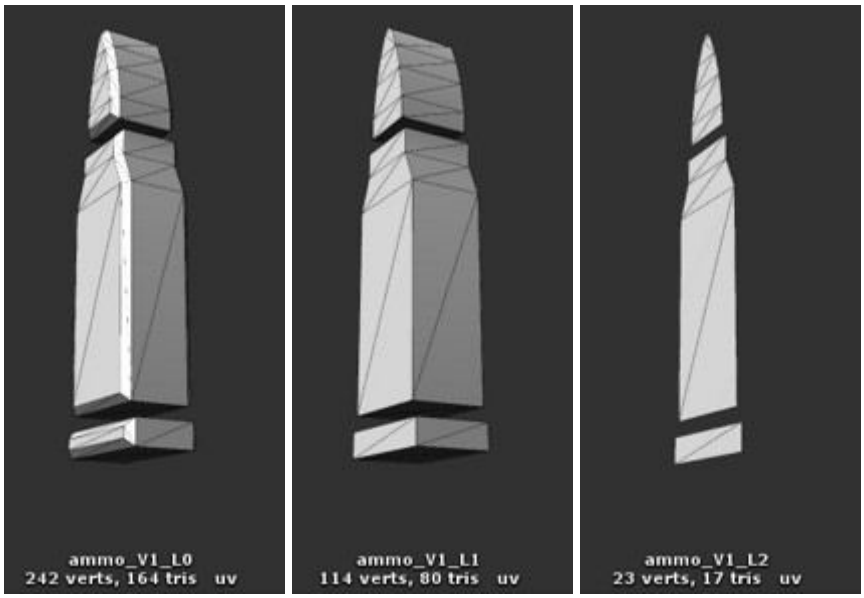
3D mesh icons 01

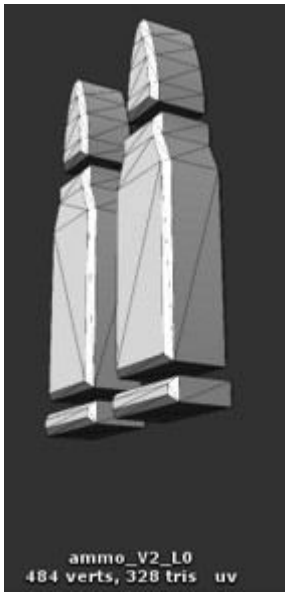
Models

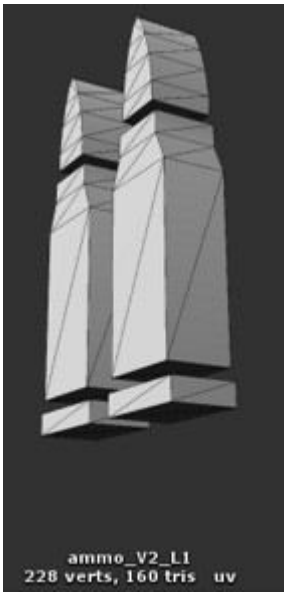
The package contains two types of models:

1. 3_in_1 - one model contains three meshes with different details.
2. 1_in_1 - one model contains one mesh.

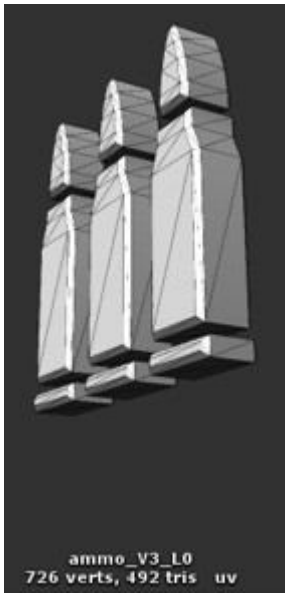
Meshes

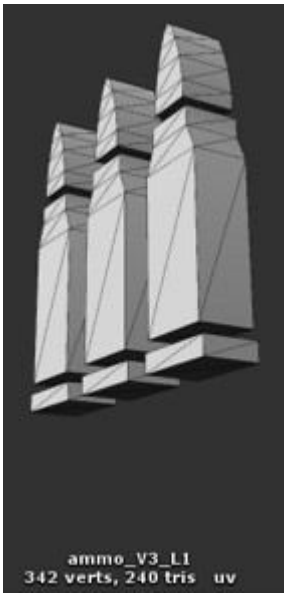



ammo_V2_L0
484 verts, 328 tris uv

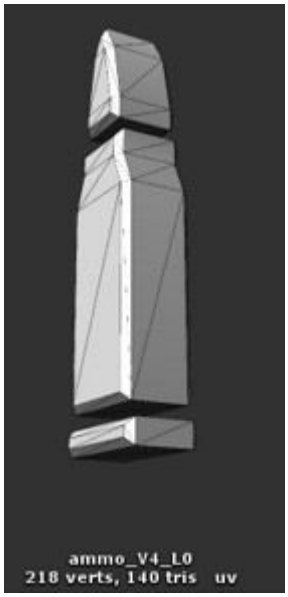

ammo_V2_L1
228 verts, 160 tris uv

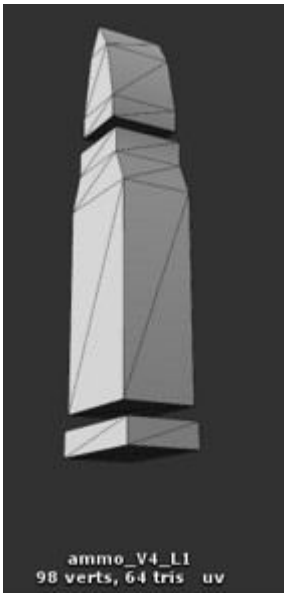

ammo_V2_L2
46 verts, 34 tris uv

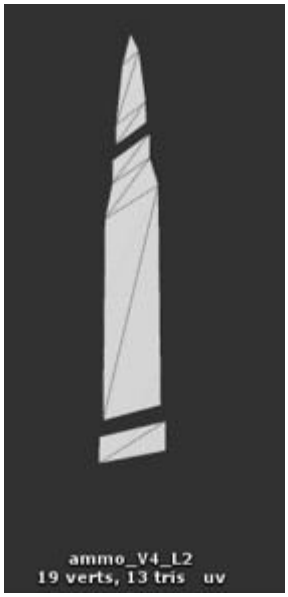

ammo_V3_L0
726 verts, 492 tris uv

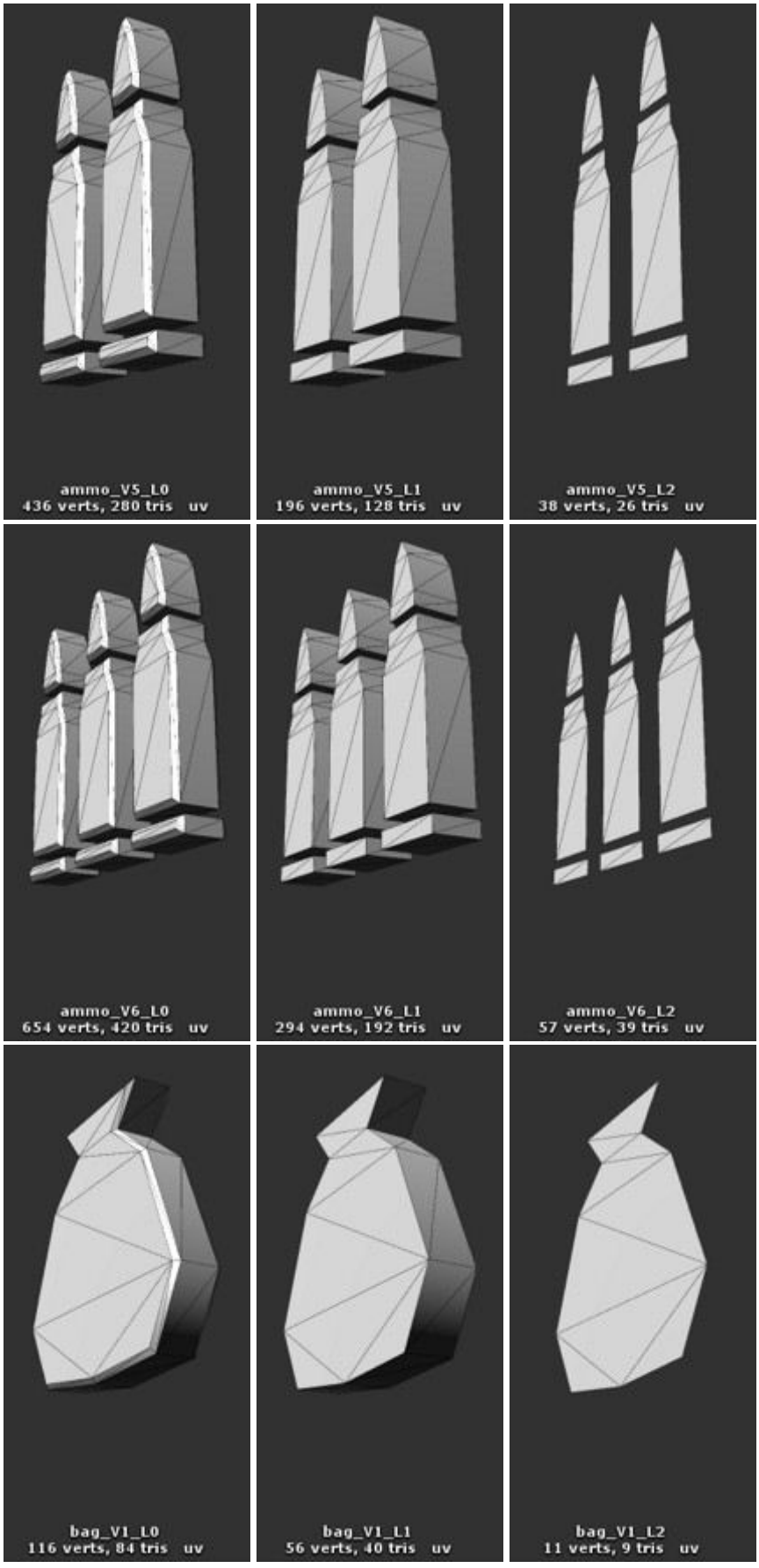

ammo_V3_L1
342 verts, 240 tris uv

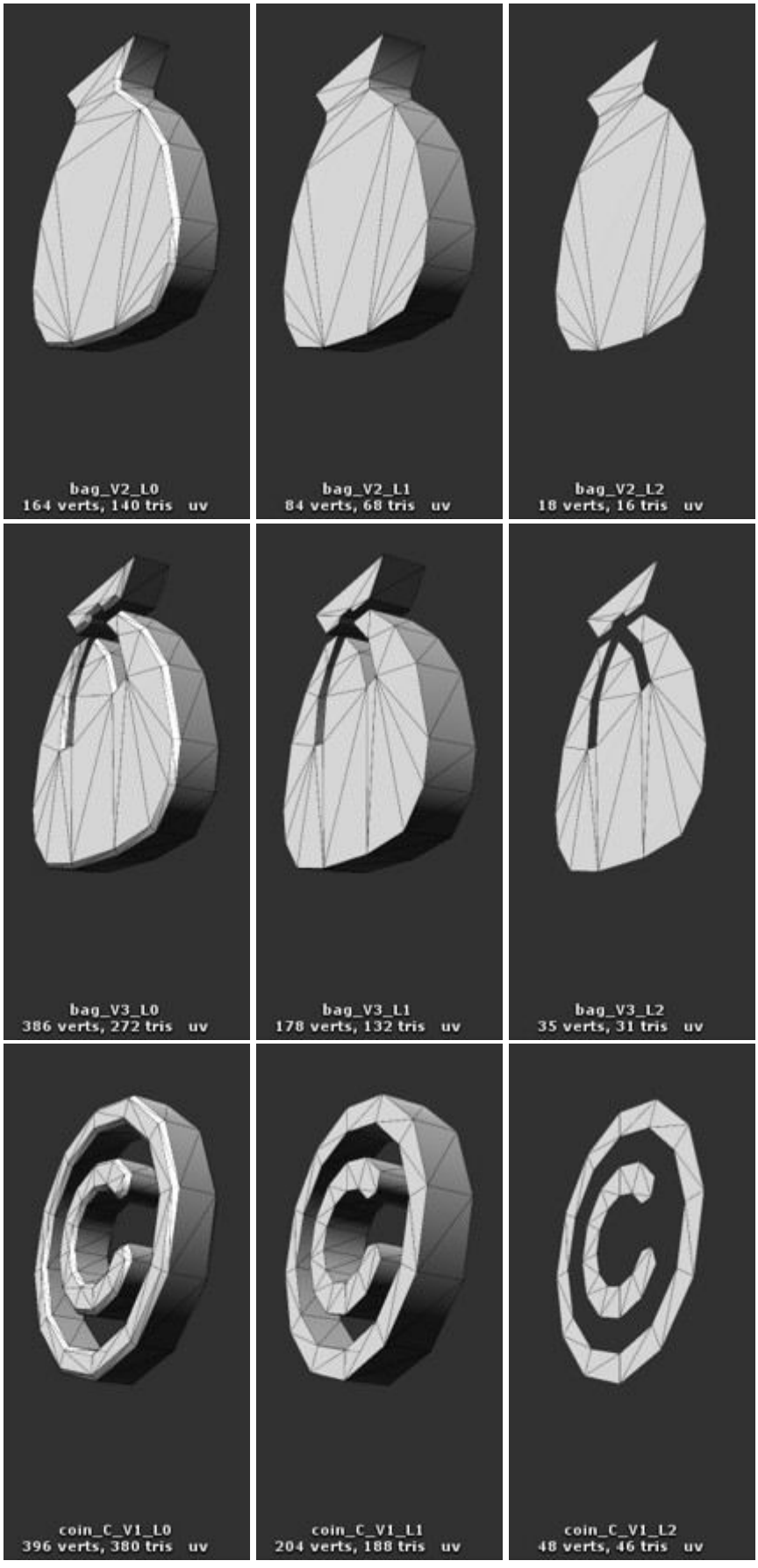

ammo_V3_L2
69 verts, 51 tris uv

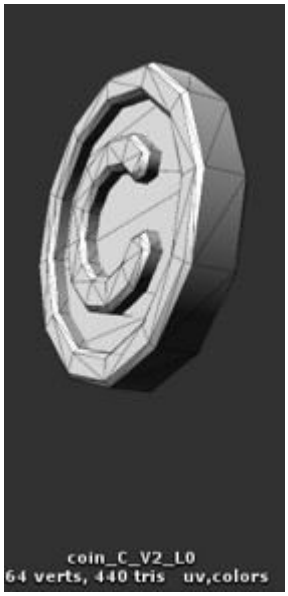

ammo_V4_L0
218 verts, 140 tris uv

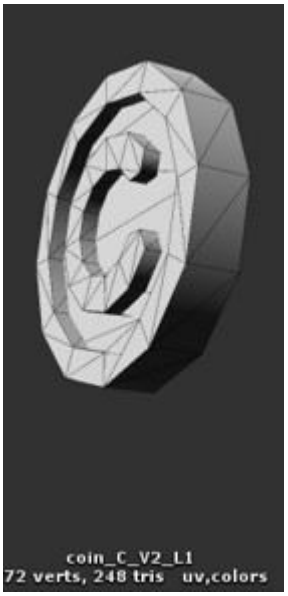

ammo_V4_L1
98 verts, 64 tris uv

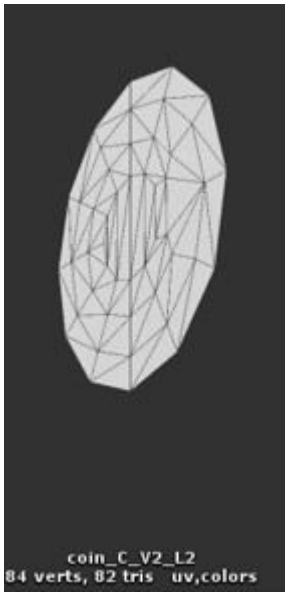

ammo_V4_L2
19 verts, 13 tris uv


ammo_V5_L0
436 verts, 280 tris uv
ammo_V5_L1
196 verts, 128 tris uv
ammo_V5_L2
38 verts, 26 tris uv
ammo_V6_L0
654 verts, 420 tris uv
ammo_V6_L1
294 verts, 192 tris uv
ammo_V6_L2
57 verts, 39 tris uv
bag_V1_L0
116 verts, 84 tris uv
bag_V1_L1
56 verts, 40 tris uv
bag_V1_L2
11 verts, 9 tris uv


bag_V2_L0
164 verts, 140 tris uv
bag_V2_L1
84 verts, 68 tris uv
bag_V2_L2
18 verts, 16 tris uv
bag_V3_L0
386 verts, 272 tris uv
bag_V3_L1
178 verts, 132 tris uv
bag_V3_L2
35 verts, 31 tris uv
coin_C_V1_L0
396 verts, 380 tris uv
coin_C_V1_L1
204 verts, 188 tris uv
coin_C_V1_L2
48 verts, 46 tris uv

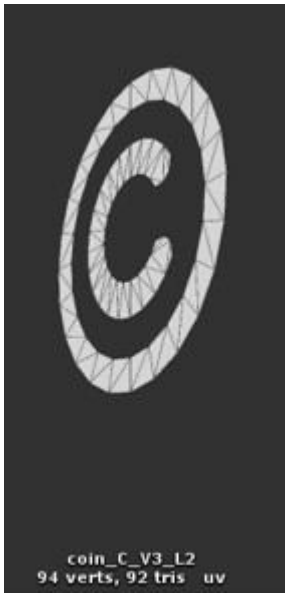

coin_C_V2_L0
64 verts, 440 tris uv,colors

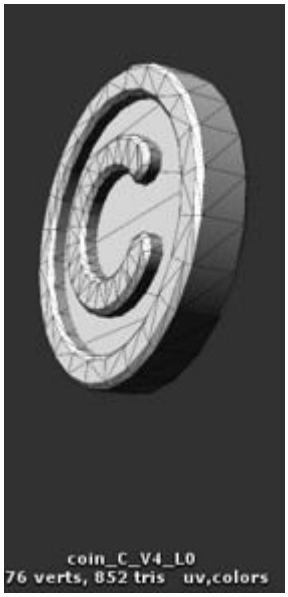

coin_C_V2_L1
72 verts, 248 tris uv,colors


coin_C_V2_L2
84 verts, 82 tris uv,colors

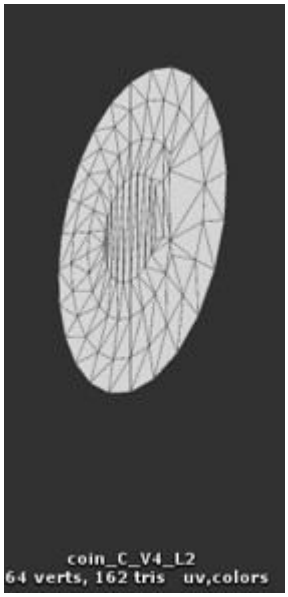

coin_C_V3_L0
764 verts, 748 tris uv

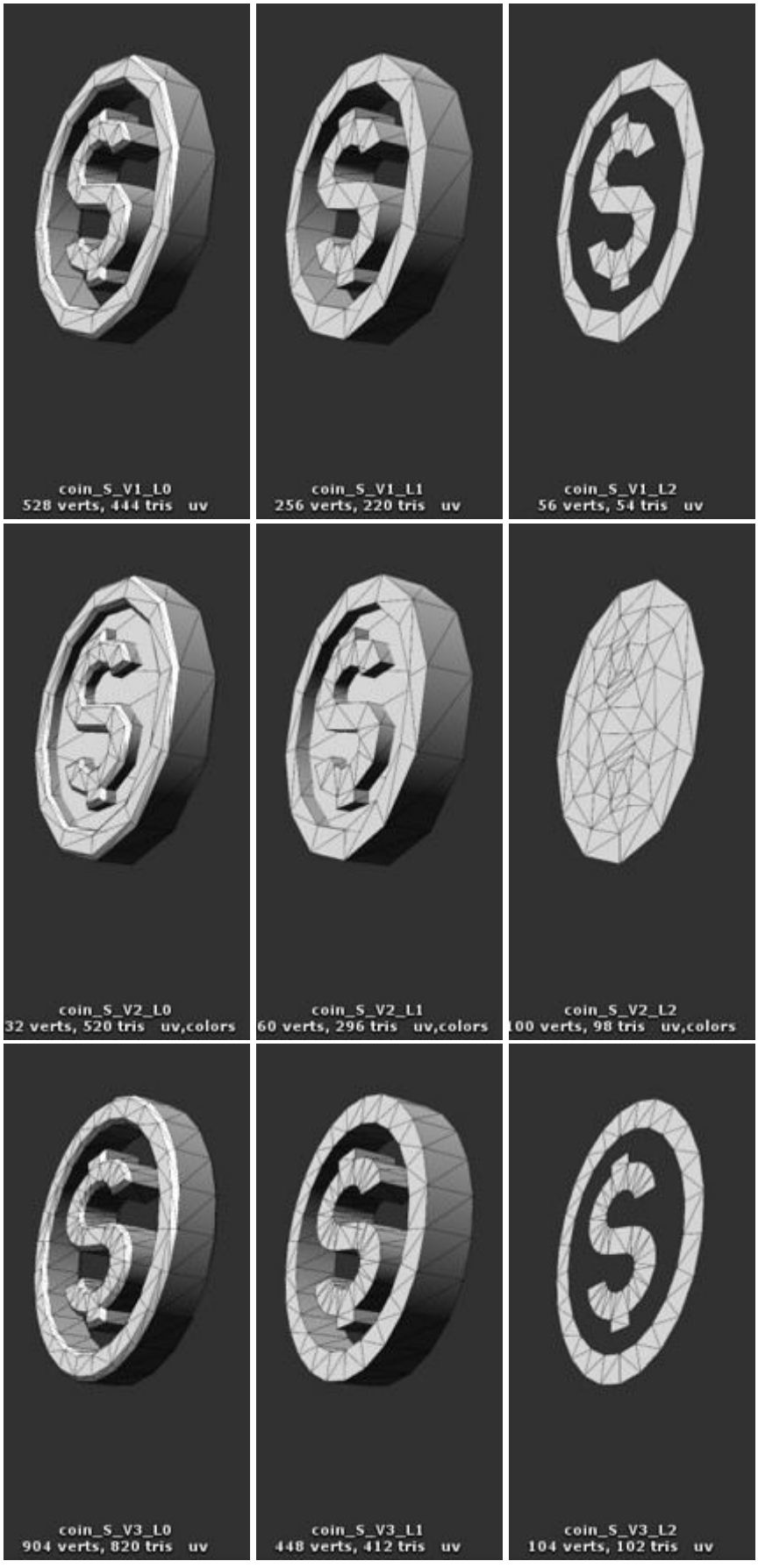

coin_C_V3_L1
388 verts, 372 tris uv

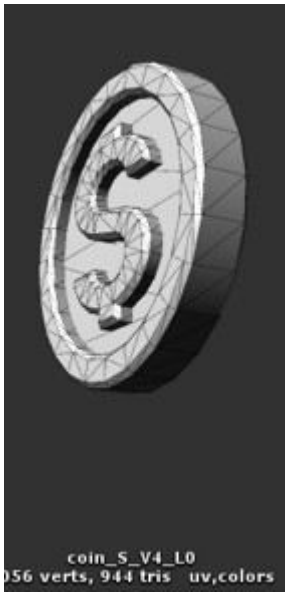

coin_C_V3_L2
94 verts, 92 tris uv

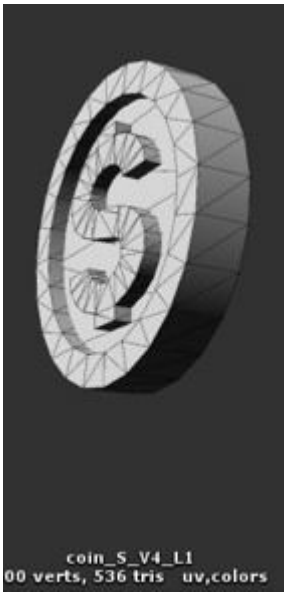

coin_C_V4_L0
76 verts, 852 tris uv,colors

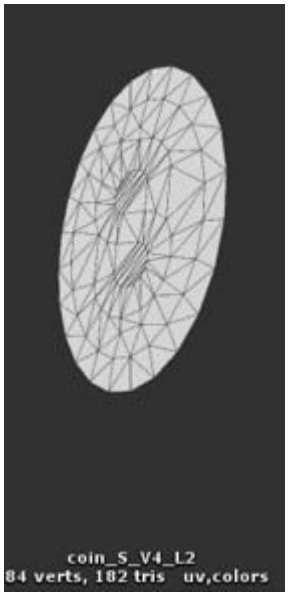

coin_C_V4_L1
00 verts, 476 tris uv,colors

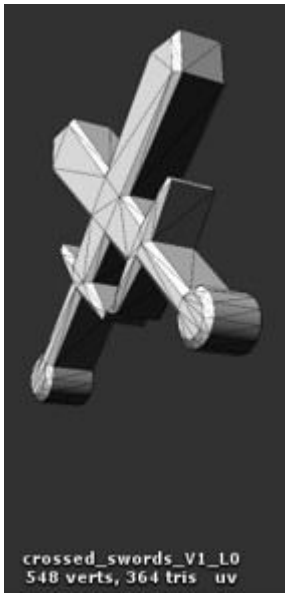

coin_C_V4_L2
64 verts, 162 tris uv,colors

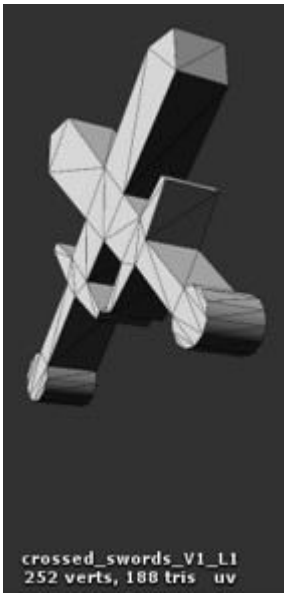

coin_S_V1_L0
528 verts, 444 tris uv
coin_S_V1_L1
256 verts, 220 tris uv
coin_S_V1_L2
56 verts, 54 tris uv
coin_S_V2_L0
32 verts, 520 tris uv,colors
coin_S_V2_L1
60 verts, 296 tris uv,colors
coin_S_V2_L2
100 verts, 98 tris uv,colors
coin_S_V3_L0
904 verts, 820 tris uv
coin_S_V3_L1
448 verts, 412 tris uv
coin_S_V3_L2
104 verts, 102 tris uv

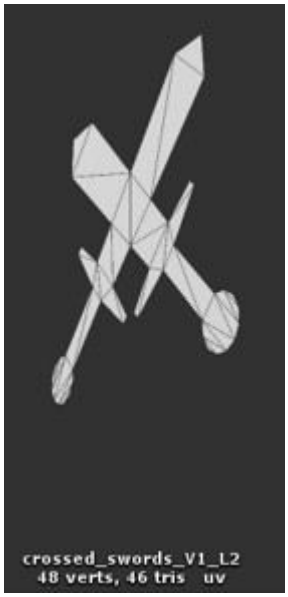

coin_S_V4_L0
056 verts, 944 tris uv,colors

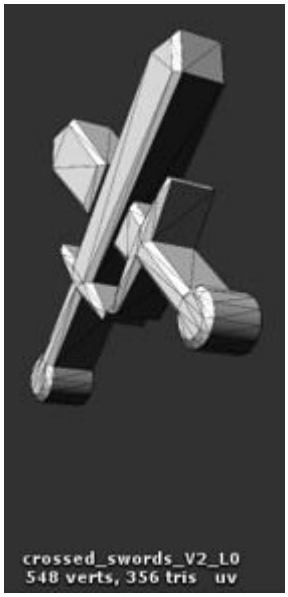

coin_S_V4_L1
00 verts, 536 tris uv,colors

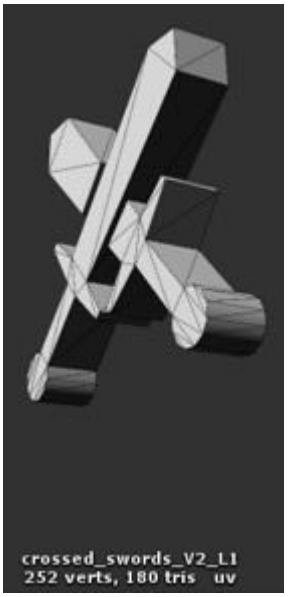

coin_S_V4_L2
84 verts, 182 tris uv,colors


crossed_swords_V1_L0
548 verts, 364 tris uv

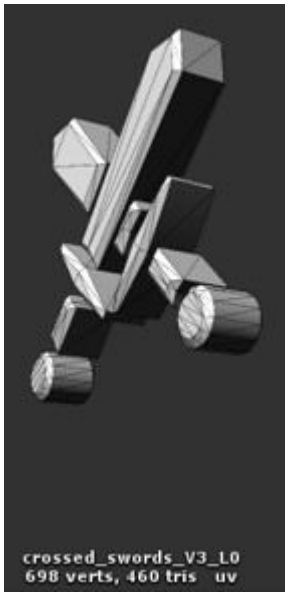

crossed_swords_V1_L1
252 verts, 188 tris uv

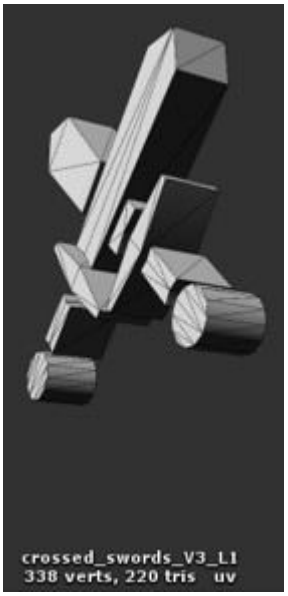

crossed_swords_V1_L2
48 verts, 46 tris uv


crossed_swords_V2_L0
548 verts, 356 tris uv

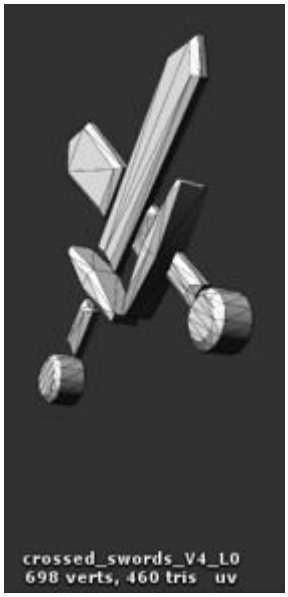

crossed_swords_V2_L1
252 verts, 180 tris uv

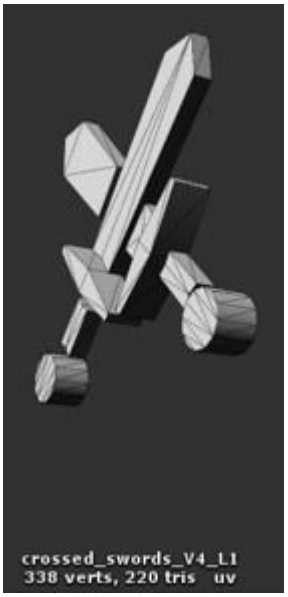

crossed_swords_V2_L2
48 verts, 42 tris uv


crossed_swords_V3_L0
698 verts, 460 tris uv

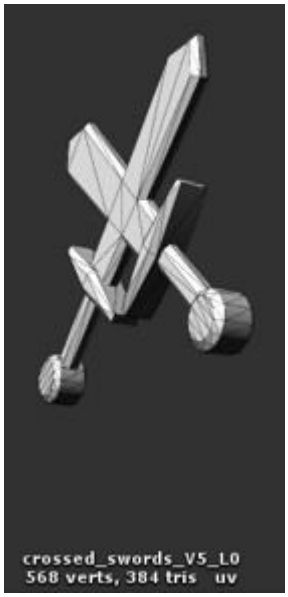

crossed_swords_V3_L1
338 verts, 220 tris uv

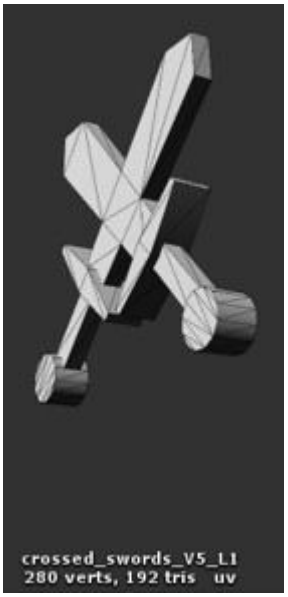

crossed_swords_V3_L2
64 verts, 46 tris uv

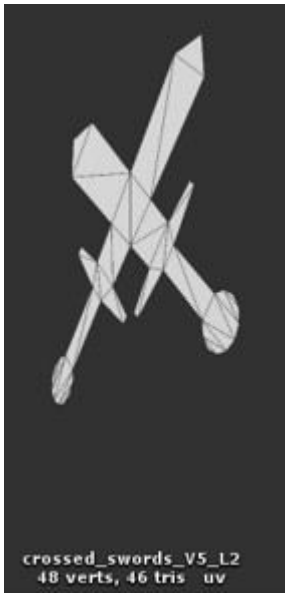

crossed_swords_V4_L0
698 verts, 460 tris uv

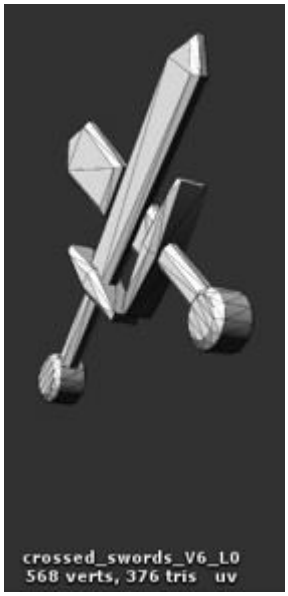

crossed_swords_V4_L1
338 verts, 220 tris uv

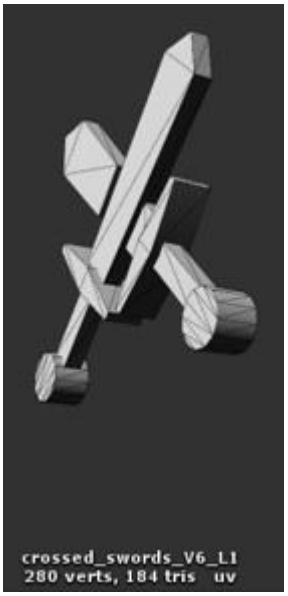

crossed_swords_V4_L2
64 verts, 46 tris uv


crossed_swords_V5_L0
568 verts, 384 tris uv

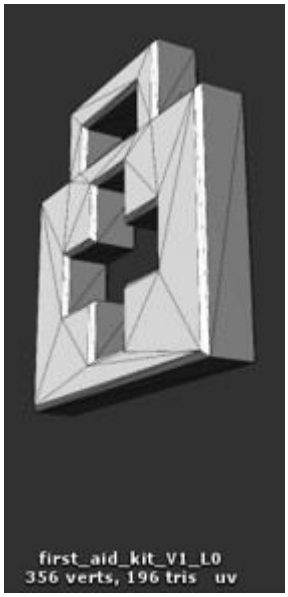

crossed_swords_V5_L1
280 verts, 192 tris uv

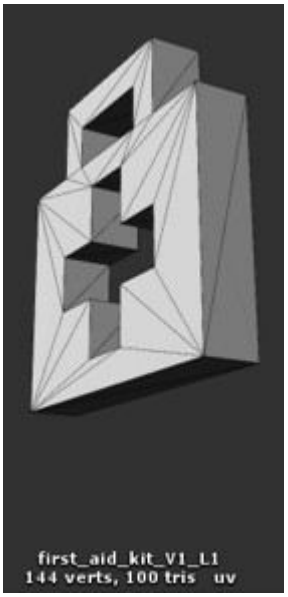

crossed_swords_V5_L2
48 verts, 46 tris uv

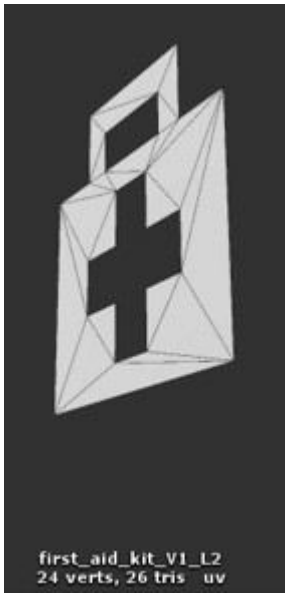

crossed_swords_V6_L0
568 verts, 376 tris uv

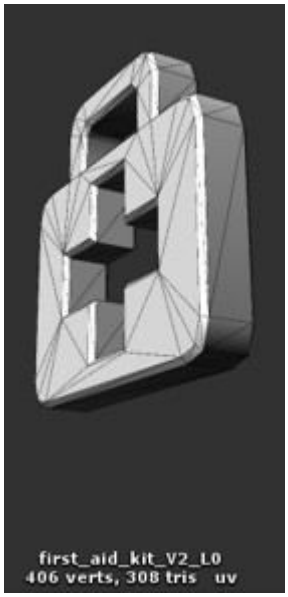

crossed_swords_V6_L1
280 verts, 184 tris uv

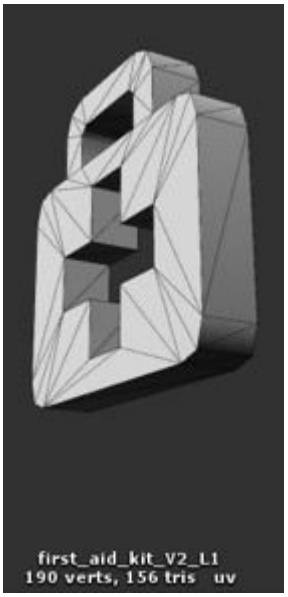

crossed_swords_V6_L2
48 verts, 42 tris uv

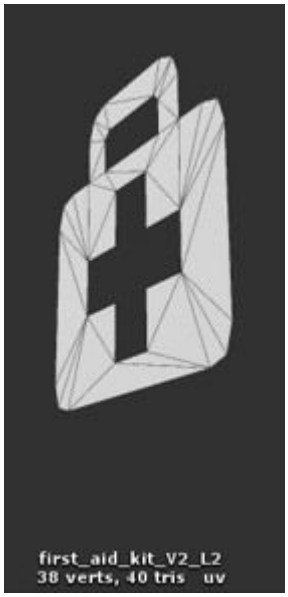

first_aid_kit_V1_L0
356 verts, 196 tris uv

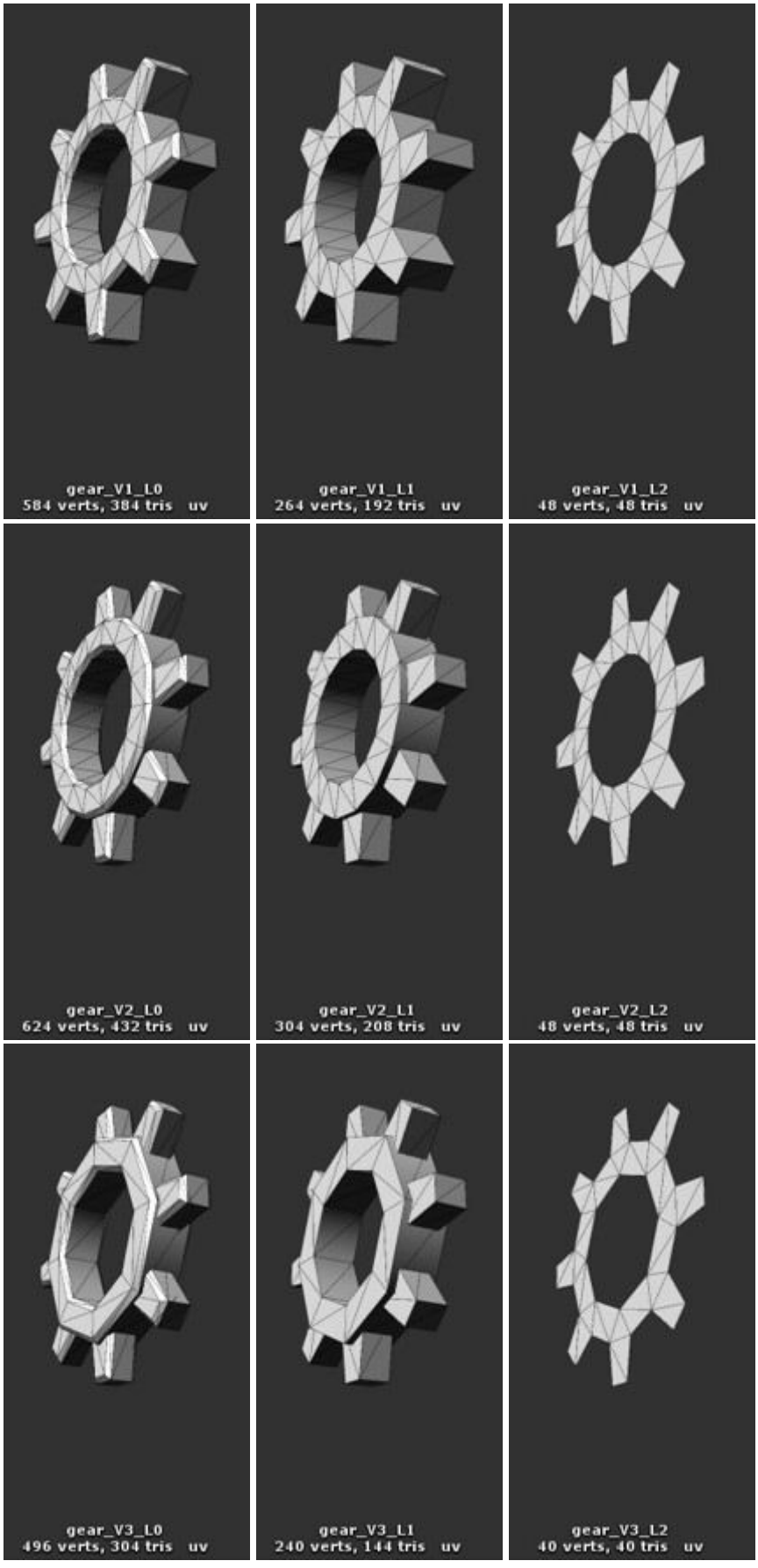

first_aid_kit_V1_L1
144 verts, 100 tris uv

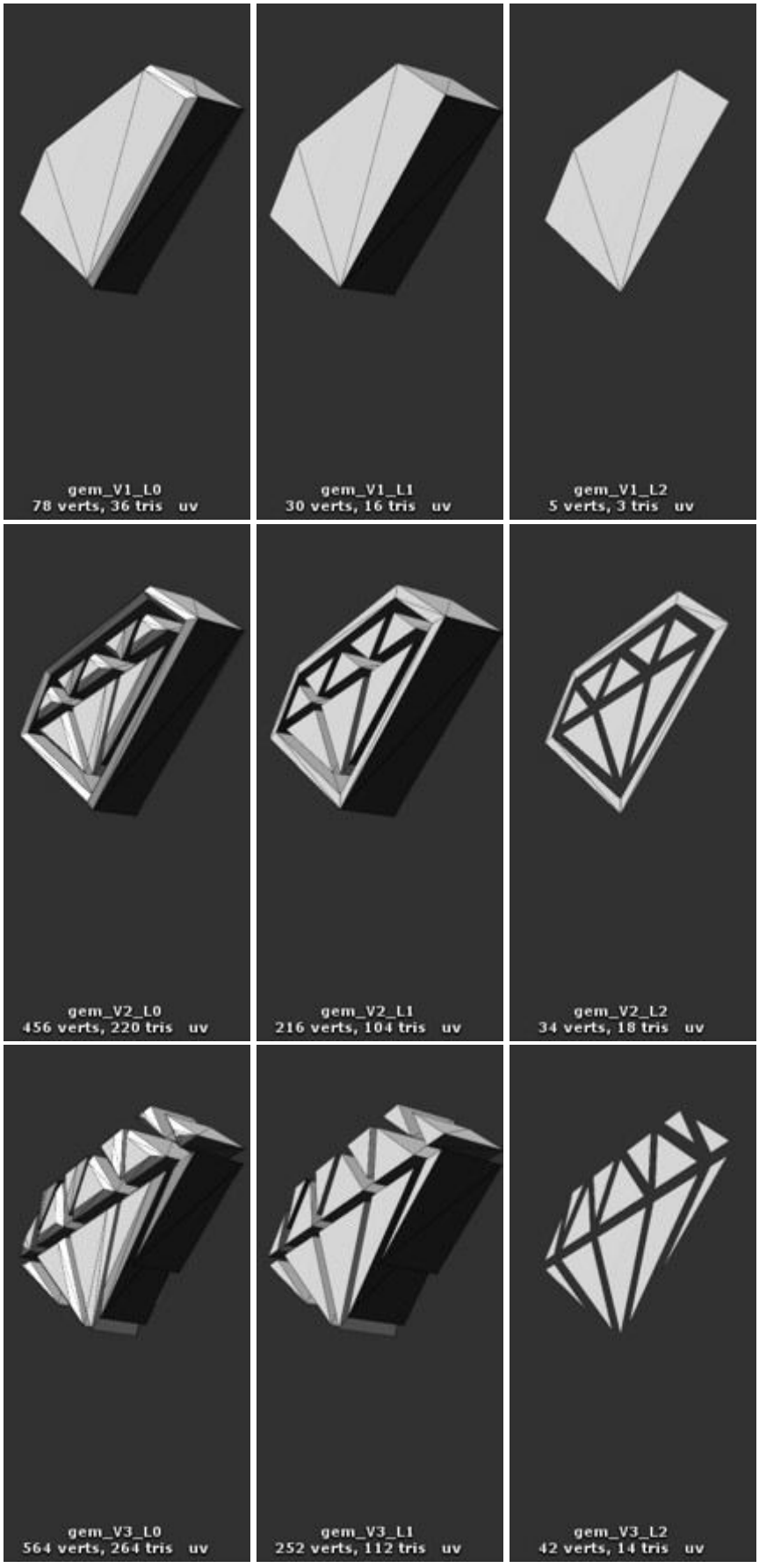

first_aid_kit_V1_L2
24 verts, 26 tris uv

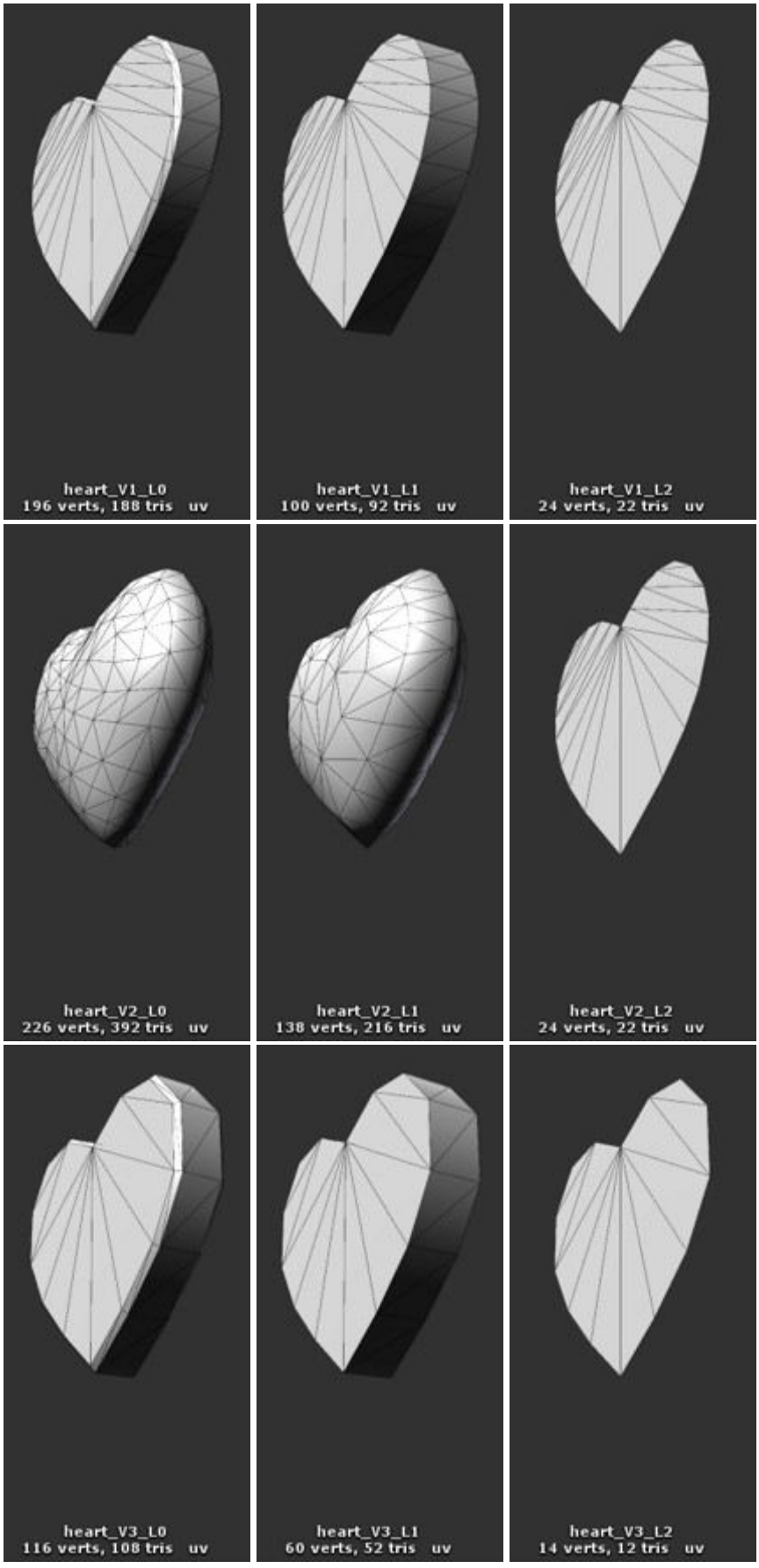

first_aid_kit_V2_L0
406 verts, 308 tris uv

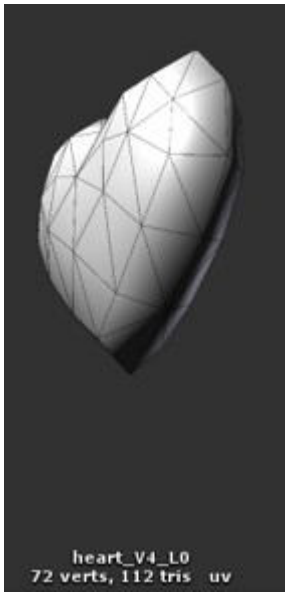

first_aid_kit_V2_L1
190 verts, 156 tris uv

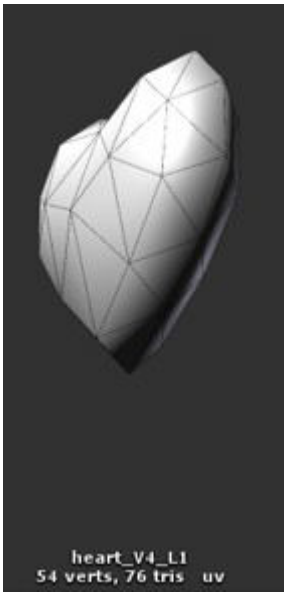

first_aid_kit_V2_L2
38 verts, 40 tris uv

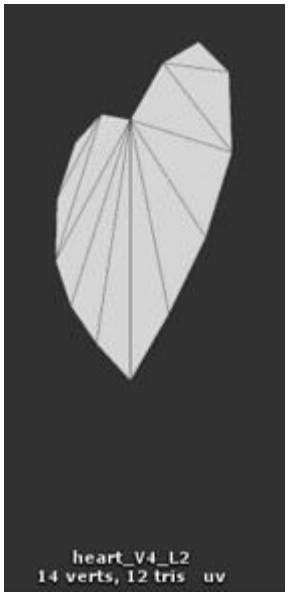

gear_V1_L0
584 verts, 384 tris uv
gear_V1_L1
264 verts, 192 tris uv
gear_V1_L2
48 verts, 48 tris uv
gear_V2_L0
624 verts, 432 tris uv
gear_V2_L1
304 verts, 208 tris uv
gear_V2_L2
48 verts, 48 tris uv
gear_V3_L0
496 verts, 304 tris uv
gear_V3_L1
240 verts, 144 tris uv
gear_V3_L2
40 verts, 40 tris uv

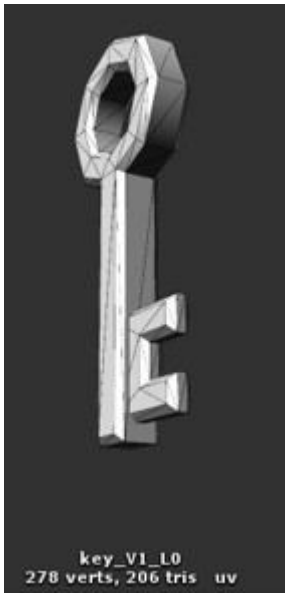

gem_V1_L0
78 verts, 36 tris uv
gem_V1_L1
30 verts, 16 tris uv
gem_V1_L2
5 verts, 3 tris uv
gem_V2_L0
456 verts, 220 tris uv
gem_V2_L1
216 verts, 104 tris uv
gem_V2_L2
34 verts, 18 tris uv
gem_V3_L0
564 verts, 264 tris uv
gem_V3_L1
252 verts, 112 tris uv
gem_V3_L2
42 verts, 14 tris uv

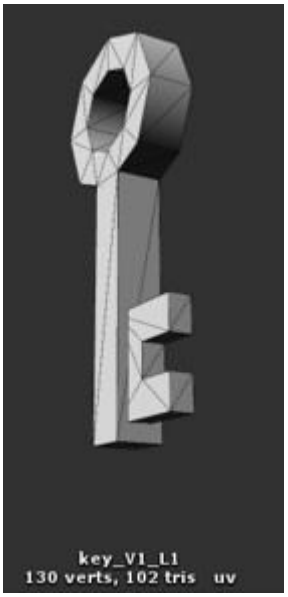

heart_V1_L0
196 verts, 188 tris uv
heart_V1_L1
100 verts, 92 tris uv
heart_V1_L2
24 verts, 22 tris uv
heart_V2_L0
226 verts, 392 tris uv
heart_V2_L1
138 verts, 216 tris uv
heart_V2_L2
24 verts, 22 tris uv
heart_V3_L0
116 verts, 108 tris uv
heart_V3_L1
60 verts, 52 tris uv
heart_V3_L2
14 verts, 12 tris uv

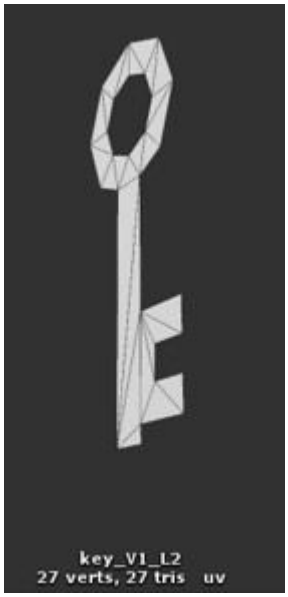

heart_V4_L0
72 verts, 112 tris uv

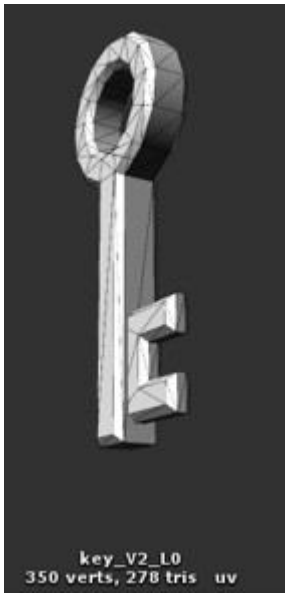

heart_V4_L1
54 verts, 76 tris uv

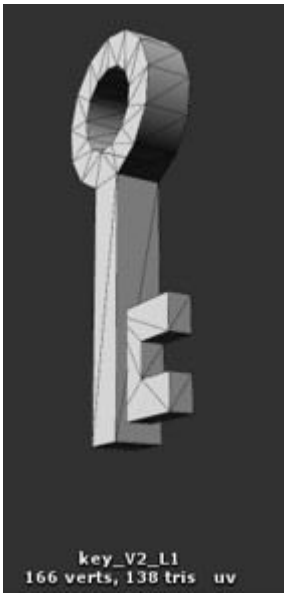

heart_V4_L2
14 verts, 12 tris uv

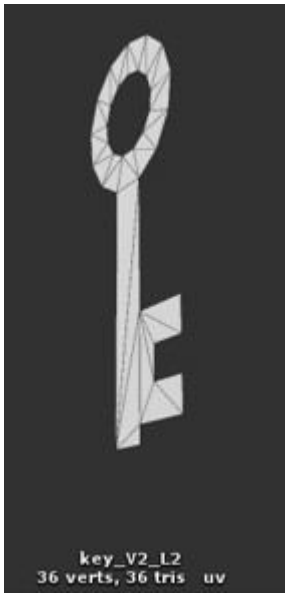

key_V1_L0
278 verts, 206 tris uv

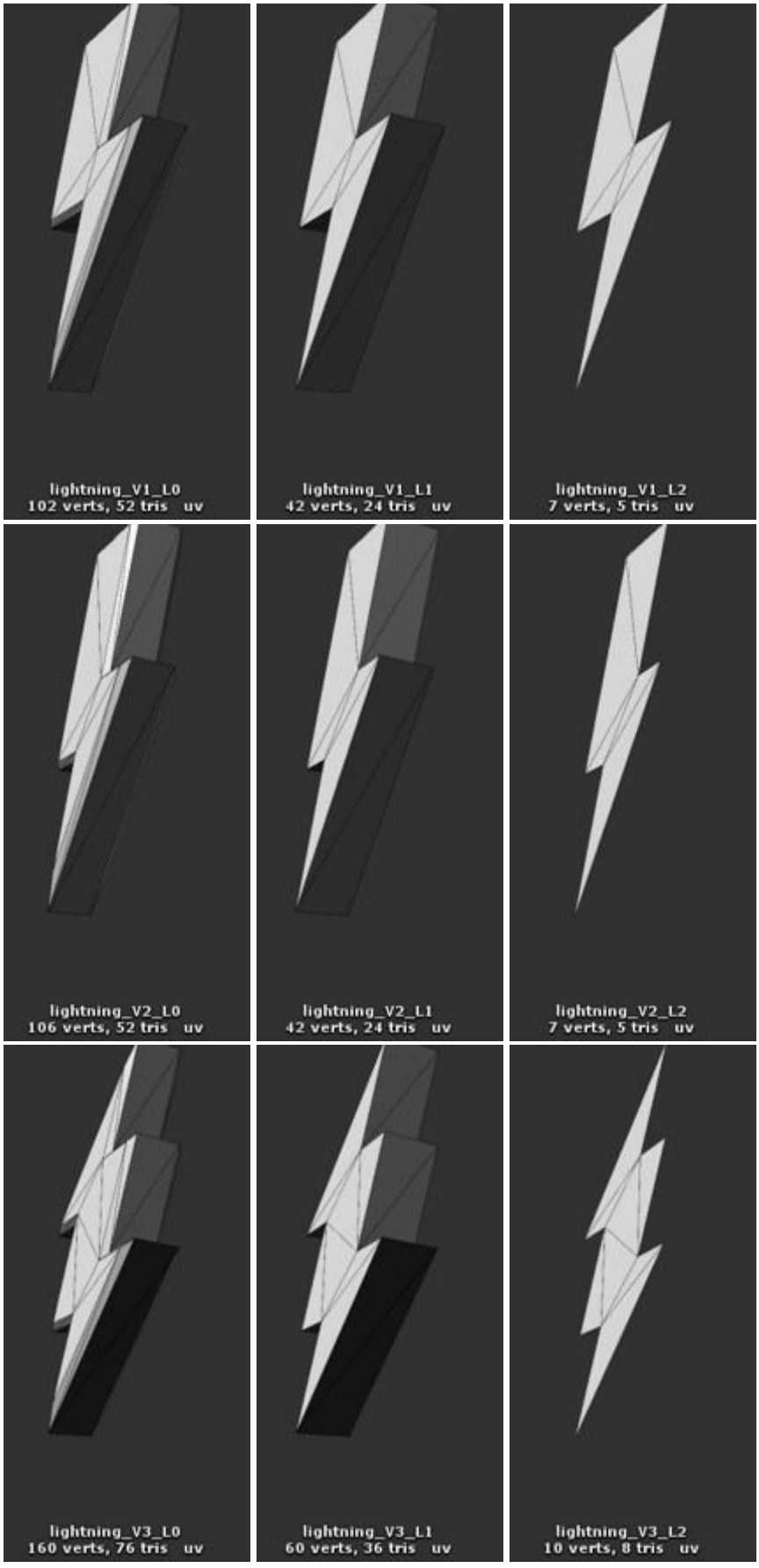

key_V1_L1
130 verts, 102 tris uv

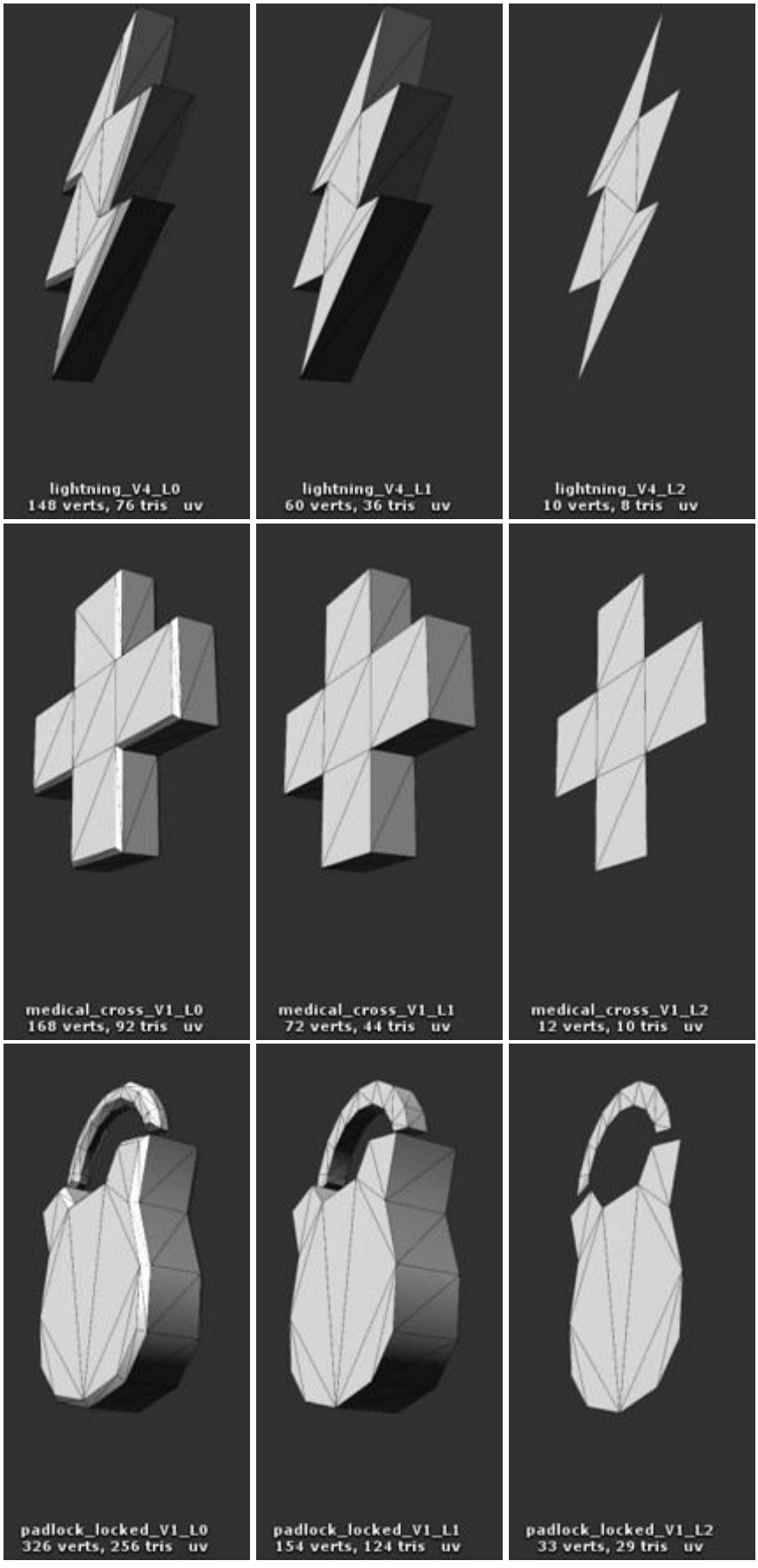

key_V1_L2
27 verts, 27 tris uv

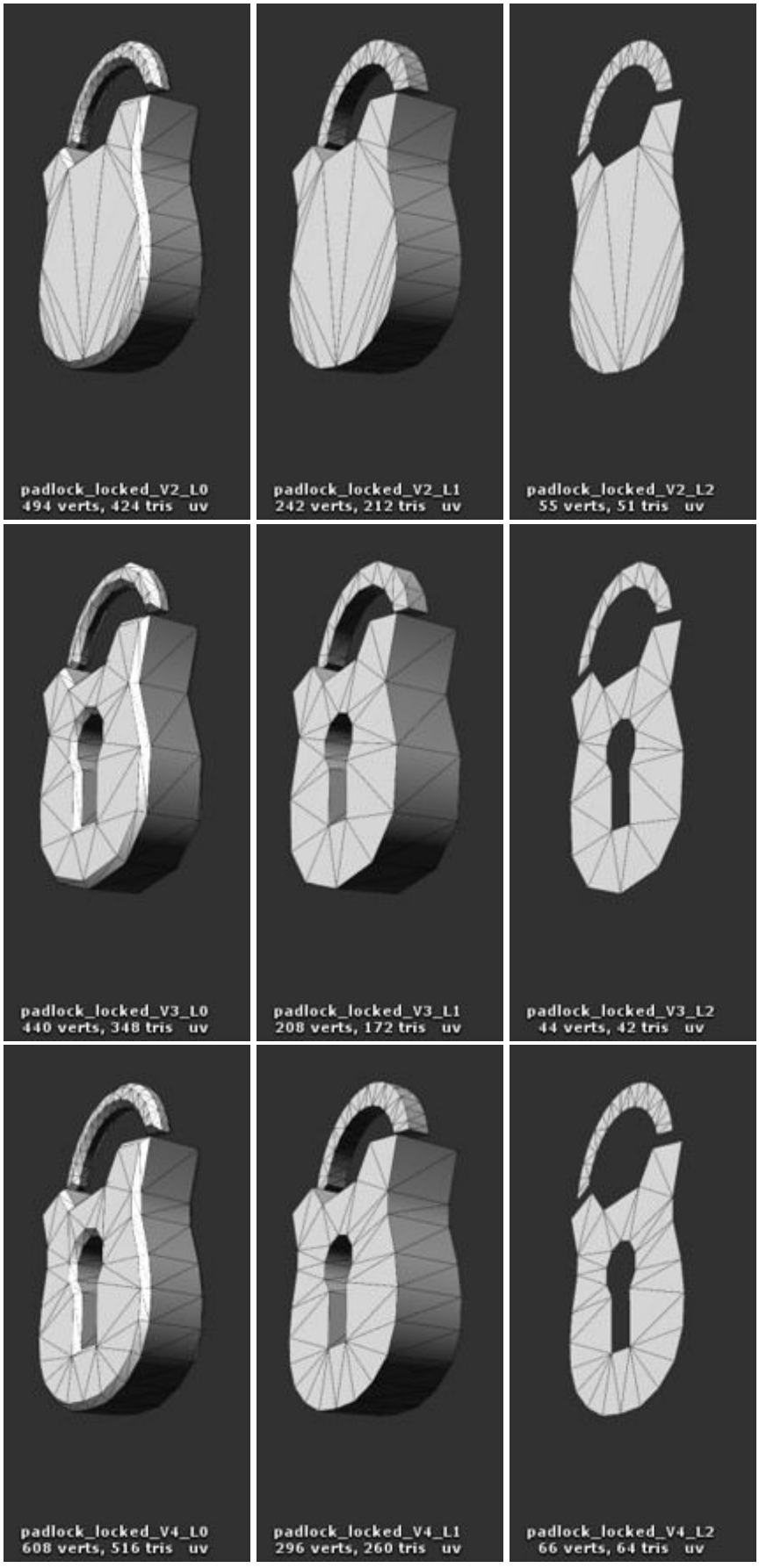

key_V2_L0
350 verts, 278 tris uv

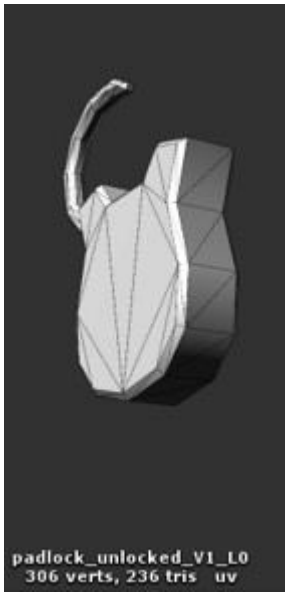

key_V2_L1
166 verts, 138 tris uv

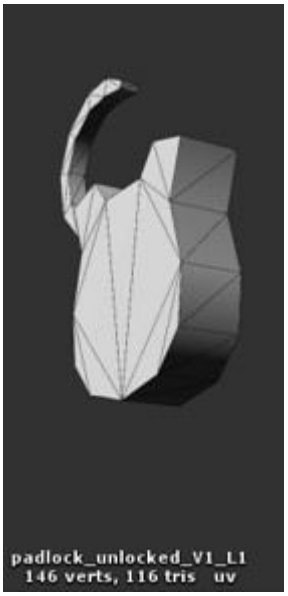

key_V2_L2
36 verts, 36 tris uv

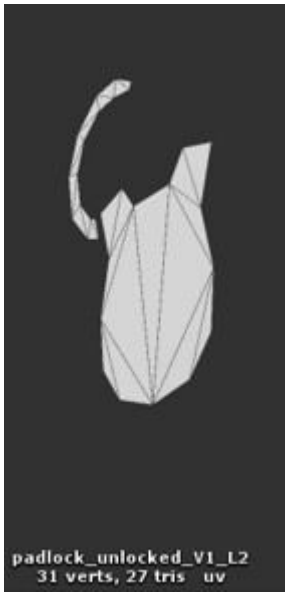

lightning_V1_L0
102 verts, 52 tris uv
lightning_V1_L1
42 verts, 24 tris uv
lightning_V1_L2
7 verts, 5 tris uv
lightning_V2_L0
106 verts, 52 tris uv
lightning_V2_L1
42 verts, 24 tris uv
lightning_V2_L2
7 verts, 5 tris uv
lightning_V3_L0
160 verts, 76 tris uv
lightning_V3_L1
60 verts, 36 tris uv
lightning_V3_L2
10 verts, 8 tris uv

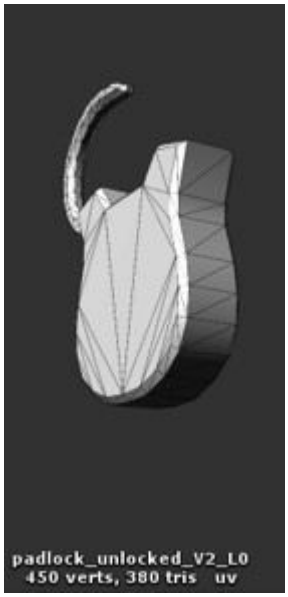

lightning_V4_L0
148 verts, 76 tris uv
lightning_V4_L1
60 verts, 36 tris uv
lightning_V4_L2
10 verts, 8 tris uv
medical_cross_V1_L0
168 verts, 92 tris uv
medical_cross_V1_L1
72 verts, 44 tris uv
medical_cross_V1_L2
12 verts, 10 tris uv
padlock_locked_V1_L0
326 verts, 256 tris uv
padlock_locked_V1_L1
154 verts, 124 tris uv
padlock_locked_V1_L2
33 verts, 29 tris uv

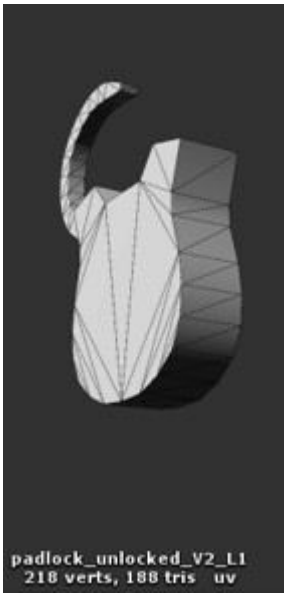

padlock_locked_V2_L0
494 verts, 424 tris uv
padlock_locked_V2_L1
242 verts, 212 tris uv
padlock_locked_V2_L2
55 verts, 51 tris uv
padlock_locked_V3_L0
440 verts, 348 tris uv
padlock_locked_V3_L1
208 verts, 172 tris uv
padlock_locked_V3_L2
44 verts, 42 tris uv
padlock_locked_V4_L0
608 verts, 516 tris uv
padlock_locked_V4_L1
296 verts, 260 tris uv
padlock_locked_V4_L2
66 verts, 64 tris uv

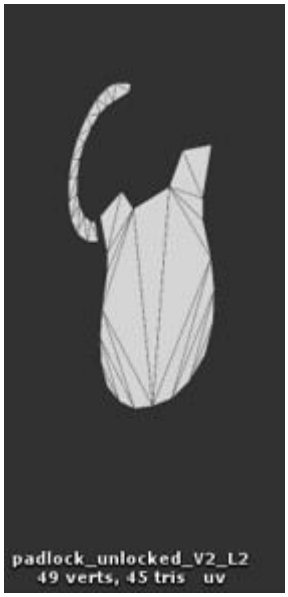

padlock_unlocked_V1_L0
306 verts, 236 tris uv

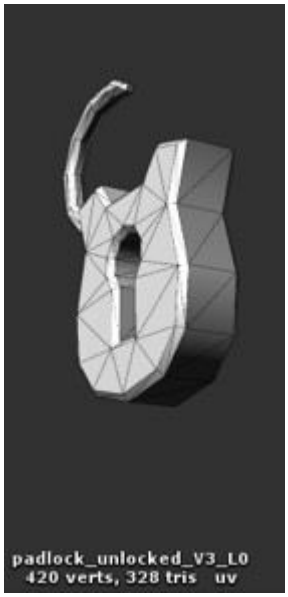

padlock_unlocked_V1_L1
146 verts, 116 tris uv

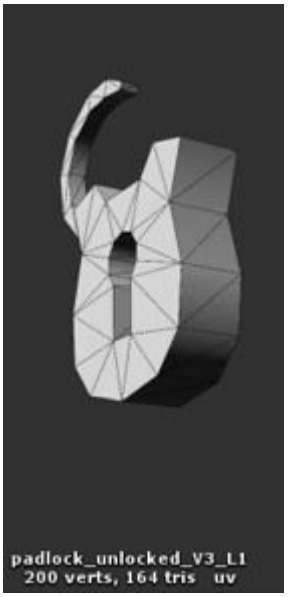

padlock_unlocked_V1_L2
31 verts, 27 tris uv

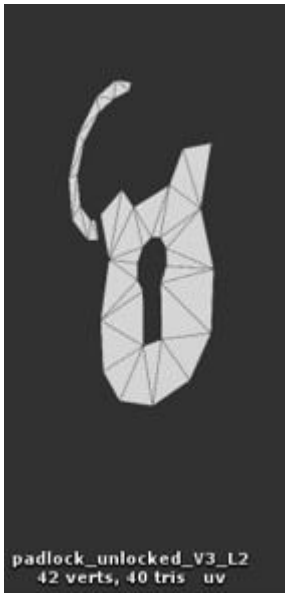

padlock_unlocked_V2_L0
450 verts, 380 tris uv

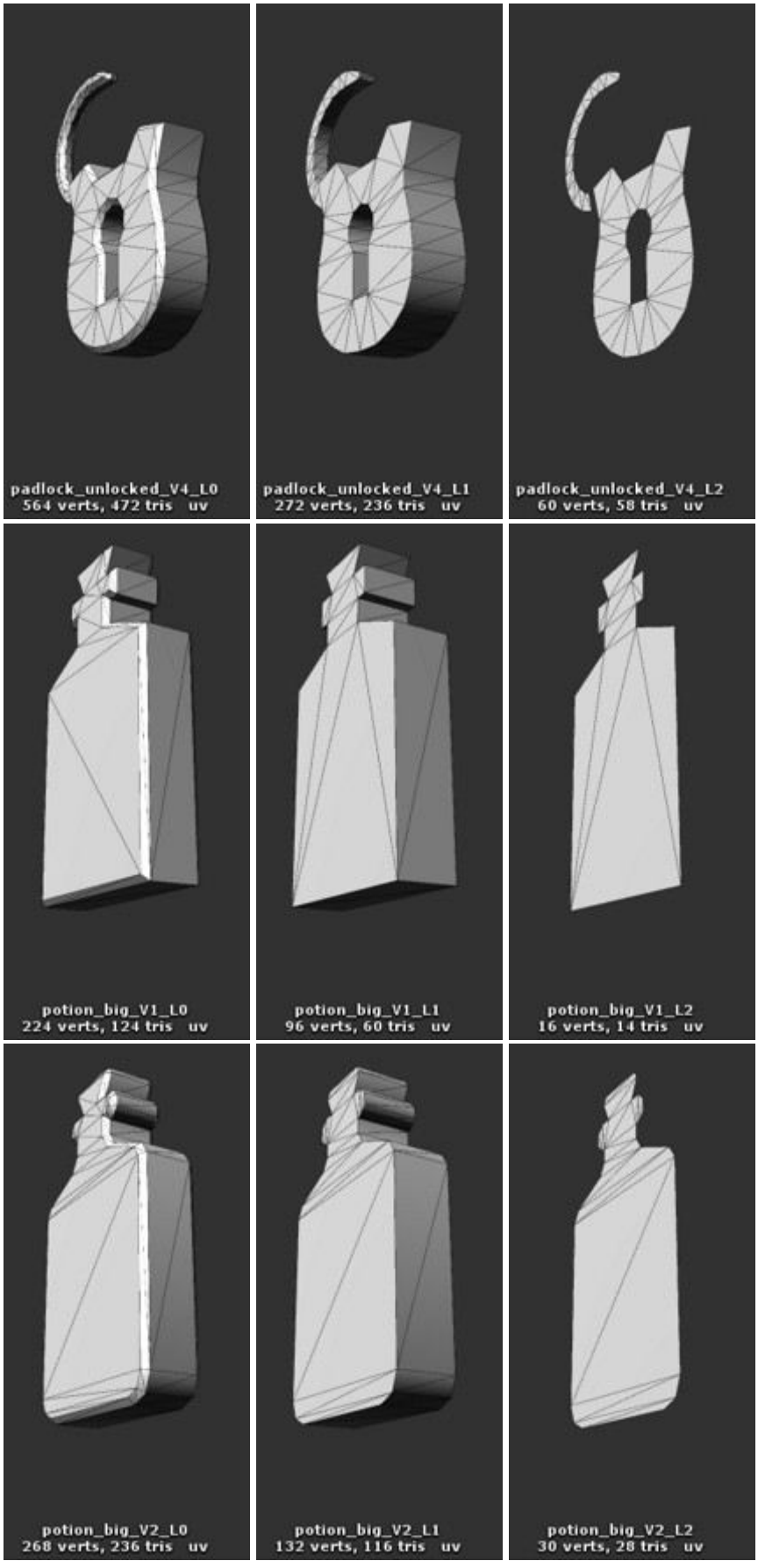

padlock_unlocked_V2_L1
218 verts, 188 tris uv

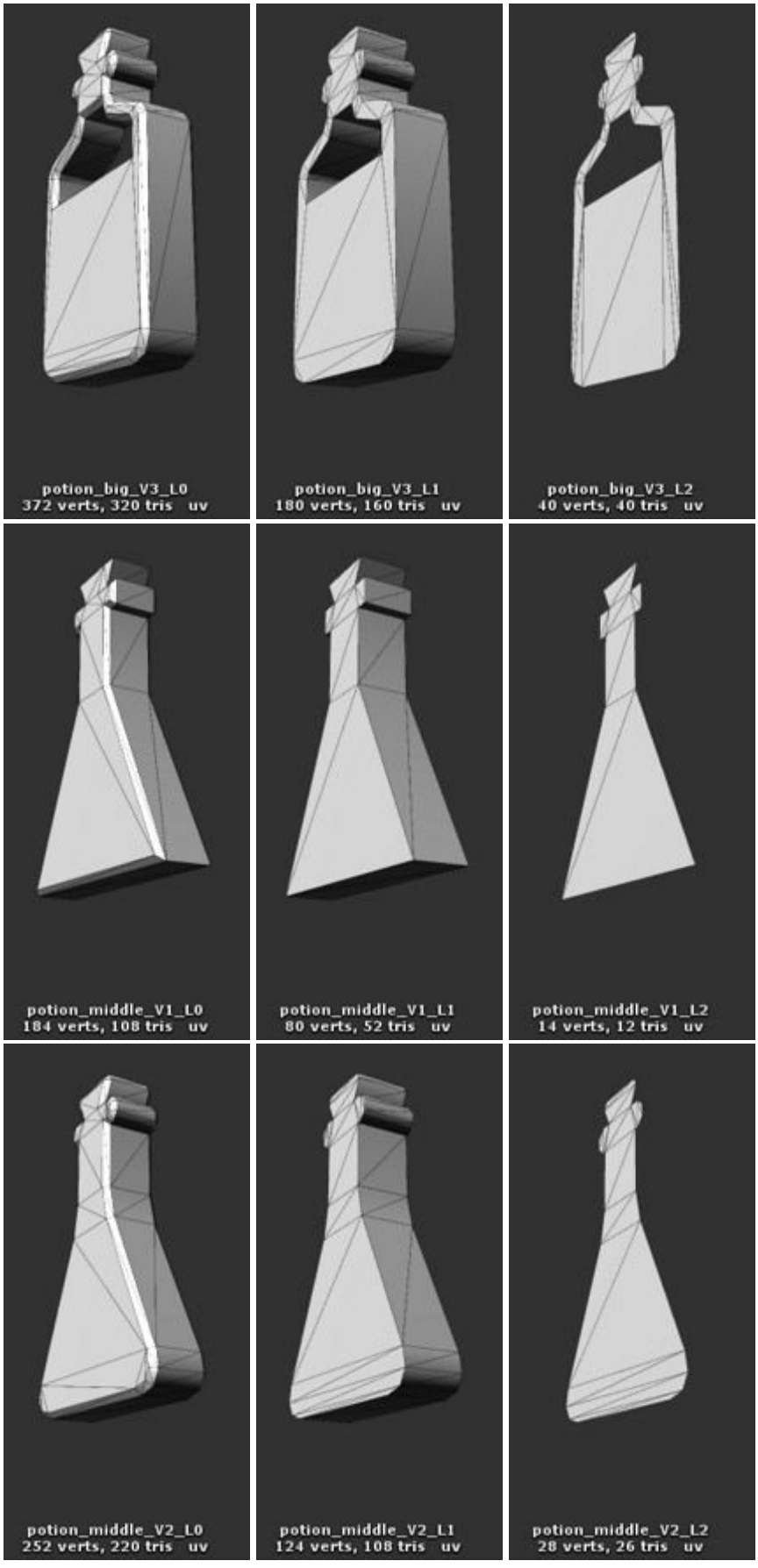

padlock_unlocked_V2_L2
49 verts, 45 tris uv

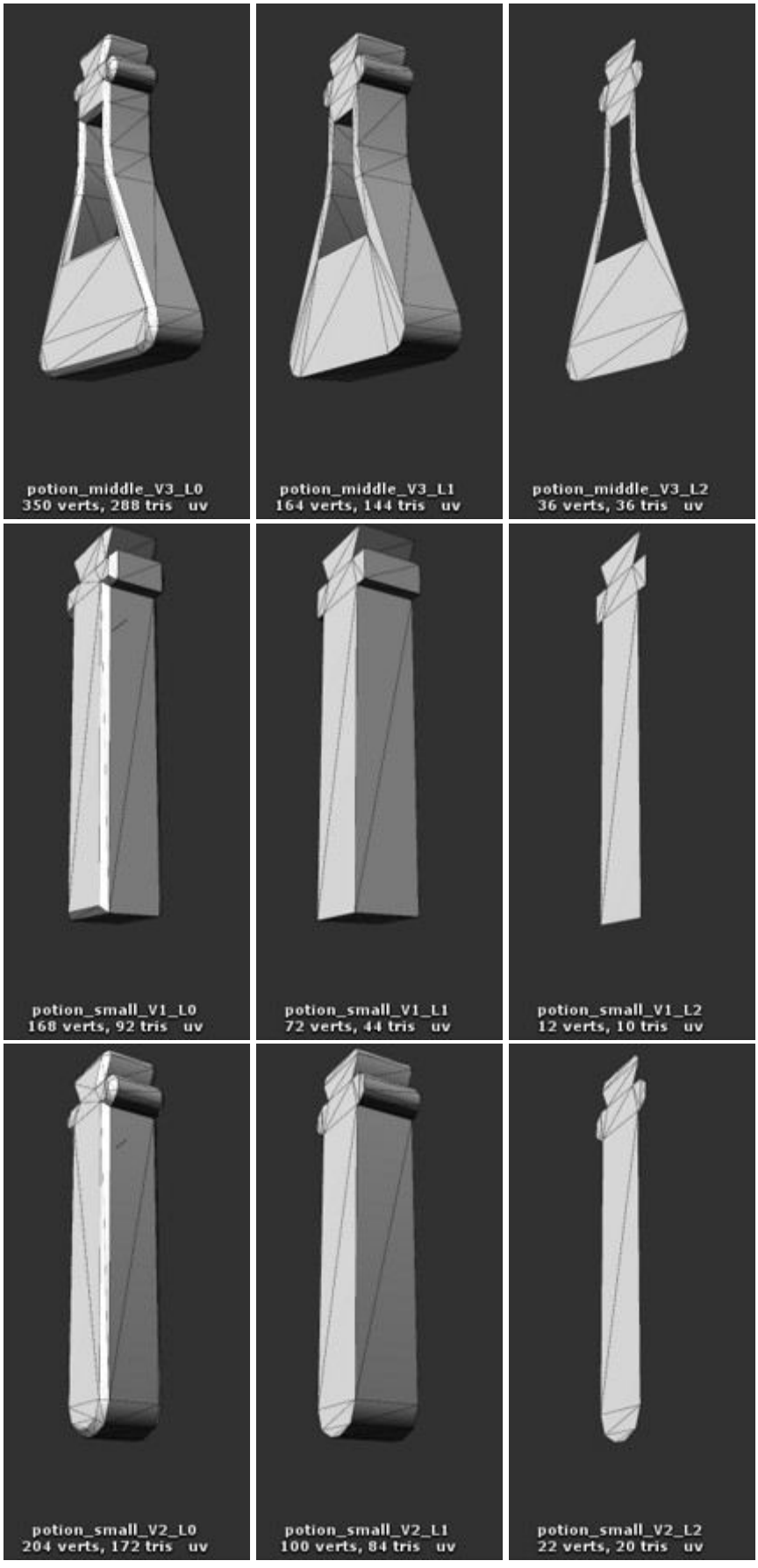

padlock_unlocked_V3_L0
420 verts, 328 tris uv

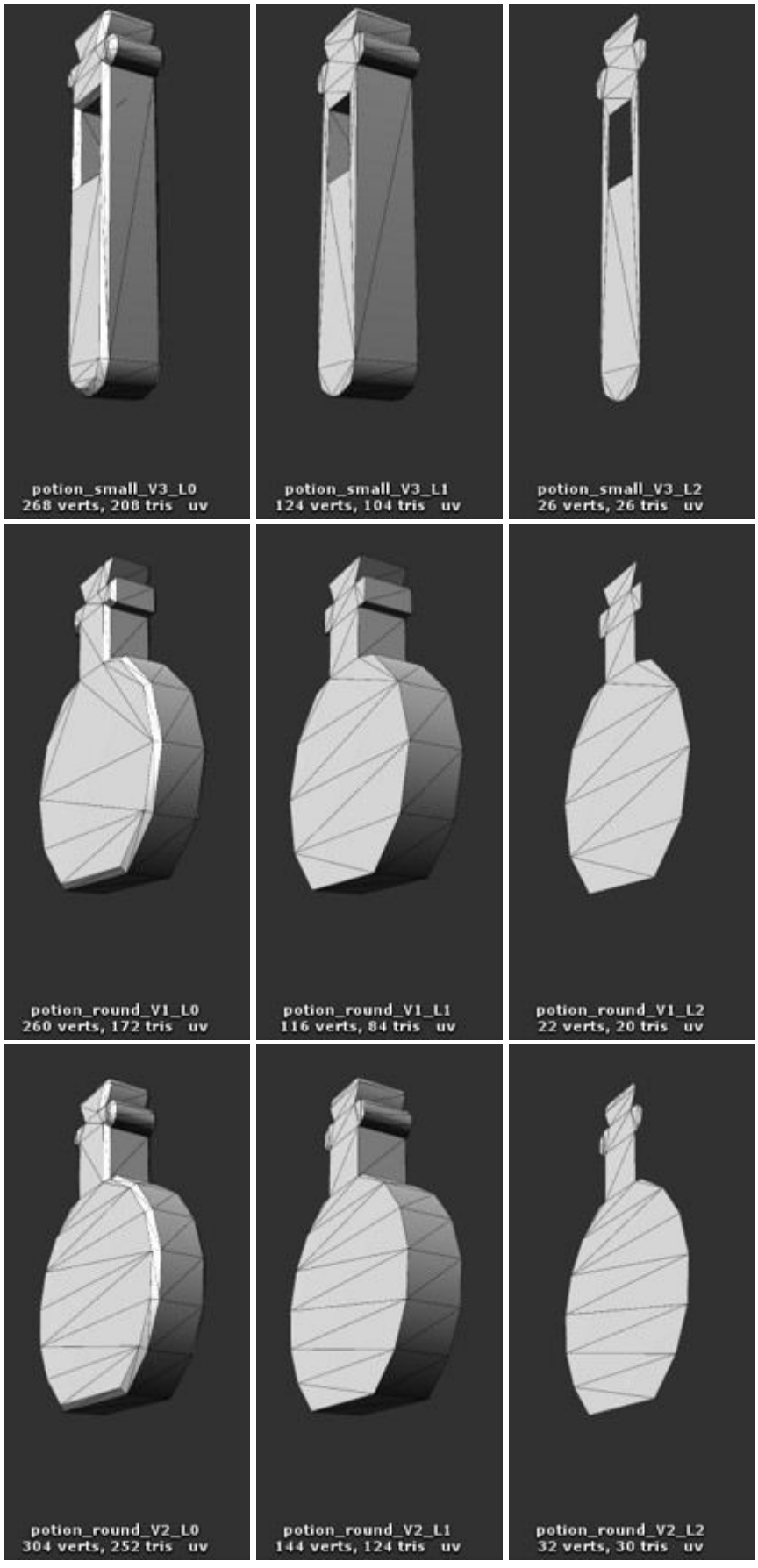

padlock_unlocked_V3_L1
200 verts, 164 tris uv

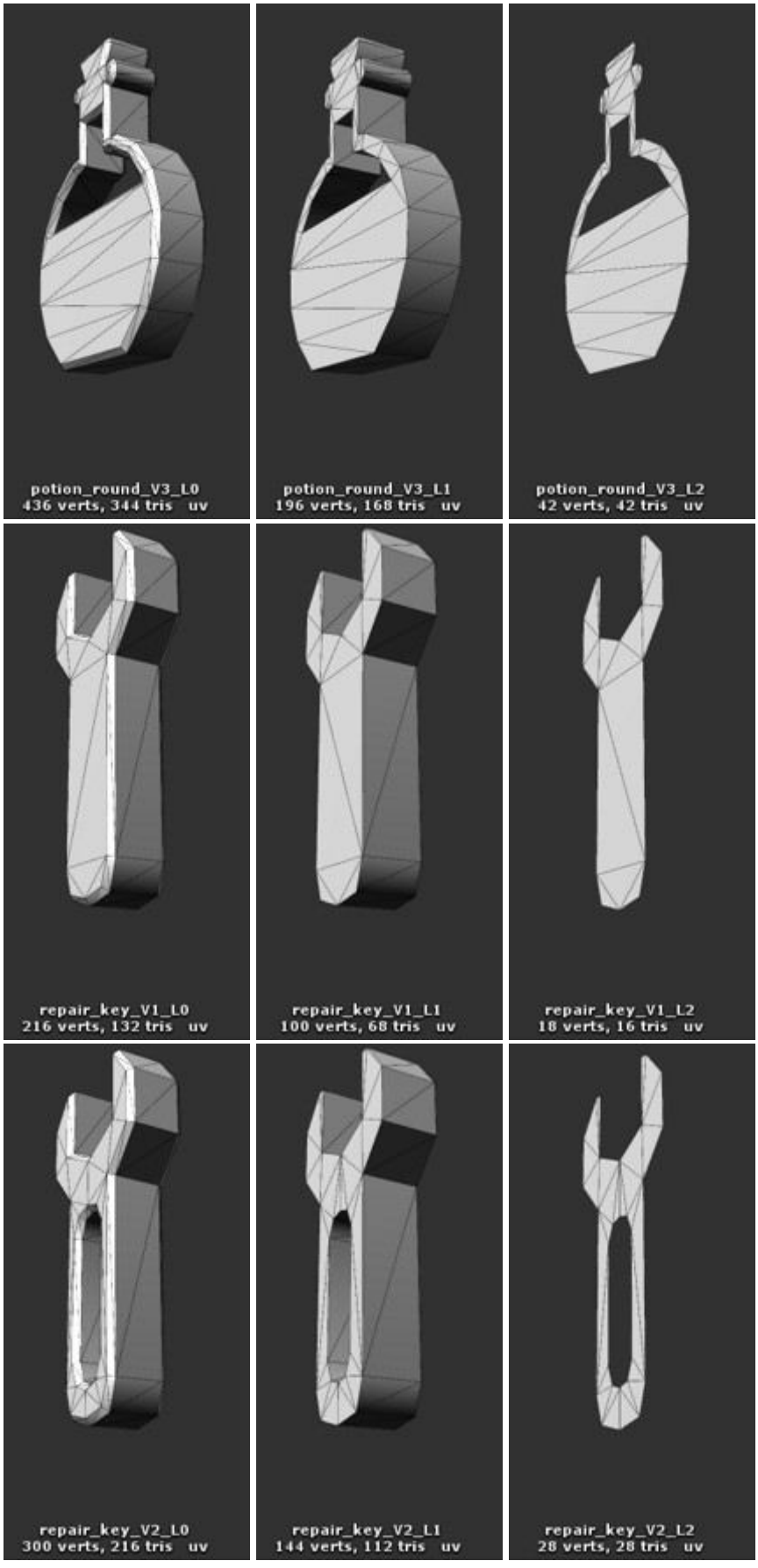

padlock_unlocked_V3_L2
42 verts, 40 tris uv

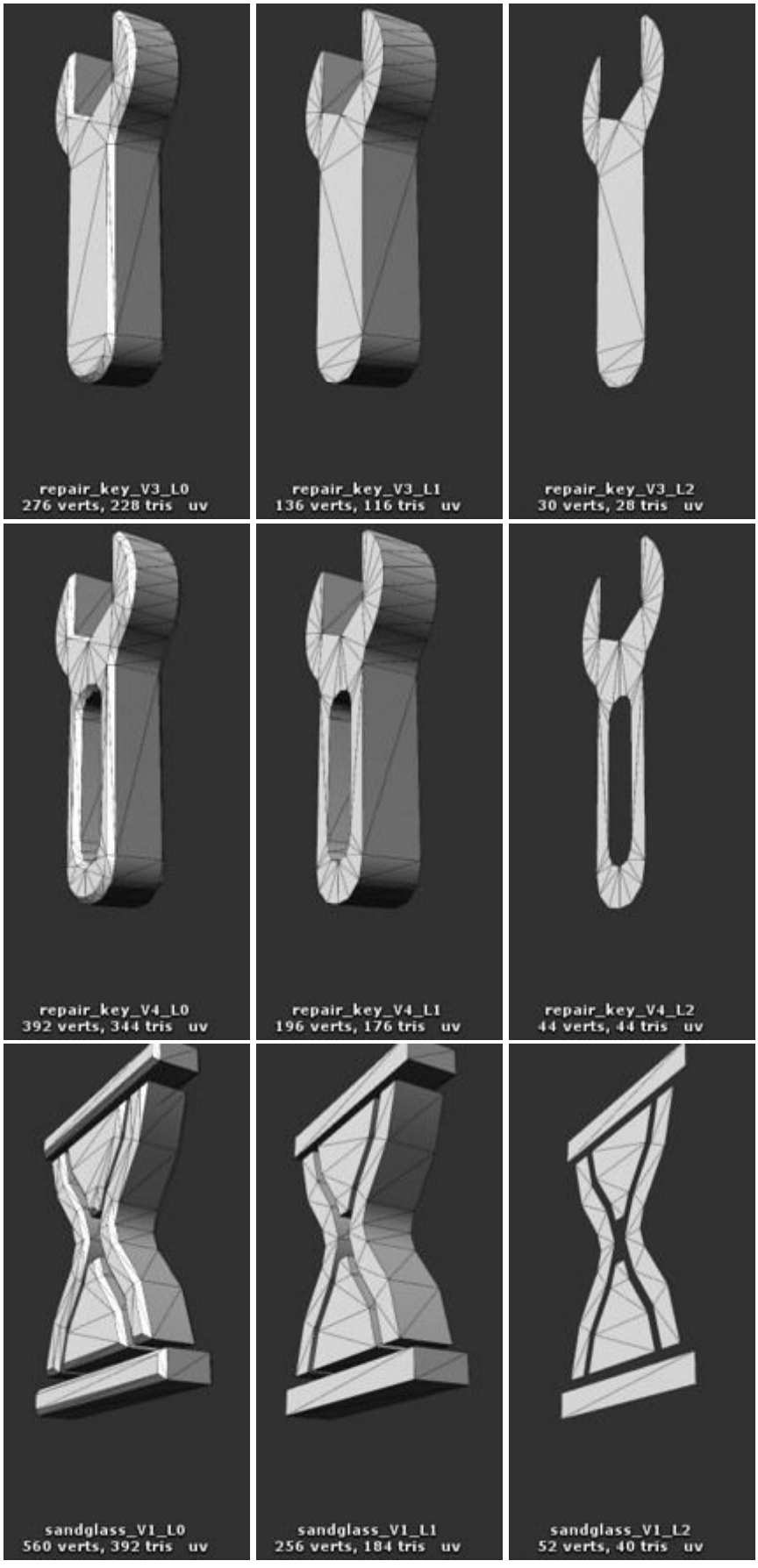

padlock_unlocked_V4_L0
564 verts, 472 tris uv
padlock_unlocked_V4_L1
272 verts, 236 tris uv
padlock_unlocked_V4_L2
60 verts, 58 tris uv
potion_big_V1_L0
224 verts, 124 tris uv
potion_big_V1_L1
96 verts, 60 tris uv
potion_big_V1_L2
16 verts, 14 tris uv
potion_big_V2_L0
268 verts, 236 tris uv
potion_big_V2_L1
132 verts, 116 tris uv
potion_big_V2_L2
30 verts, 28 tris uv

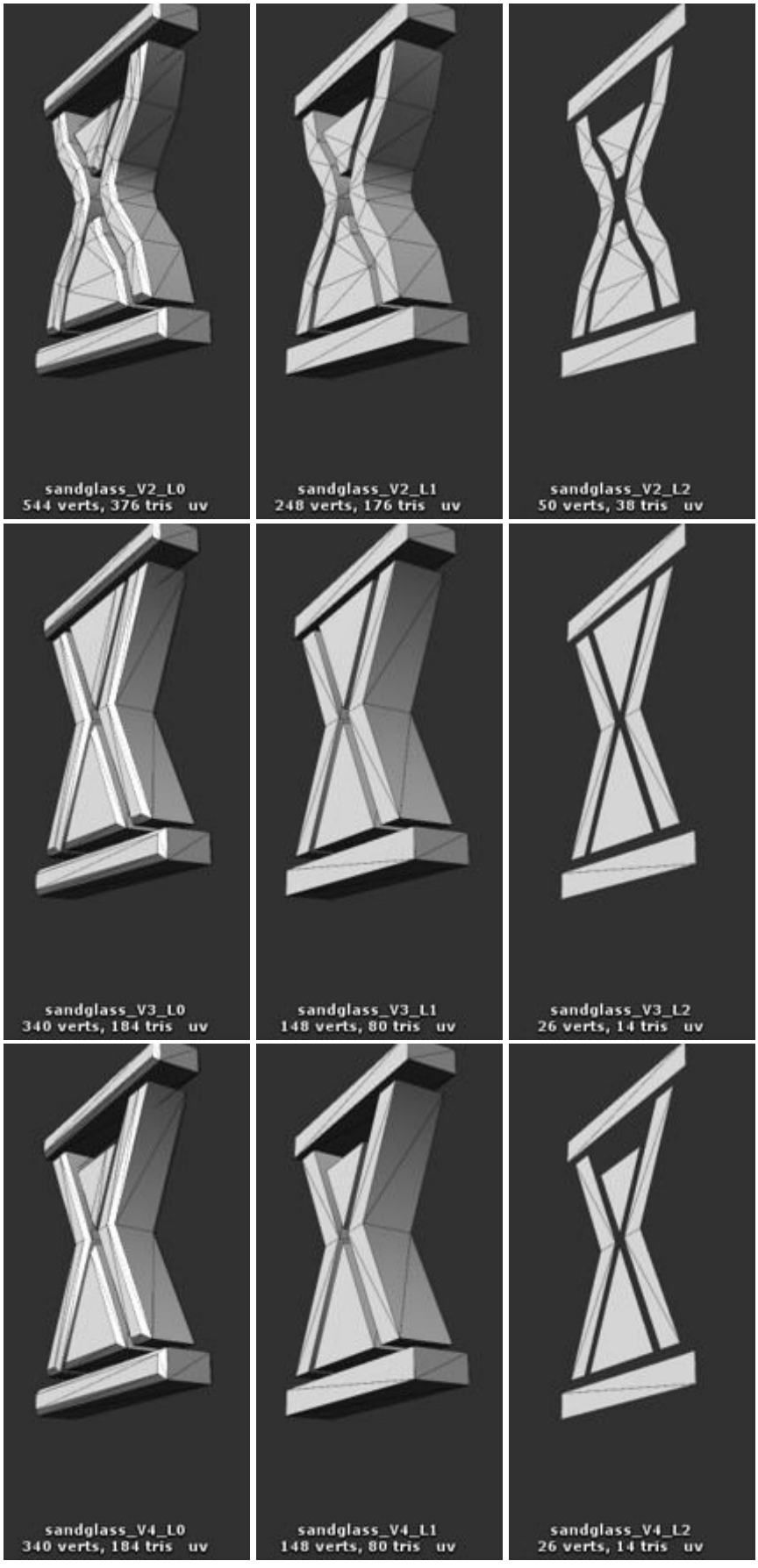

potion_big_V3_L0
372 verts, 320 tris uv
potion_big_V3_L1
180 verts, 160 tris uv
potion_big_V3_L2
40 verts, 40 tris uv
potion_middle_V1_L0
184 verts, 108 tris uv
potion_middle_V1_L1
80 verts, 52 tris uv
potion_middle_V1_L2
14 verts, 12 tris uv
potion_middle_V2_L0
252 verts, 220 tris uv
potion_middle_V2_L1
124 verts, 108 tris uv
potion_middle_V2_L2
28 verts, 26 tris uv

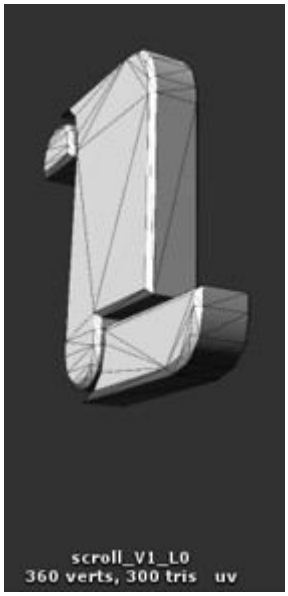

potion_middle_V3_L0
350 verts, 288 tris uv
potion_middle_V3_L1
164 verts, 144 tris uv
potion_middle_V3_L2
36 verts, 36 tris uv
potion_small_V1_L0
168 verts, 92 tris uv
potion_small_V1_L1
72 verts, 44 tris uv
potion_small_V1_L2
12 verts, 10 tris uv
potion_small_V2_L0
204 verts, 172 tris uv
potion_small_V2_L1
100 verts, 84 tris uv
potion_small_V2_L2
22 verts, 20 tris uv

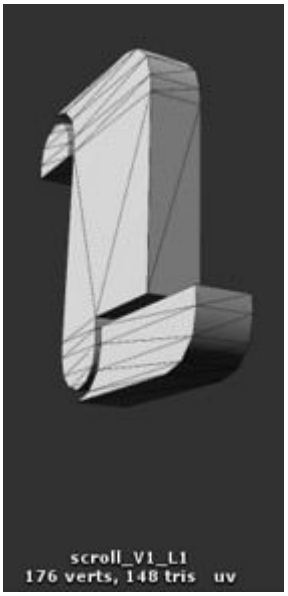

potion_small_V3_L0
268 verts, 208 tris uv
potion_small_V3_L1
124 verts, 104 tris uv
potion_small_V3_L2
26 verts, 26 tris uv
potion_round_V1_L0
260 verts, 172 tris uv
potion_round_V1_L1
116 verts, 84 tris uv
potion_round_V1_L2
22 verts, 20 tris uv
potion_round_V2_L0
304 verts, 252 tris uv
potion_round_V2_L1
144 verts, 124 tris uv
potion_round_V2_L2
32 verts, 30 tris uv


potion_round_V3_L0
436 verts, 344 tris uv
potion_round_V3_L1
196 verts, 168 tris uv
potion_round_V3_L2
42 verts, 42 tris uv
repair_key_V1_L0
216 verts, 132 tris uv
repair_key_V1_L1
100 verts, 68 tris uv
repair_key_V1_L2
18 verts, 16 tris uv
repair_key_V2_L0
300 verts, 216 tris uv
repair_key_V2_L1
144 verts, 112 tris uv
repair_key_V2_L2
28 verts, 28 tris uv

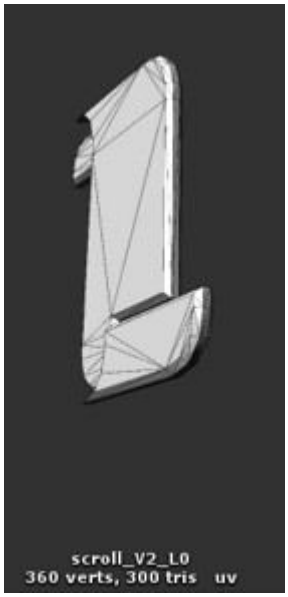

repair_key_V3_L0
276 verts, 228 tris uv
repair_key_V3_L1
136 verts, 116 tris uv
repair_key_V3_L2
30 verts, 28 tris uv
repair_key_V4_L0
392 verts, 344 tris uv
repair_key_V4_L1
196 verts, 176 tris uv
repair_key_V4_L2
44 verts, 44 tris uv
sandglass_V1_L0
560 verts, 392 tris uv
sandglass_V1_L1
256 verts, 184 tris uv
sandglass_V1_L2
52 verts, 40 tris uv

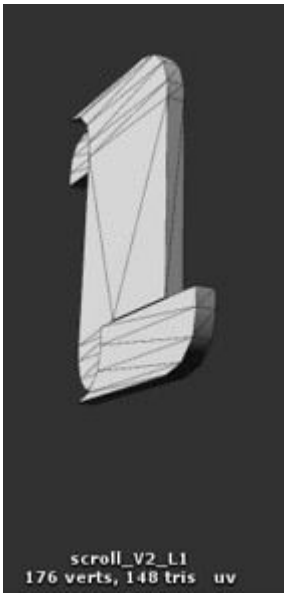

sandglass_V2_L0
544 verts, 376 tris uv
sandglass_V2_L1
248 verts, 176 tris uv
sandglass_V2_L2
50 verts, 38 tris uv
sandglass_V3_L0
340 verts, 184 tris uv
sandglass_V3_L1
148 verts, 80 tris uv
sandglass_V3_L2
26 verts, 14 tris uv
sandglass_V4_L0
340 verts, 184 tris uv
sandglass_V4_L1
148 verts, 80 tris uv
sandglass_V4_L2
26 verts, 14 tris uv


scroll_V1_L0
360 verts, 300 tris uv

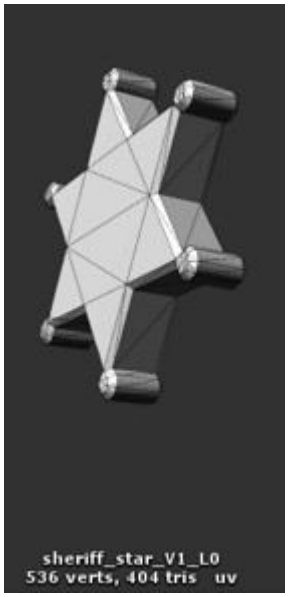

scroll_V1_L1
176 verts, 148 tris uv

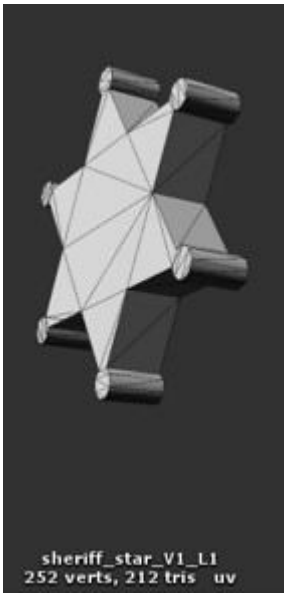

scroll_V1_L2
40 verts, 34 tris uv

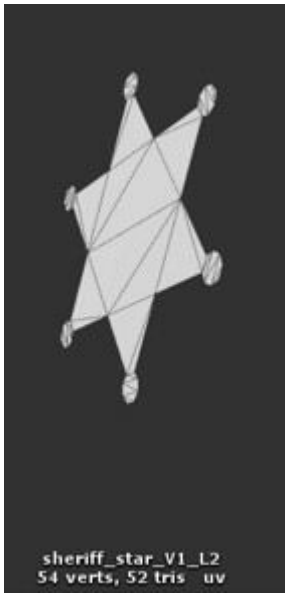

scroll_V2_L0
360 verts, 300 tris uv

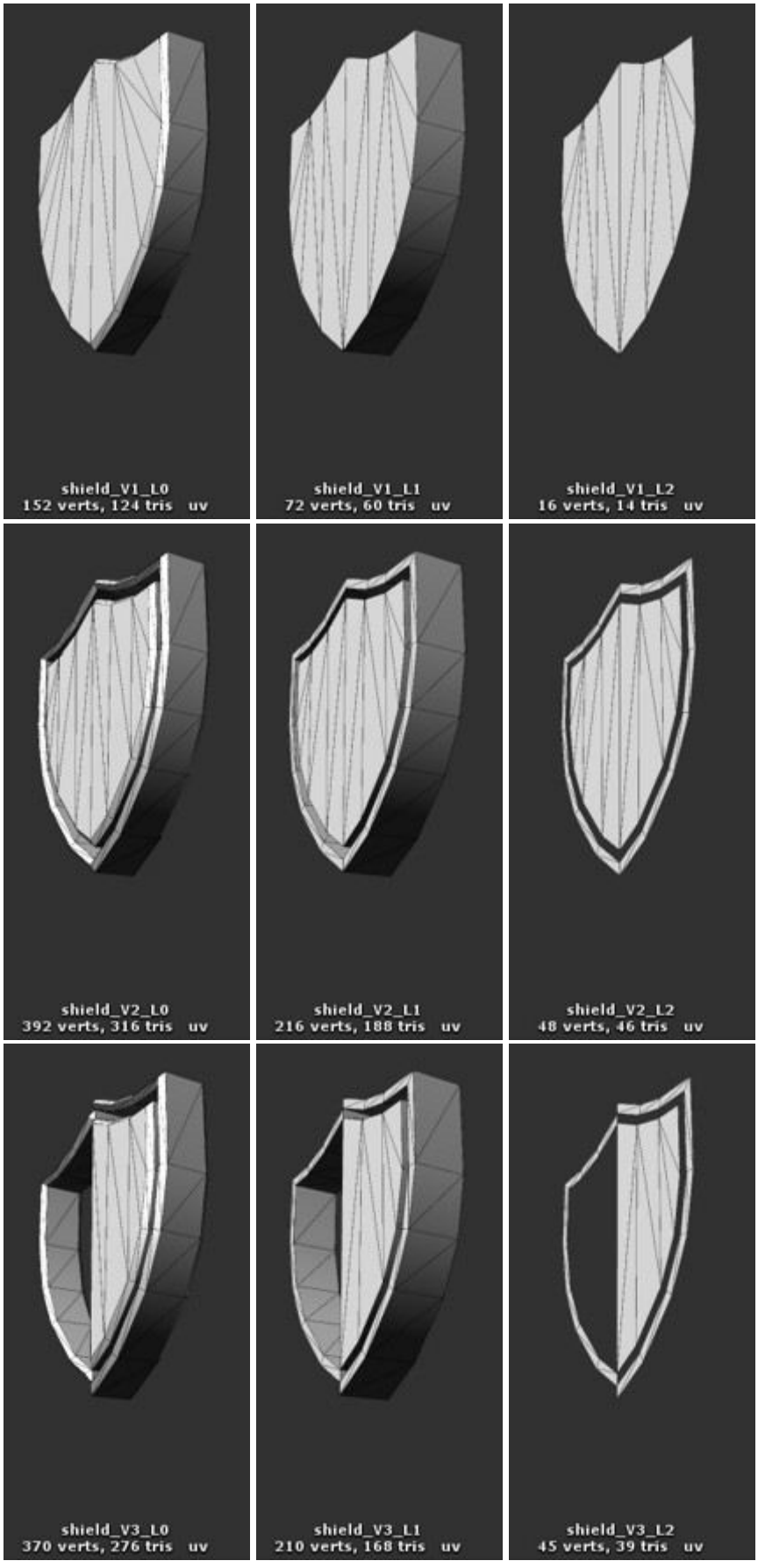

scroll_V2_L1
176 verts, 148 tris uv

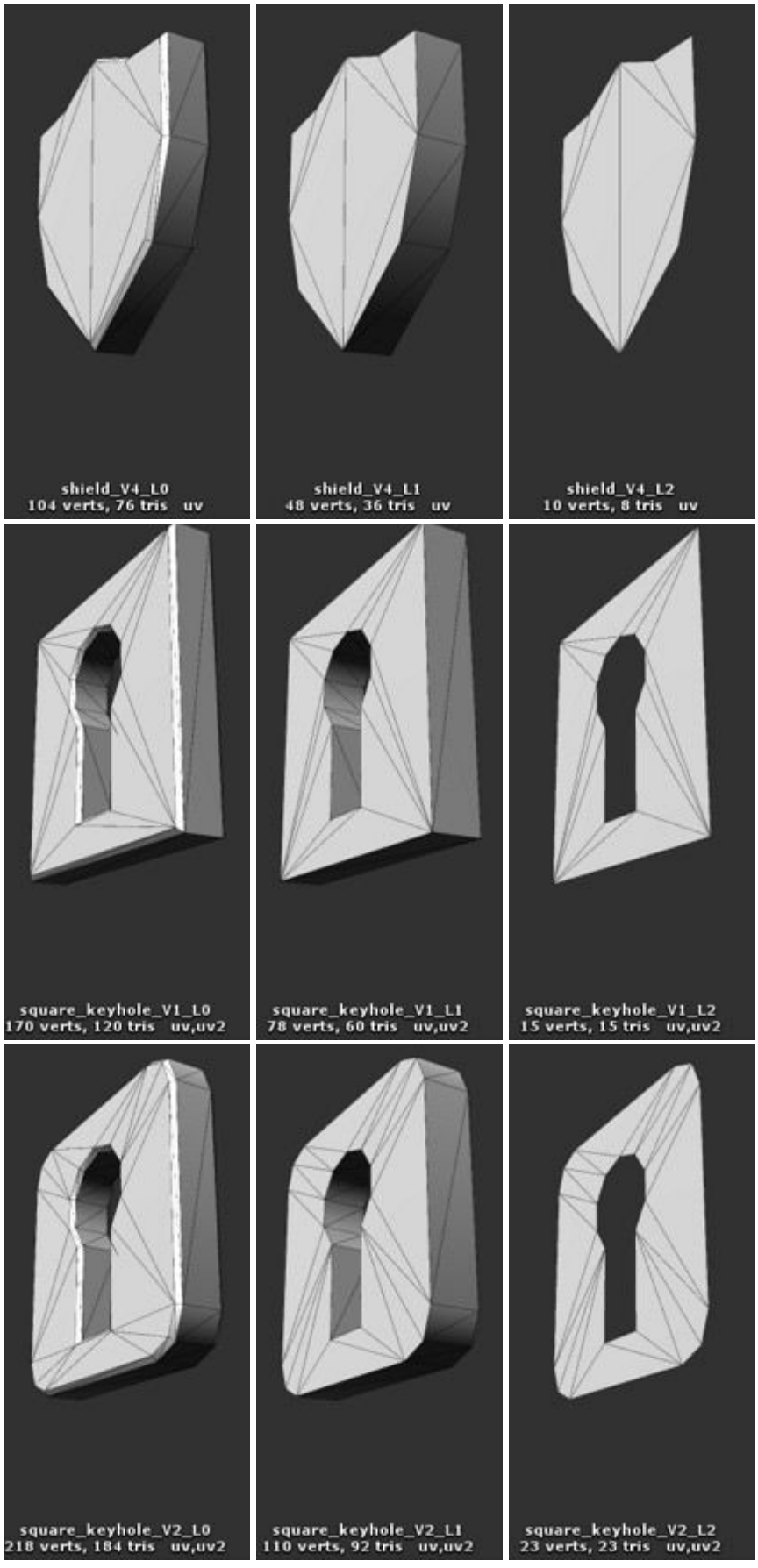

scroll_V2_L2
40 verts, 34 tris uv

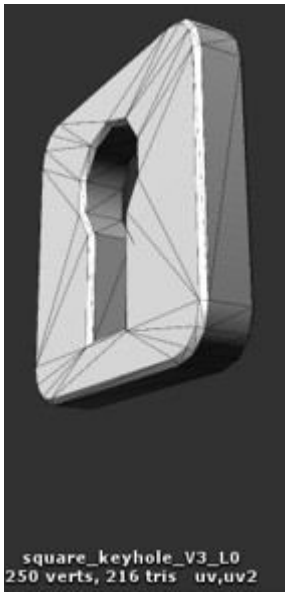

sheriff_star_V1_L0
536 verts, 404 tris uv

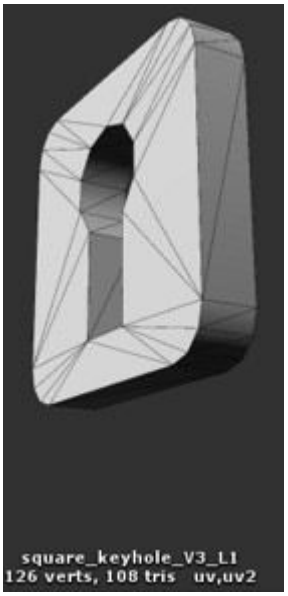

sheriff_star_V1_L1
252 verts, 212 tris uv

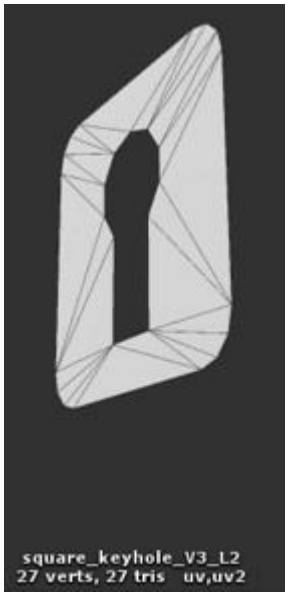

sheriff_star_V1_L2
54 verts, 52 tris uv

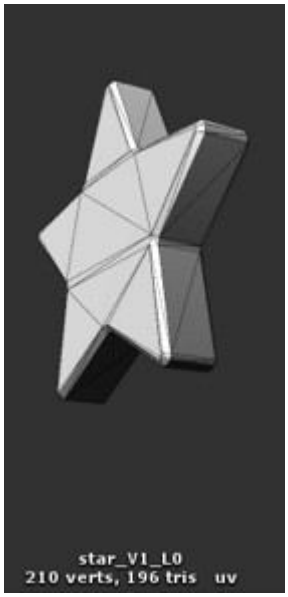

shield_V1_L0
152 verts, 124 tris uv
shield_V1_L1
72 verts, 60 tris uv
shield_V1_L2
16 verts, 14 tris uv
shield_V2_L0
392 verts, 316 tris uv
shield_V2_L1
216 verts, 188 tris uv
shield_V2_L2
48 verts, 46 tris uv
shield_V3_L0
370 verts, 276 tris uv
shield_V3_L1
210 verts, 168 tris uv
shield_V3_L2
45 verts, 39 tris uv

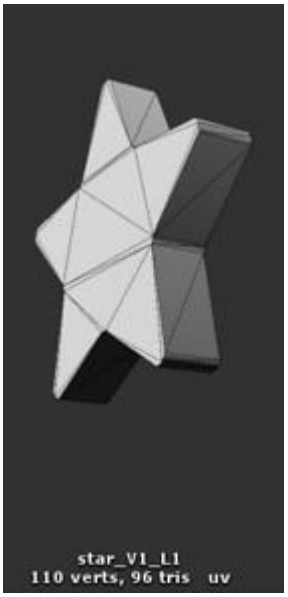

shield_V4_L0
104 verts, 76 tris uv
shield_V4_L1
48 verts, 36 tris uv
shield_V4_L2
10 verts, 8 tris uv
square_keyhole_V1_L0
170 verts, 120 tris uv,uv2
square_keyhole_V1_L1
78 verts, 60 tris uv,uv2
square_keyhole_V1_L2
15 verts, 15 tris uv,uv2
square_keyhole_V2_L0
218 verts, 184 tris uv,uv2
square_keyhole_V2_L1
110 verts, 92 tris uv,uv2
square_keyhole_V2_L2
23 verts, 23 tris uv,uv2

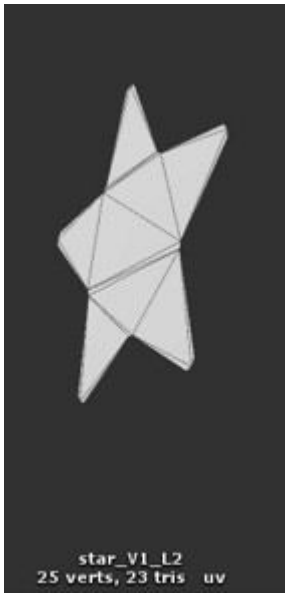

square_keyhole_V3_L0
250 verts, 216 tris uv,uv2

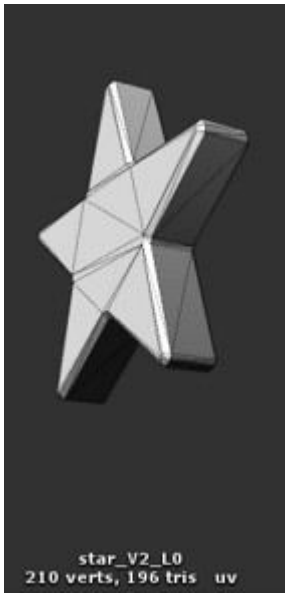

square_keyhole_V3_L1
126 verts, 108 tris uv,uv2

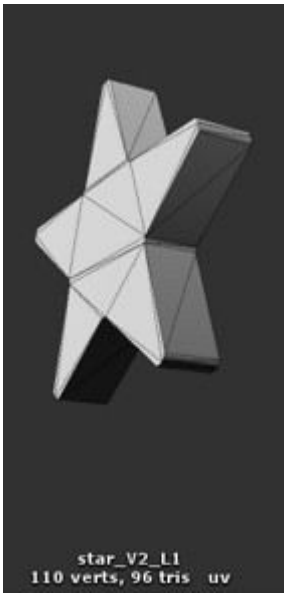

square_keyhole_V3_L2
27 verts, 27 tris uv,uv2

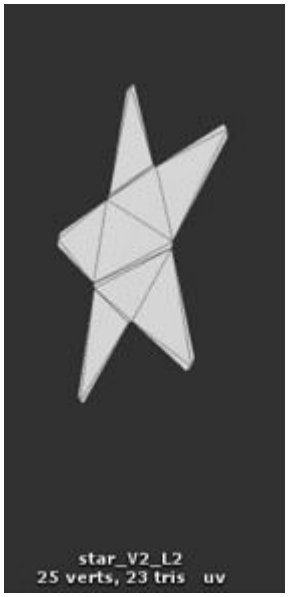

star_V1_L0
210 verts, 196 tris uv

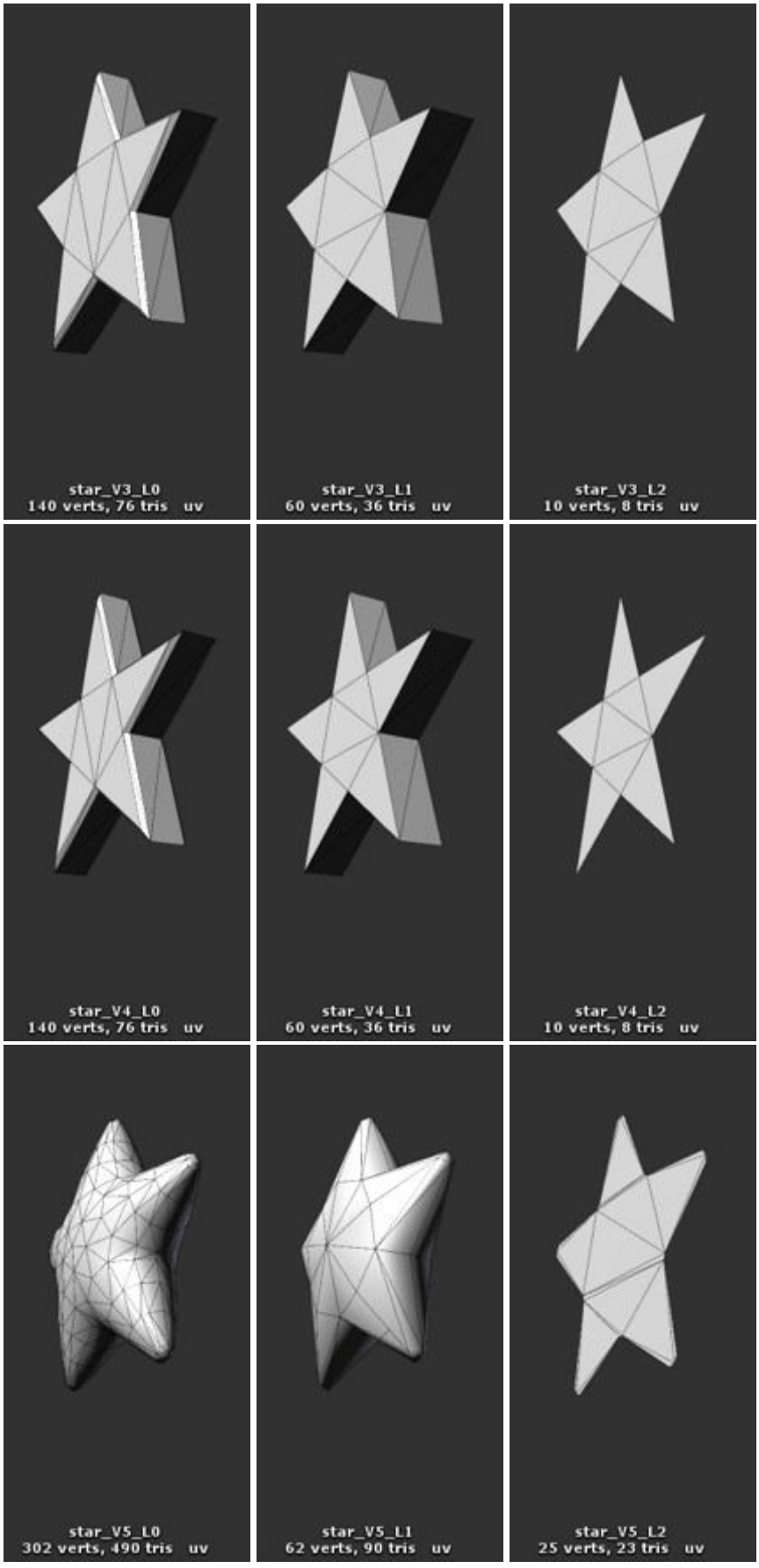

star_V1_L1
110 verts, 96 tris uv

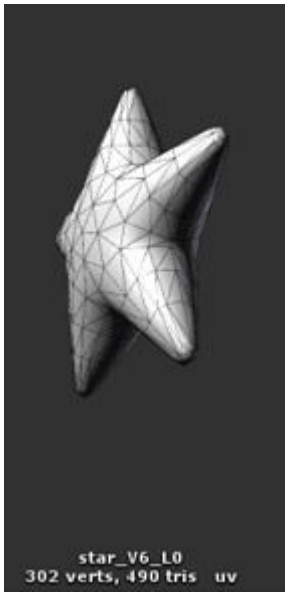

star_V1_L2
25 verts, 23 tris uv

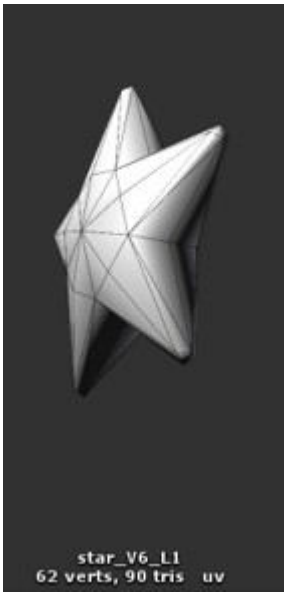

star_V2_L0
210 verts, 196 tris uv

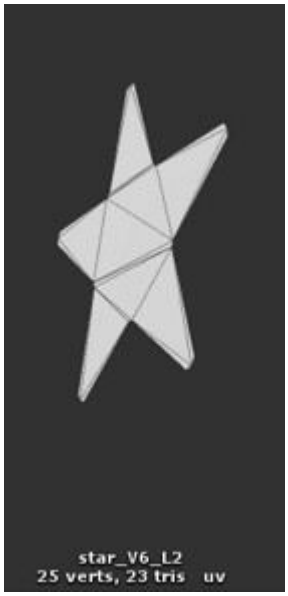

star_V2_L1
110 verts, 96 tris uv

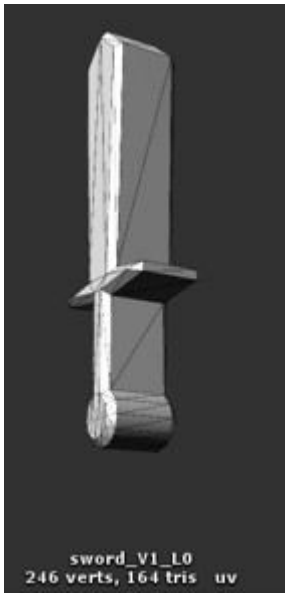

star_V2_L2
25 verts, 23 tris uv

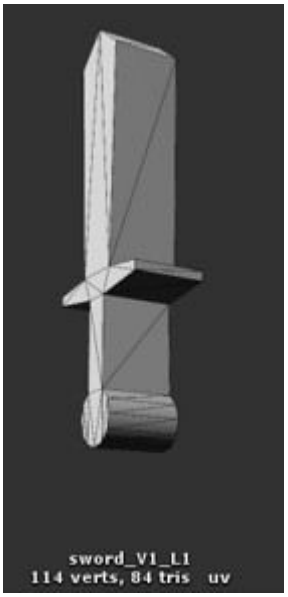

star_V3_L0
140 verts, 76 tris uv
star_V3_L1
60 verts, 36 tris uv
star_V3_L2
10 verts, 8 tris uv
star_V4_L0
140 verts, 76 tris uv
star_V4_L1
60 verts, 36 tris uv
star_V4_L2
10 verts, 8 tris uv
star_V5_L0
302 verts, 490 tris uv
star_V5_L1
62 verts, 90 tris uv
star_V5_L2
25 verts, 23 tris uv

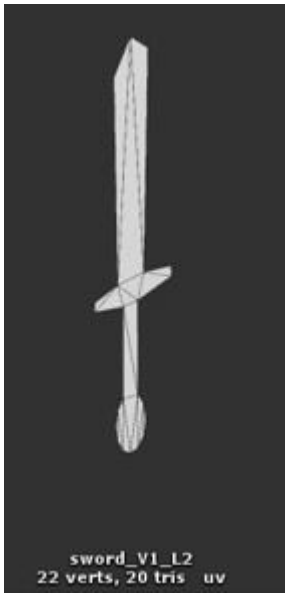

star_V6_L0
302 verts, 490 tris uv

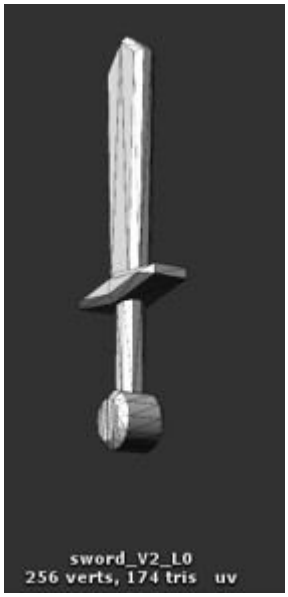

star_V6_L1
62 verts, 90 tris uv

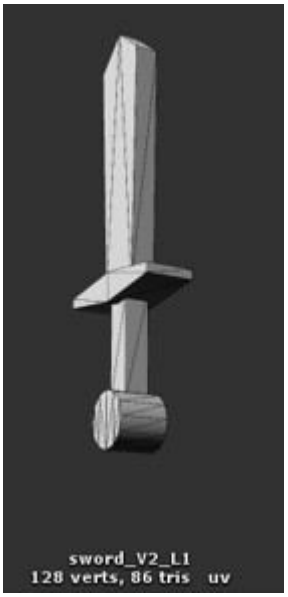

star_V6_L2
25 verts, 23 tris uv

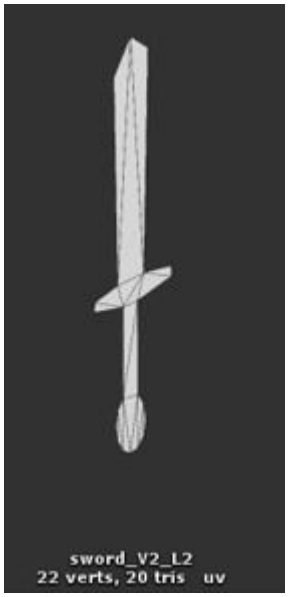

sword_V1_L0
246 verts, 164 tris uv

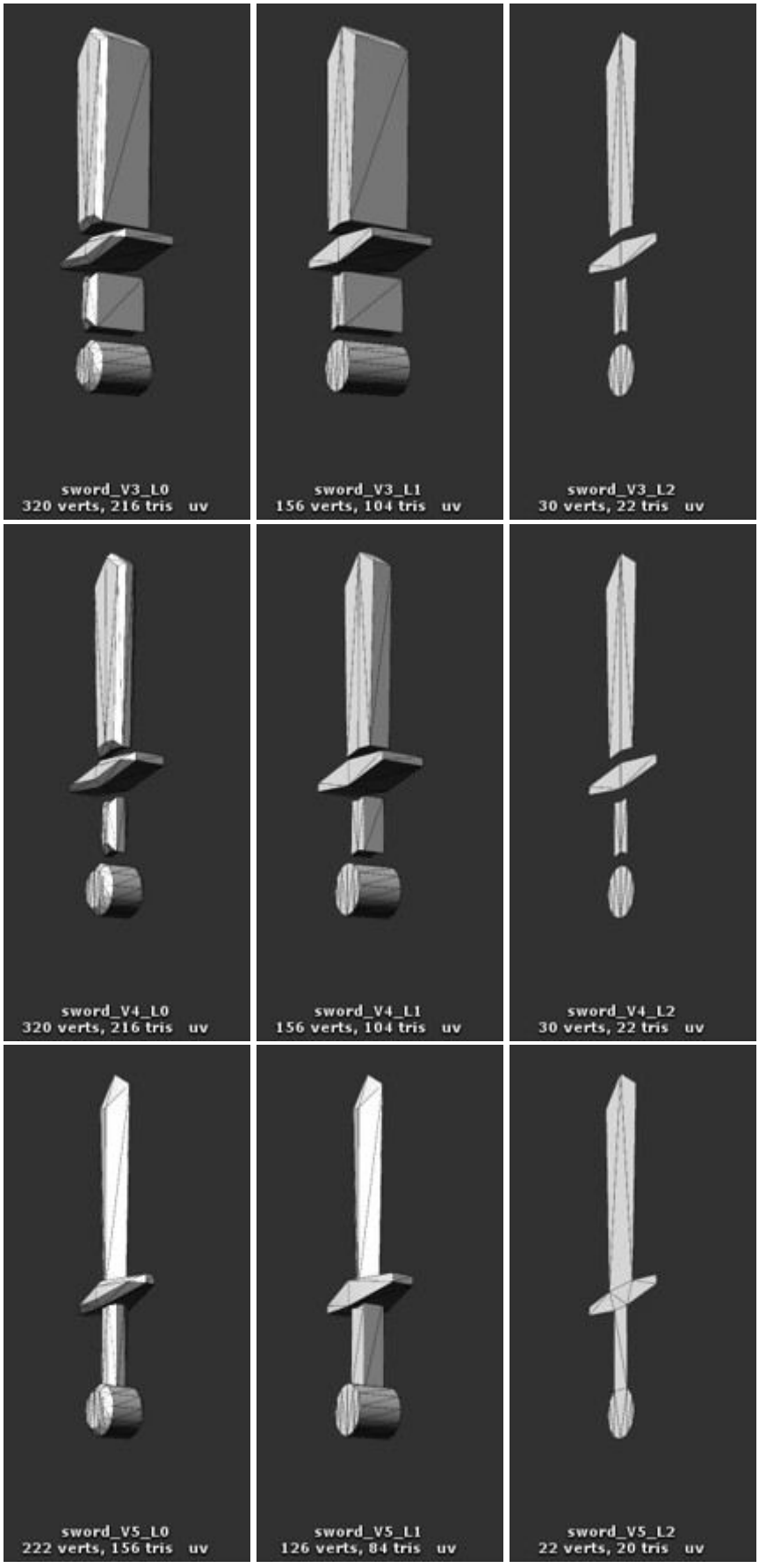

sword_V1_L1
114 verts, 84 tris uv


sword_V1_L2
22 verts, 20 tris uv

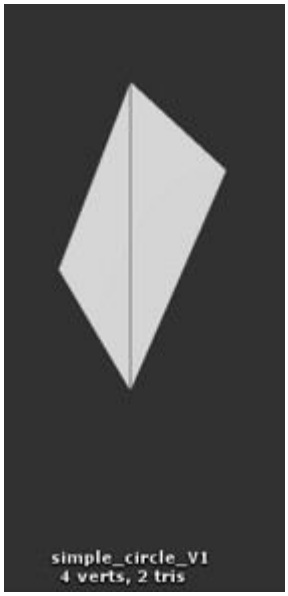

sword_V2_L0
256 verts, 174 tris uv

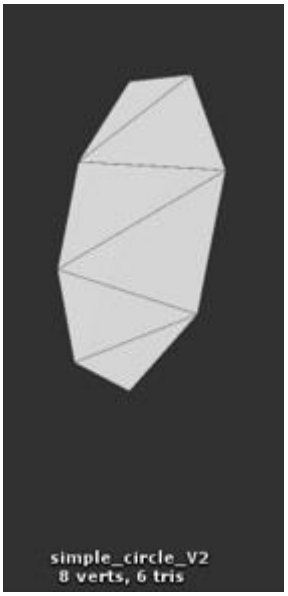

sword_V2_L1
128 verts, 86 tris uv

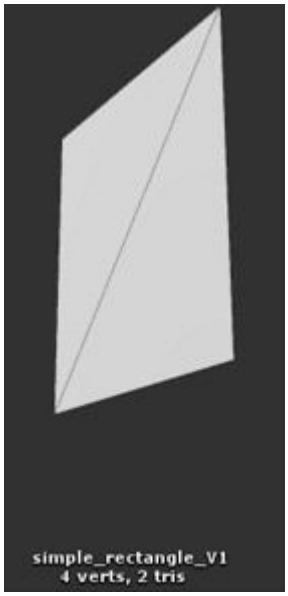

sword_V2_L2
22 verts, 20 tris uv

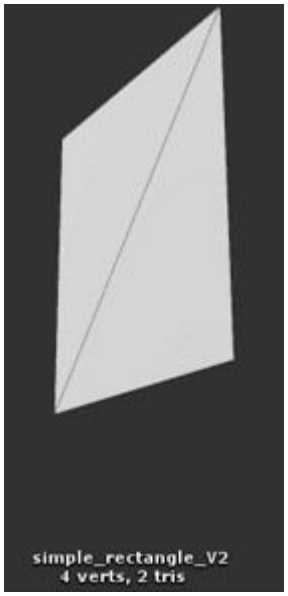


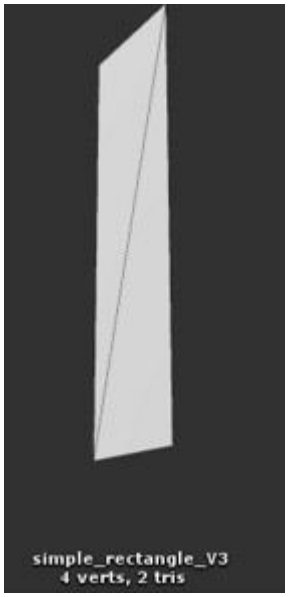
The package also contains models with simple shapes.

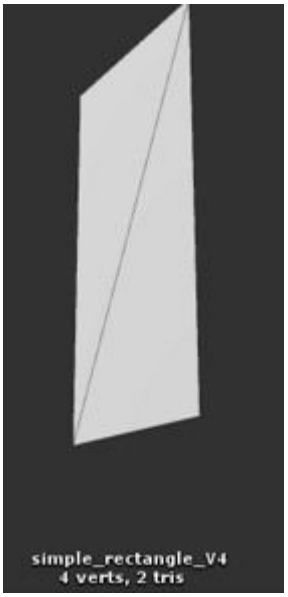

simple_circle_V1
4 verts, 2 tris

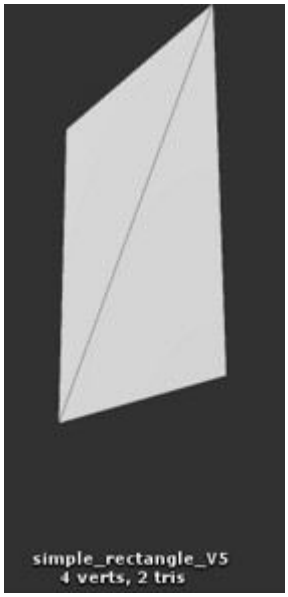

simple_circle_V2
8 verts, 6 tris

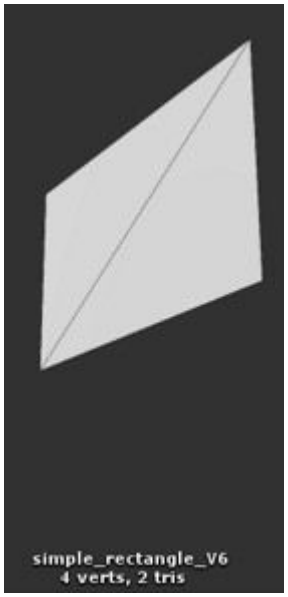

simple_rectangle_V1
4 verts, 2 tris


simple_rectangle_V2
4 verts, 2 tris


simple_rectangle_V3
4 verts, 2 tris


simple_rectangle_V4
4 verts, 2 tris


simple_rectangle_V5
4 verts, 2 tris


simple_rectangle_V6
4 verts, 2 tris


simple_triangle_V1
3 verts, 1 tris


simple_triangle_V2
3 verts, 1 tris

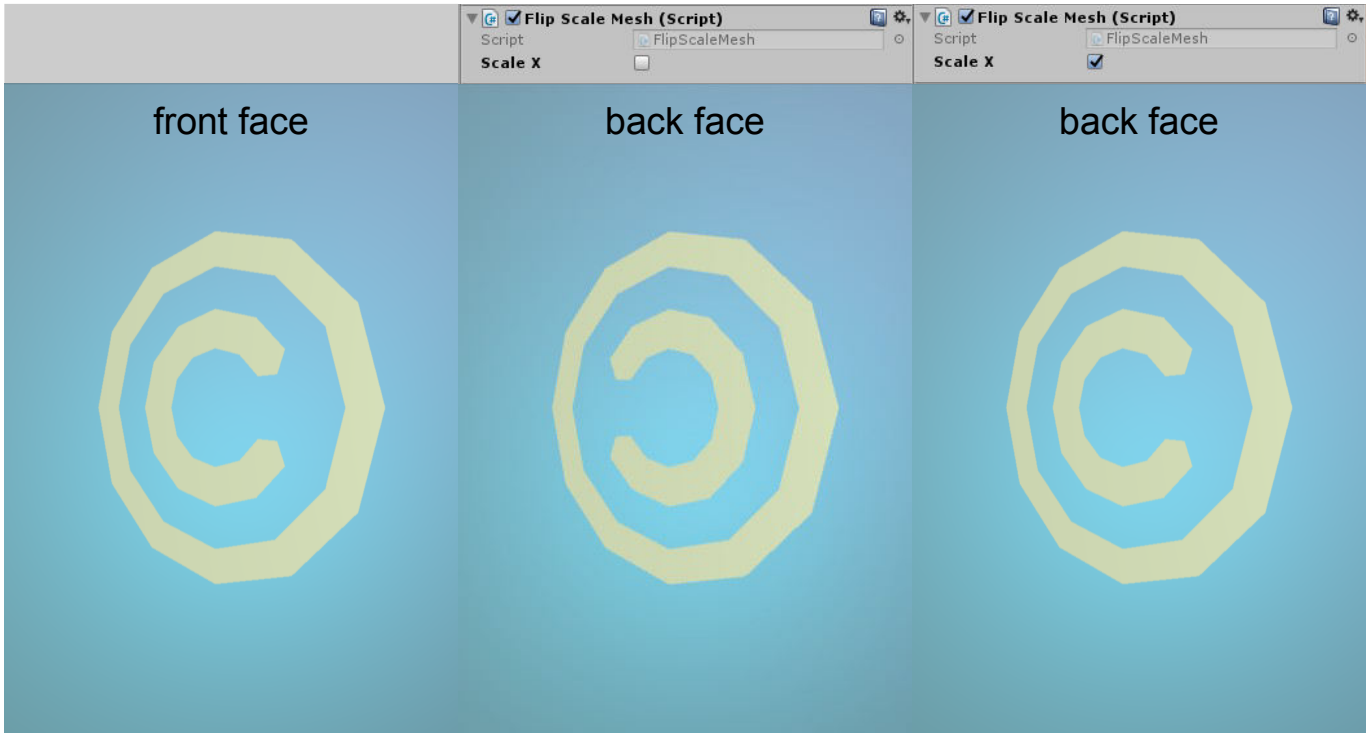
Script

FlipScaleMesh.cs

Calculates where the camera is relative to the object to which this script is attached and scales this object along the z axis with the opposite sign, so the flat mesh is always pointing toward the camera with the visible side.

The script has one parameter "Scale X", if this parameter is activated, then when the camera moves from one side of the object to another, the object is scaled along the z axis and along the x axis with the opposite sign, which is equivalent to 180 degrees rotation along the y axis.

This option is useful when displaying coins, when the camera moves from one side of the object to another, the symbol on the coin will look the same on both sides.



If you have a large number of objects with this script, it can reduce performance, if you do not need to rotate the objects in the game, you can rotate the object face to the camera and disable the script.

Materials

simple - standard material without textures.
simple_double_sided_mat - simple two-sided material, can be applied to flat meshes for display on both sides, if you use this material, you can turn off the script “FlipScaleMesh.cs”.

Shader

simple_double_sided_shader - simple two-sided shader used for simple_double_sided_mat material.