE IMPORTING THE PACKAGE INTO UNITY, THE "STANDARD ASSETS OF UNITY TECHNOLOGIES" PACKAGE MUST BE IMPORTED

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

- 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 musclecar.dae file were obtained by editing the blue-and-white-muscle-car.blend file downloaded from <https://blendswap.com/blend/24359>

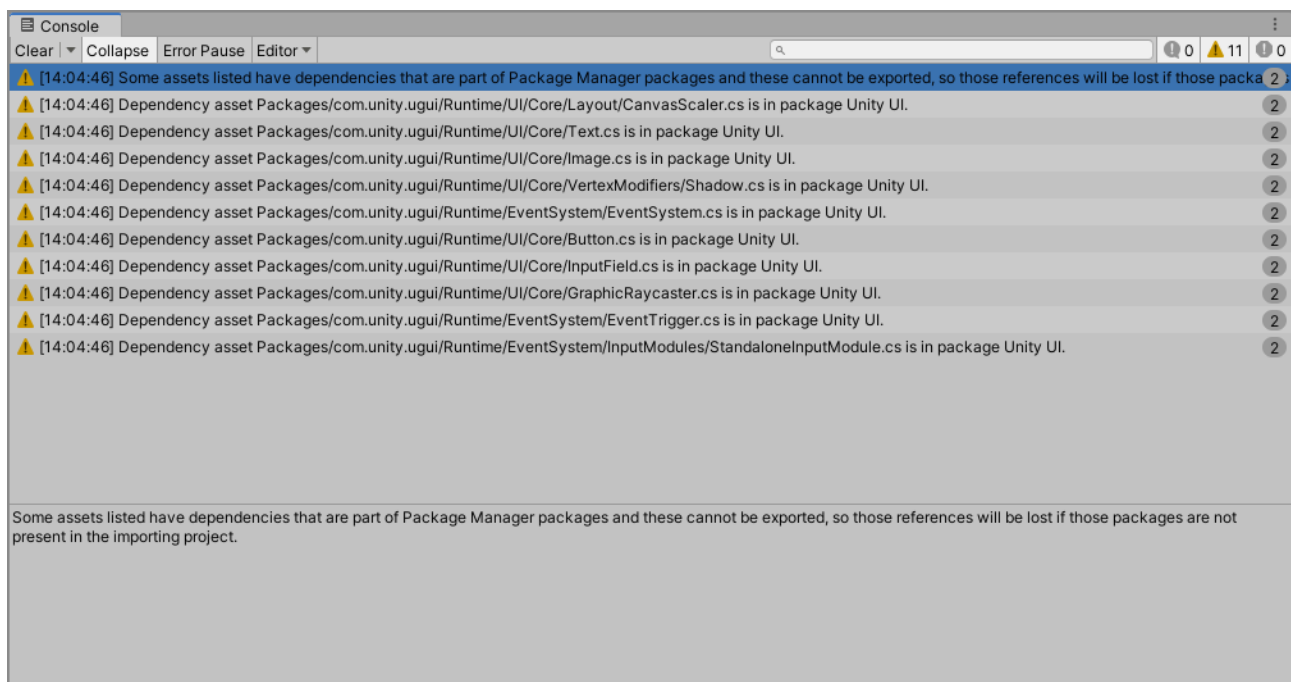
To use this package, simply import it into a new Unity project (only after importing the "STANDARD ASSETS OF UNITY TECHNOLOGIES" package), in the build settings select the Android platform and import the demo scene from Assets / Scenes. The example is ready to be used.

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...

