

ASSET DOCUMENTATION

Board Game Items

Unity 3D Package

English





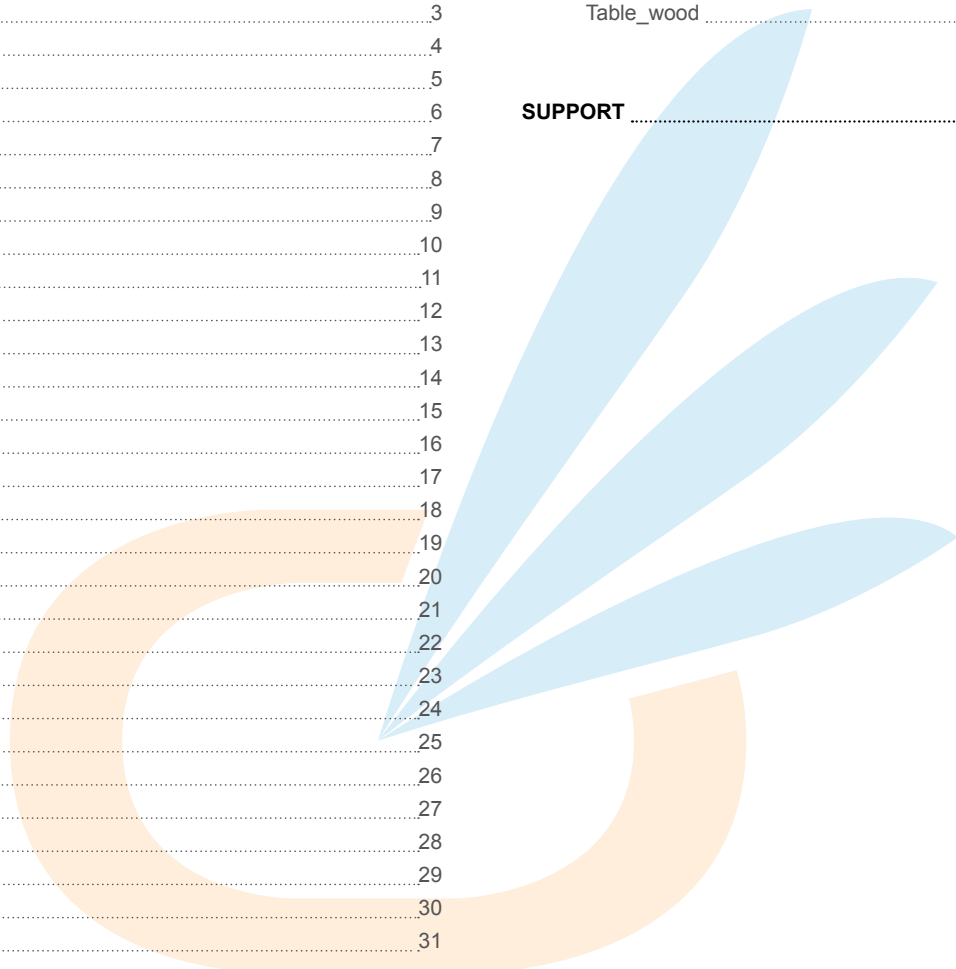
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Board_draughts

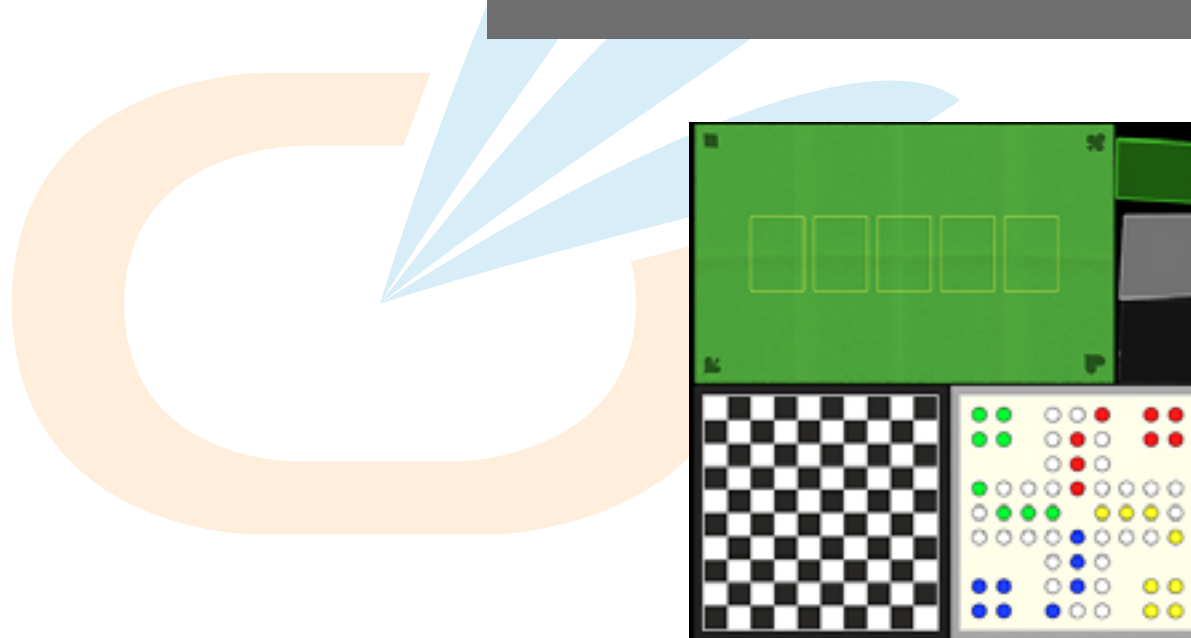
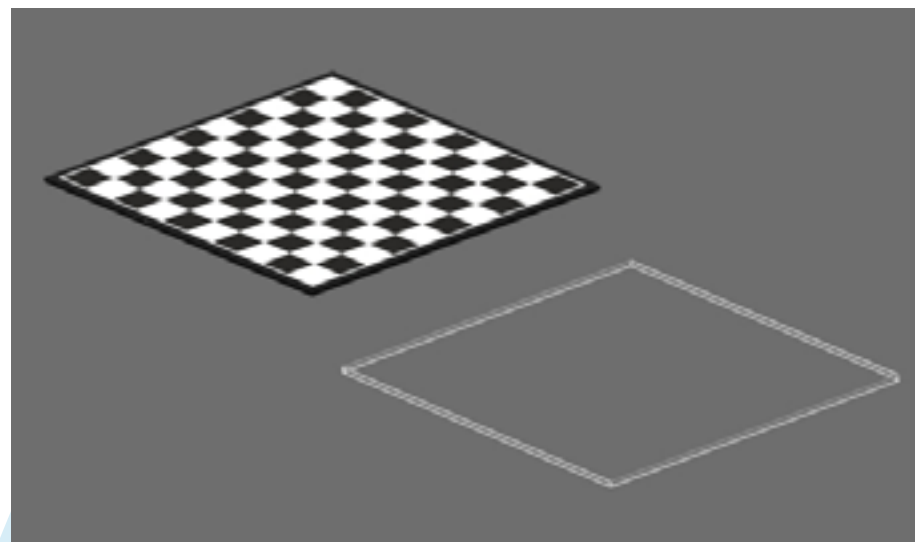
- board_draughts

Faces : 12 tris

Vertices : 25 verts

Material : boards_D

Texture : 1024 x 1024 px



Board_ludo

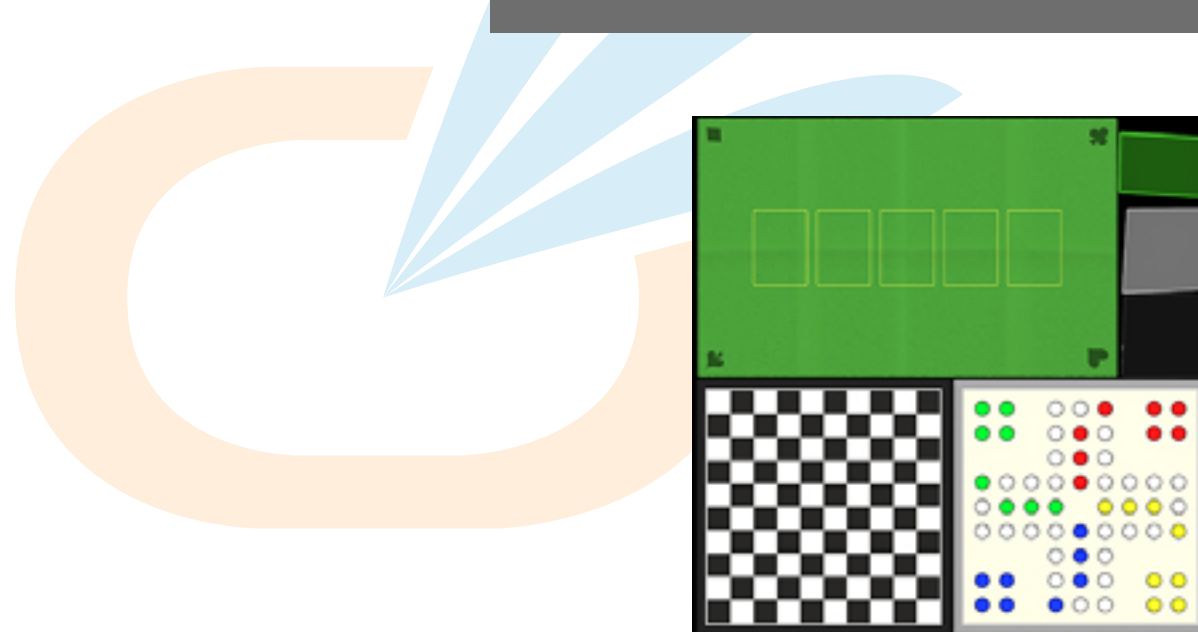
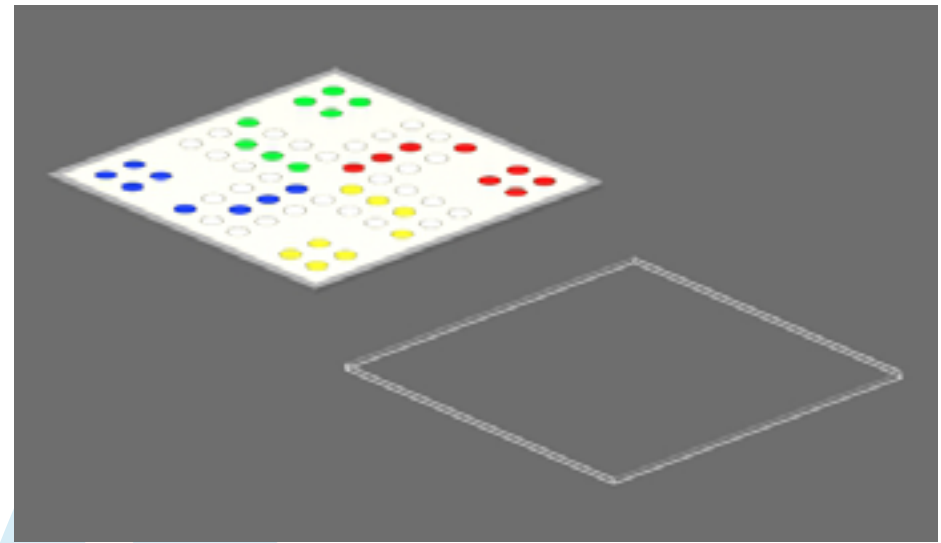
- board_ludo

Faces : 12 tris

Vertices : 25 verts

Material : boards_D

Texture : 1024 x 1024 px



Board_poker

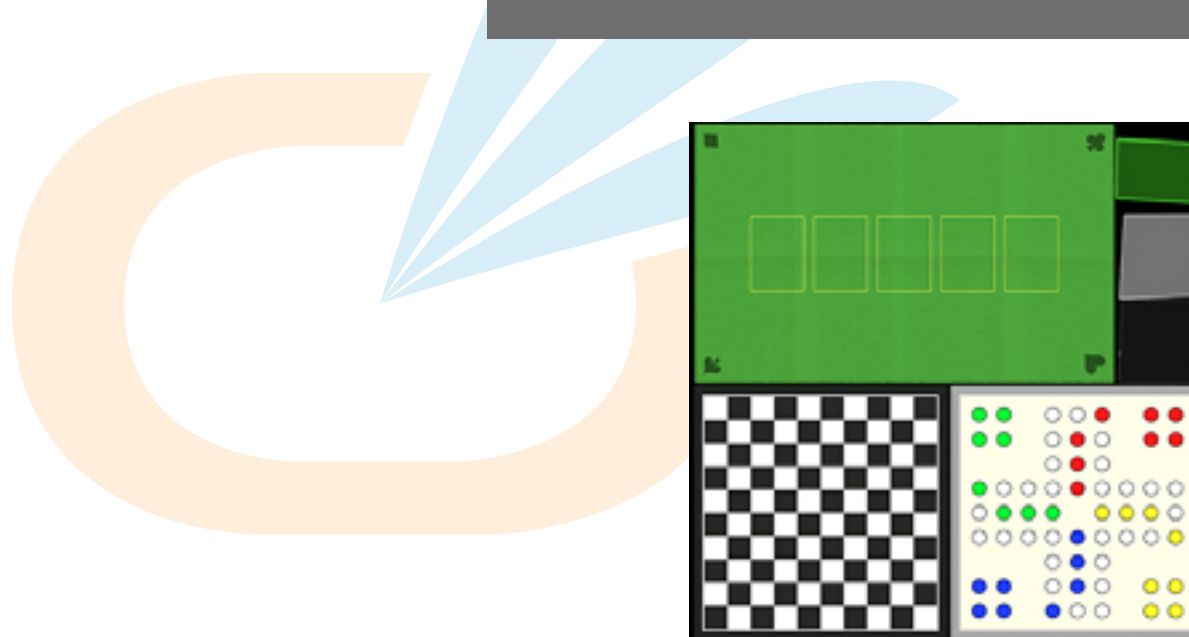
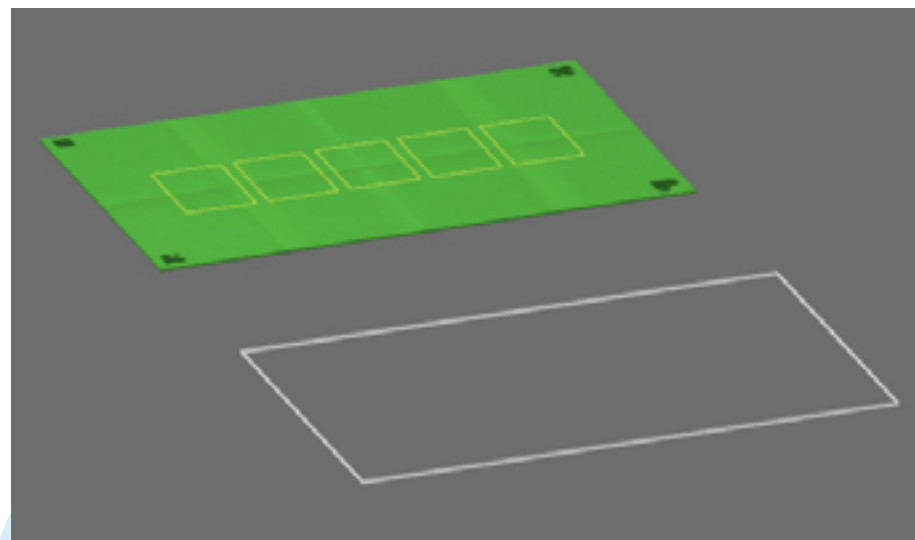
- board_poker

Faces : 12 tris

Vertices : 30 verts

Material : boards_D

Texture : 1024 x 1024 px



OBJECTS

Cards_deck

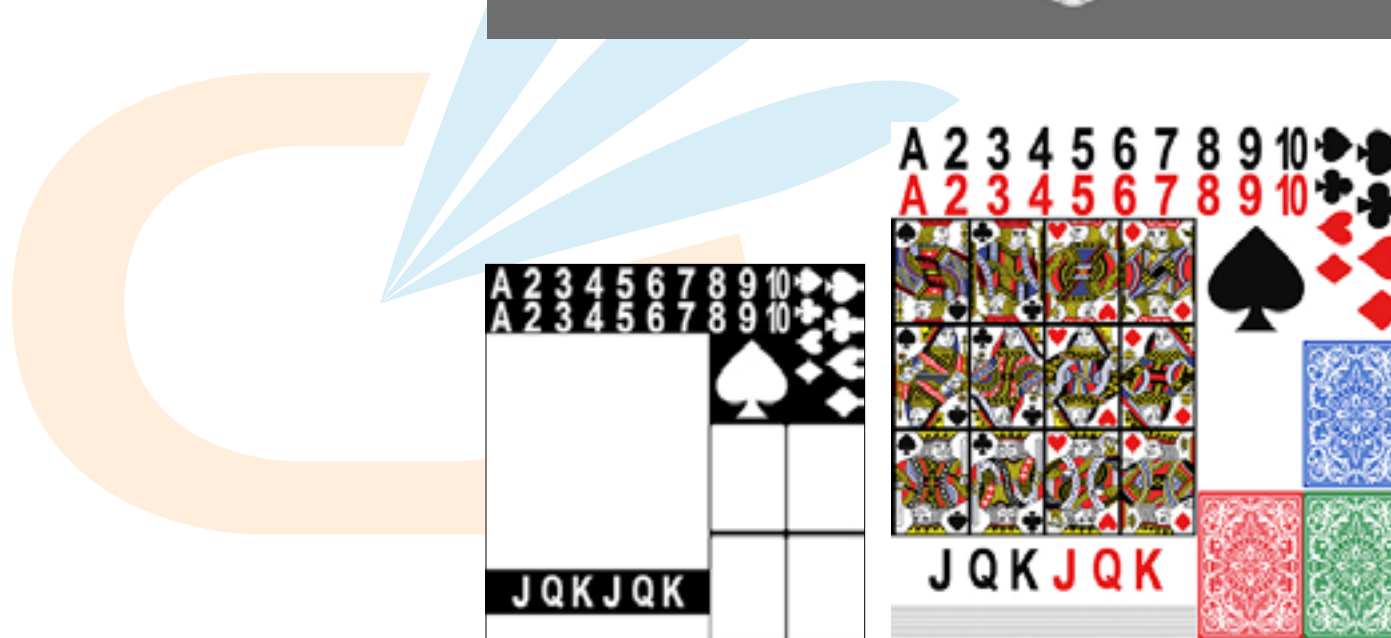
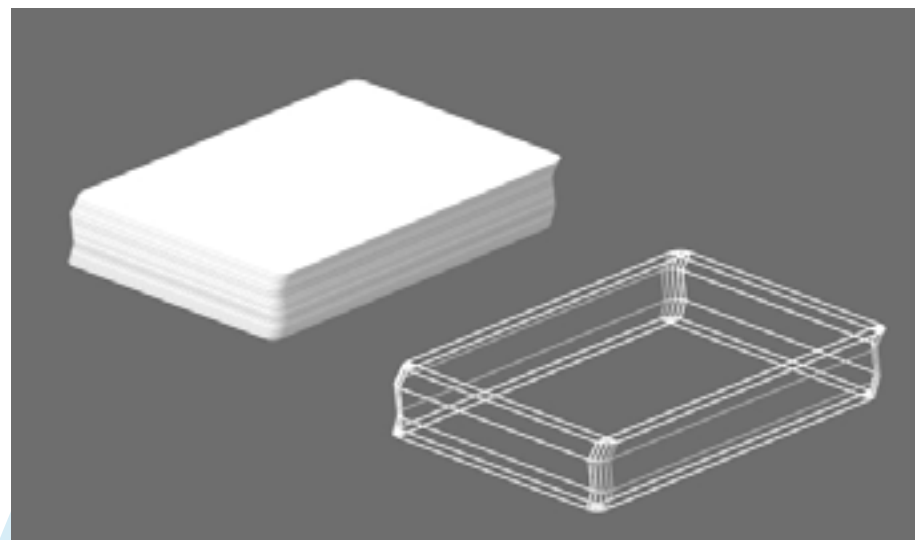
- cards_deck

Faces : 172 tris

Vertices : 136 verts

Material : cards_D

Texture : 1024 x 1024 px



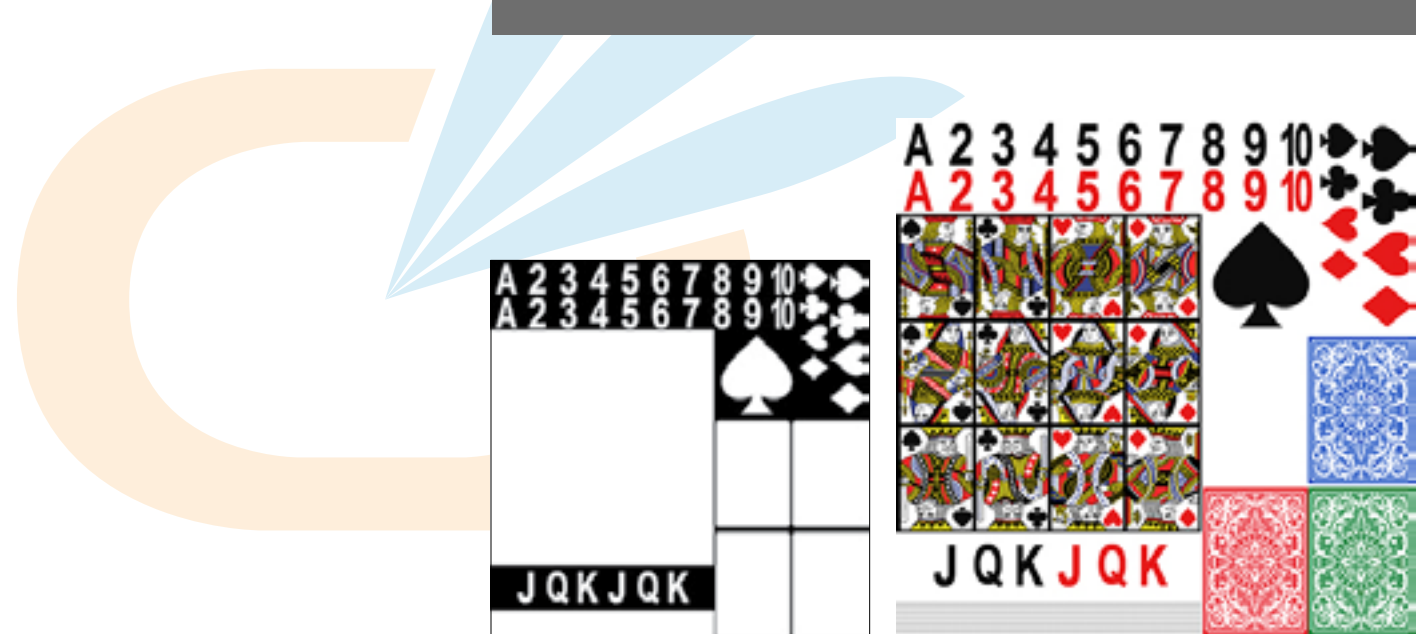
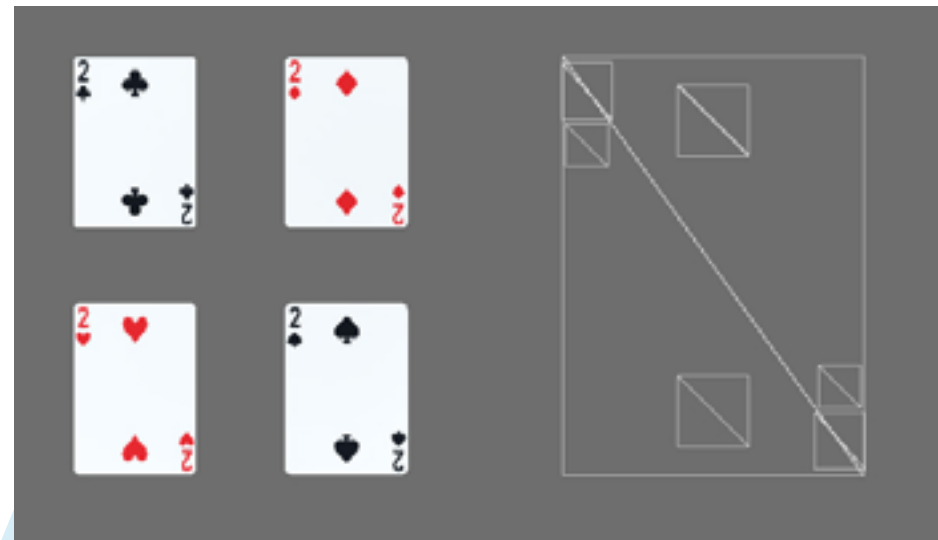
OBJECTS

Card_2

- card_club_2
- card_diamond_2
- card_heart_2
- card_spade_2

Faces : 16 tris
Vertices : 32 verts

Material : cards_D
Texture : 2048 x 2048 px



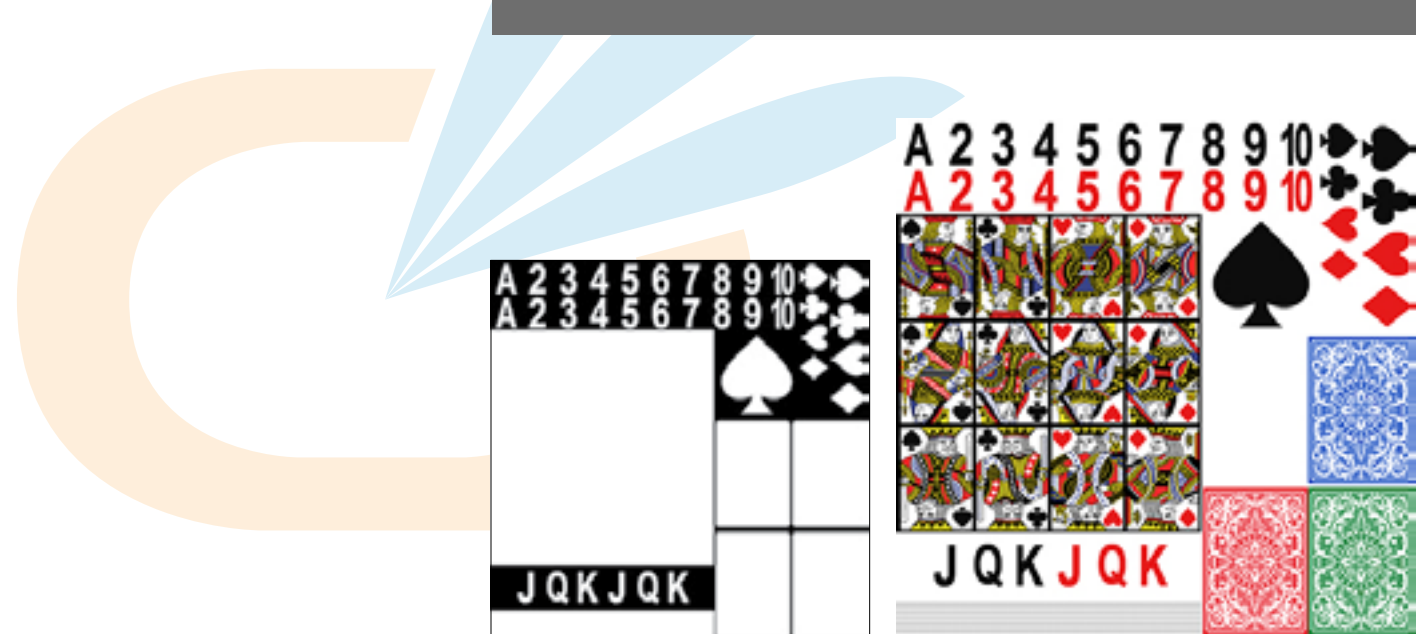
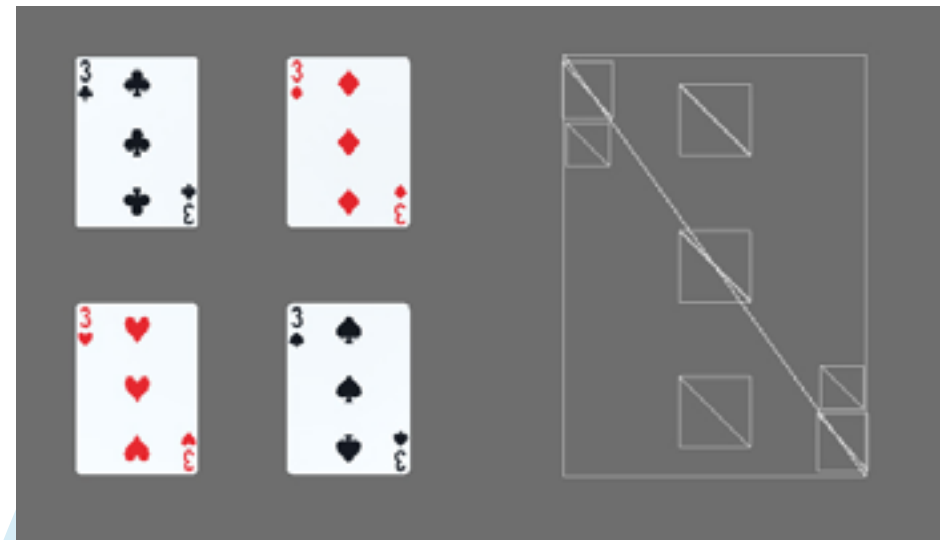
OBJECTS

Card_3

- card_club_3
- card_diamond_3
- card_heart_3
- card_spade_3

Faces : 18 tris
Vertices : 36 verts

Material : cards_D
Texture : 2048 x 2048 px



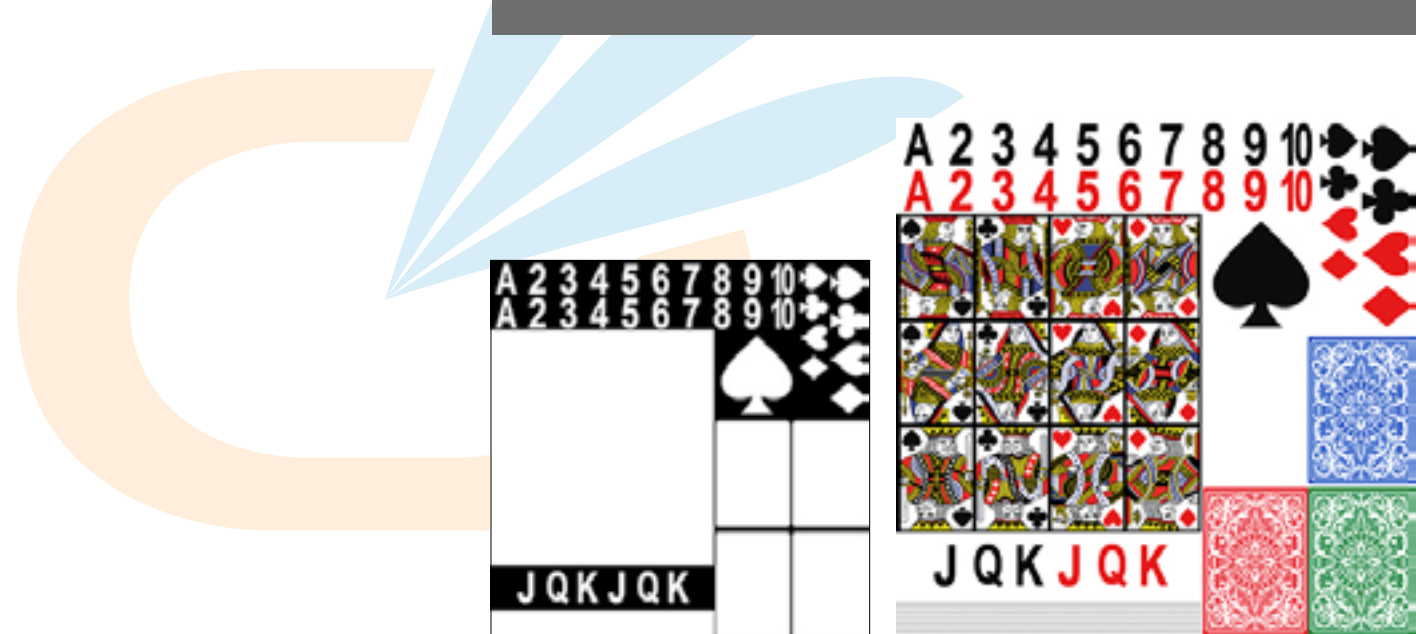
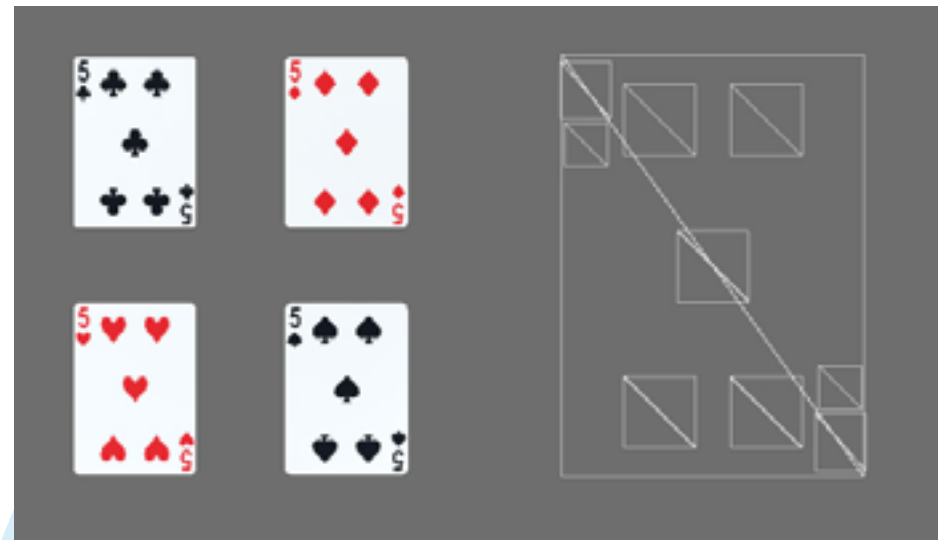
OBJECTS

Card_5

- card_club_5
- card_diamond_5
- card_heart_5
- card_spade_5

Faces : 22 tris
Vertices : 44 verts

Material : cards_D
Texture : 2048 x 2048 px



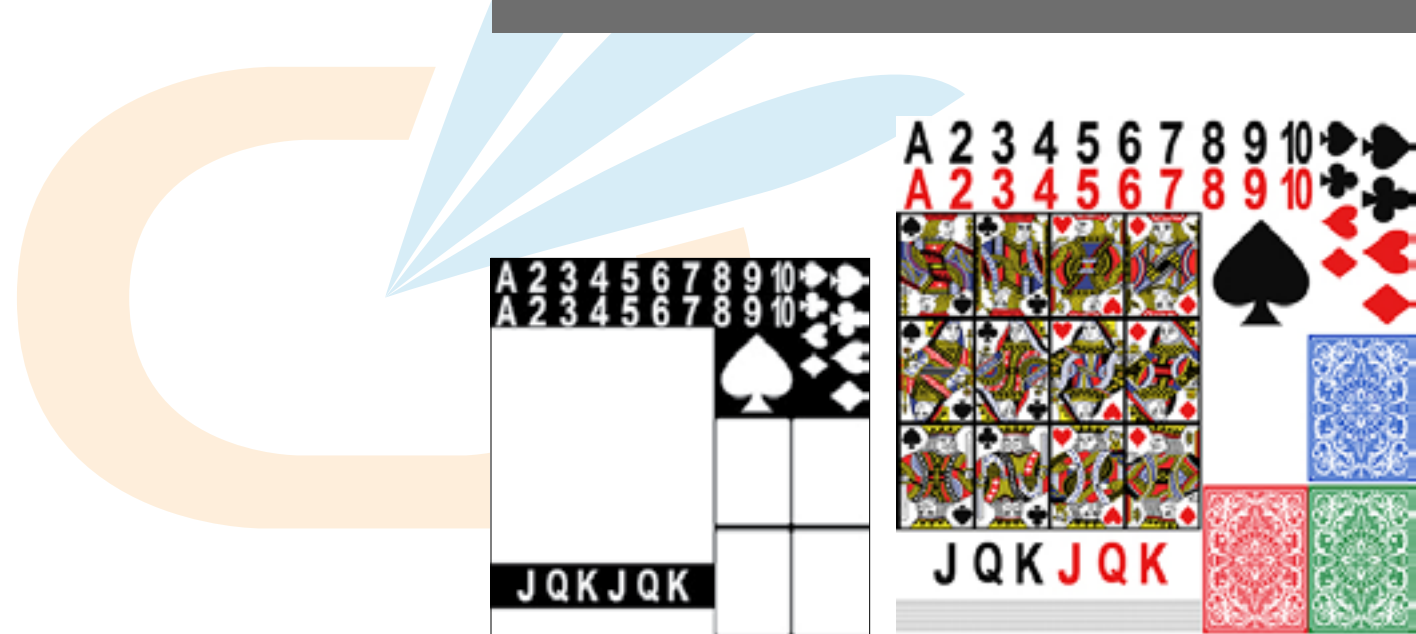
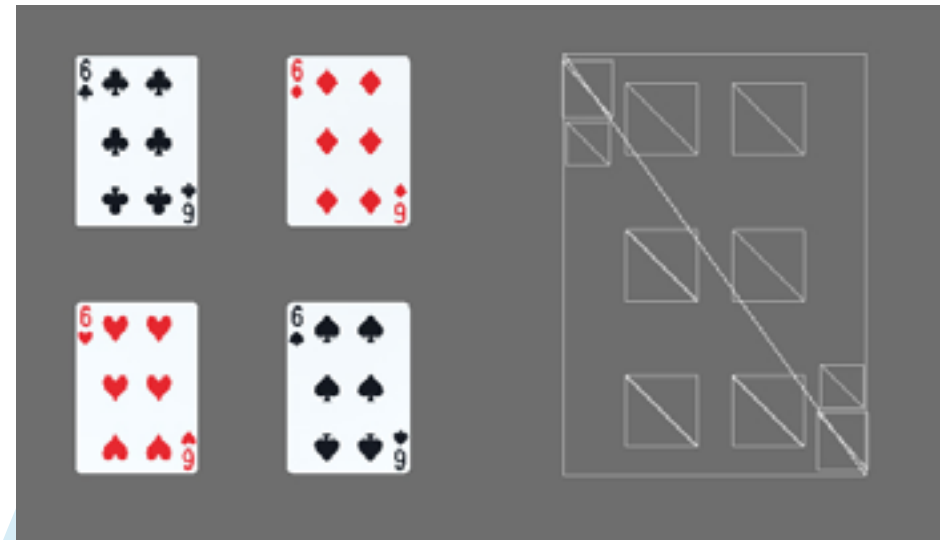
OBJECTS

Card_6

- card_club_6
- card_diamond_6
- card_heart_6
- card_spade_6

Faces : 24 tris
Vertices : 48 verts

Material : cards_D
Texture : 2048 x 2048 px



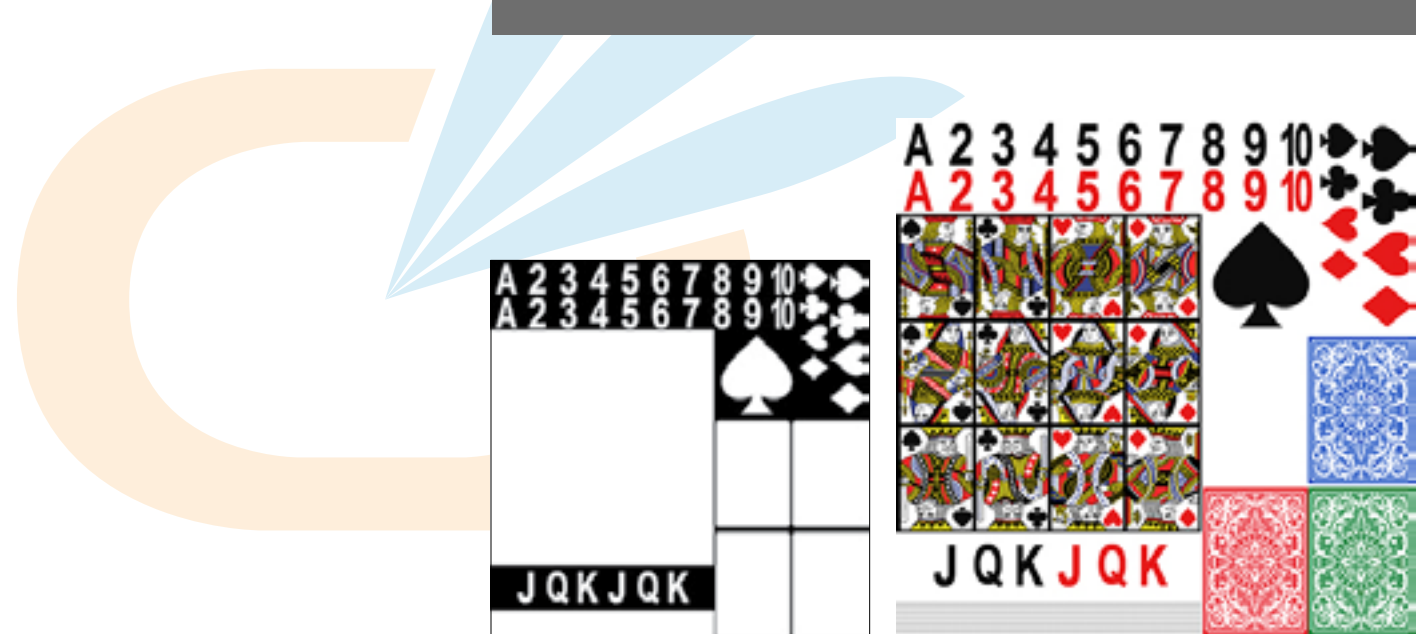
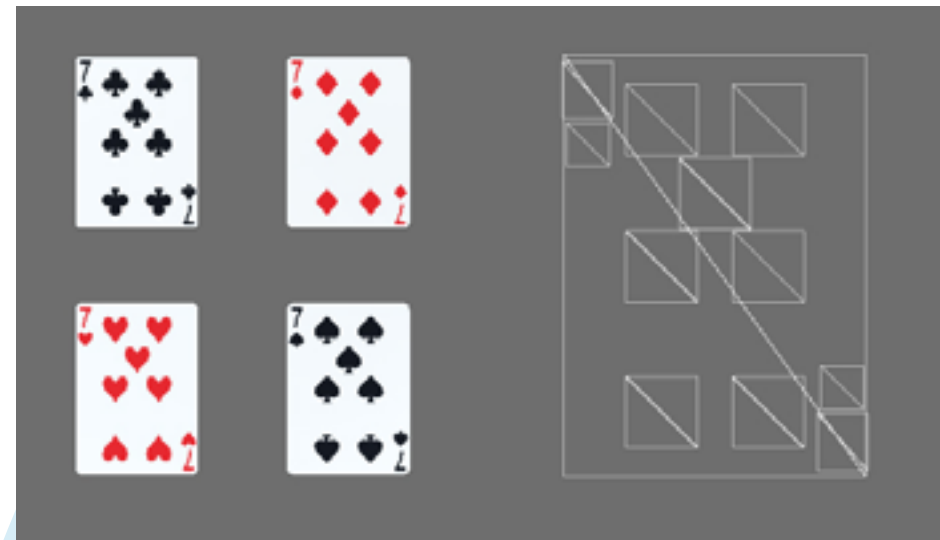
OBJECTS

Card_7

- card_club_7
- card_diamond_7
- card_heart_7
- card_spade_7

Faces : 26 tris
Vertices : 52 verts

Material : cards_D
Texture : 2048 x 2048 px



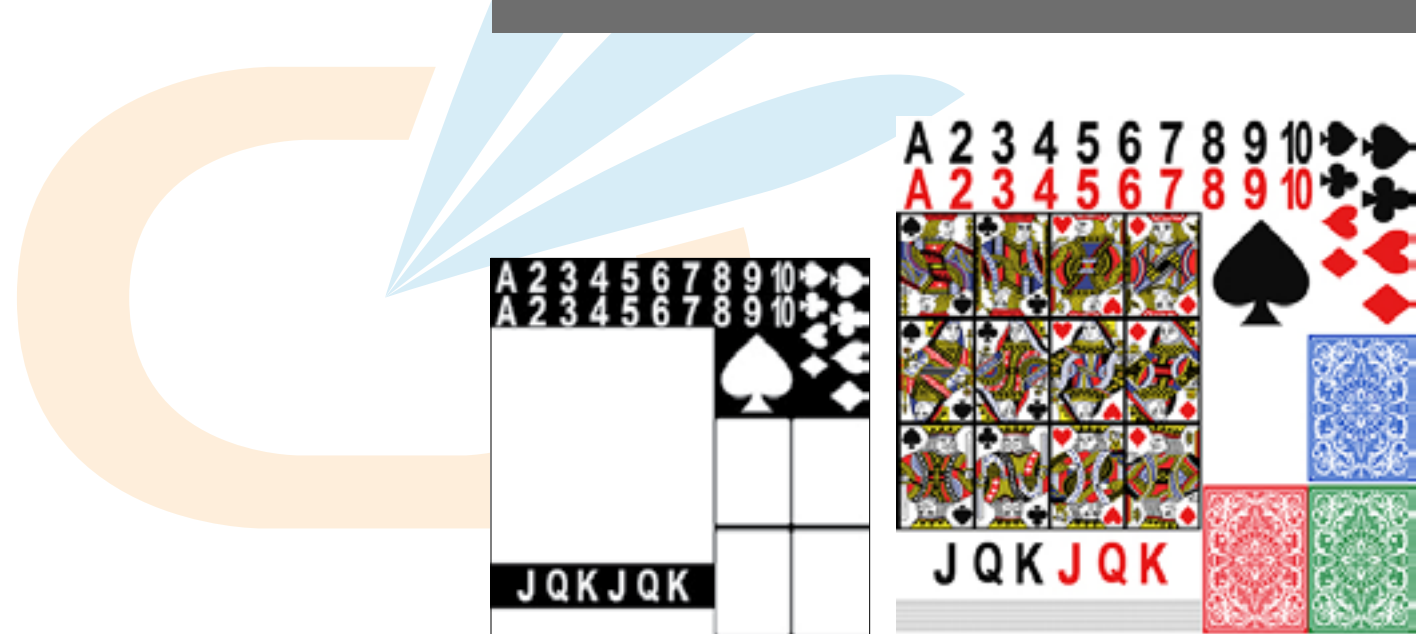
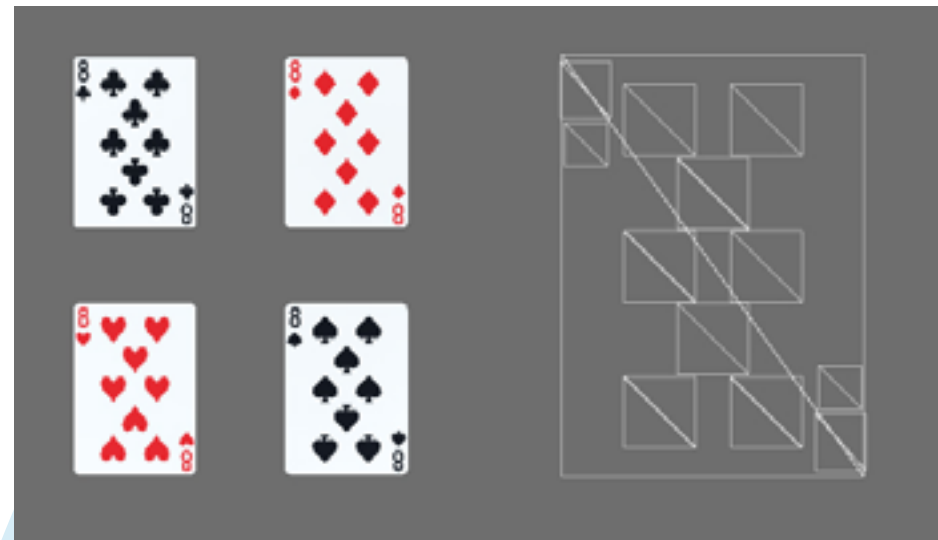
OBJECTS

Card_8

- card_club_8
- card_diamond_8
- card_heart_8
- card_spade_8

Faces : 28 tris
Vertices : 56 verts

Material : cards_D
Texture : 2048 x 2048 px



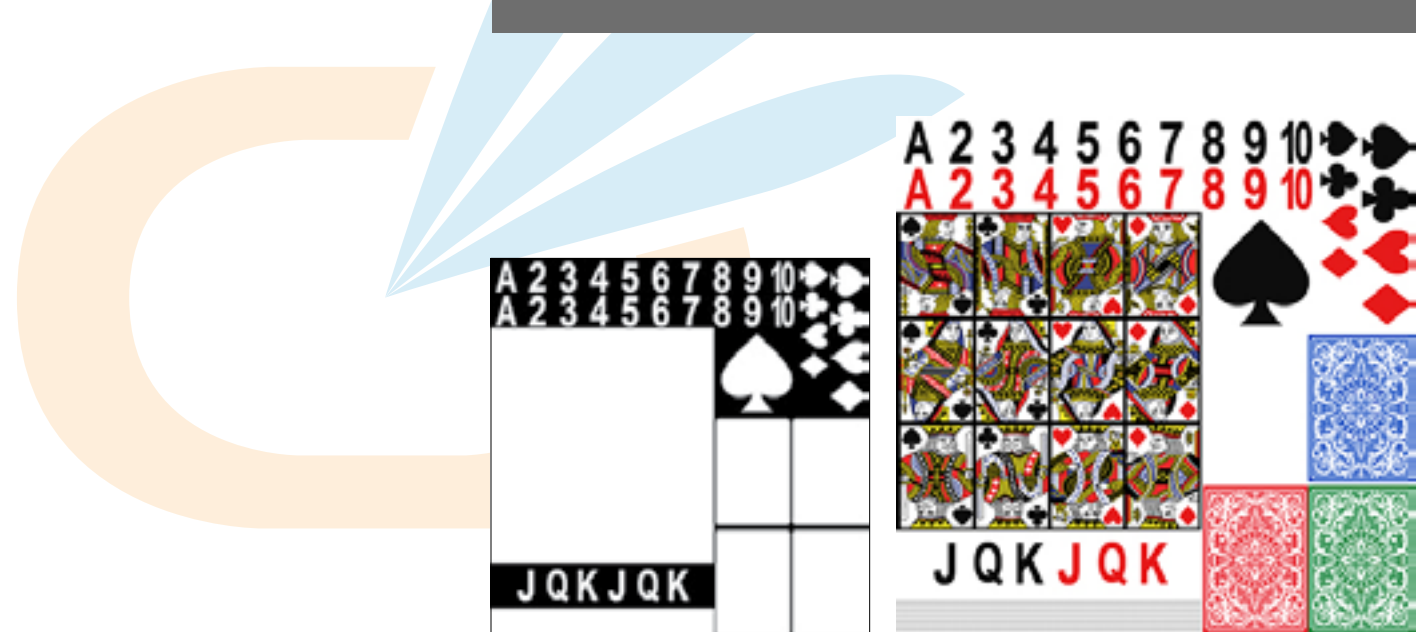
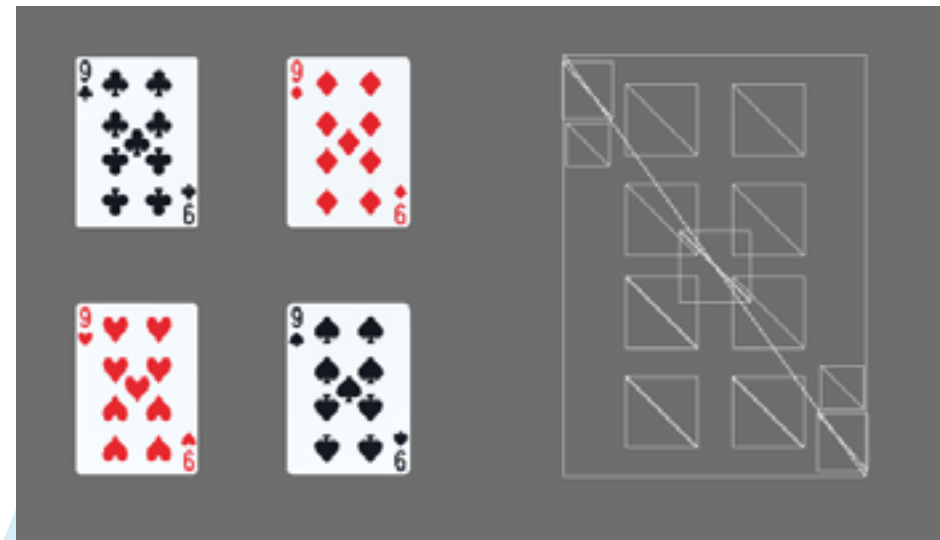
OBJECTS

Card_9

- card_club_9
- card_diamond_9
- card_heart_9
- card_spade_9

Faces : 30 tris
Vertices : 60 verts

Material : cards_D
Texture : 2048 x 2048 px



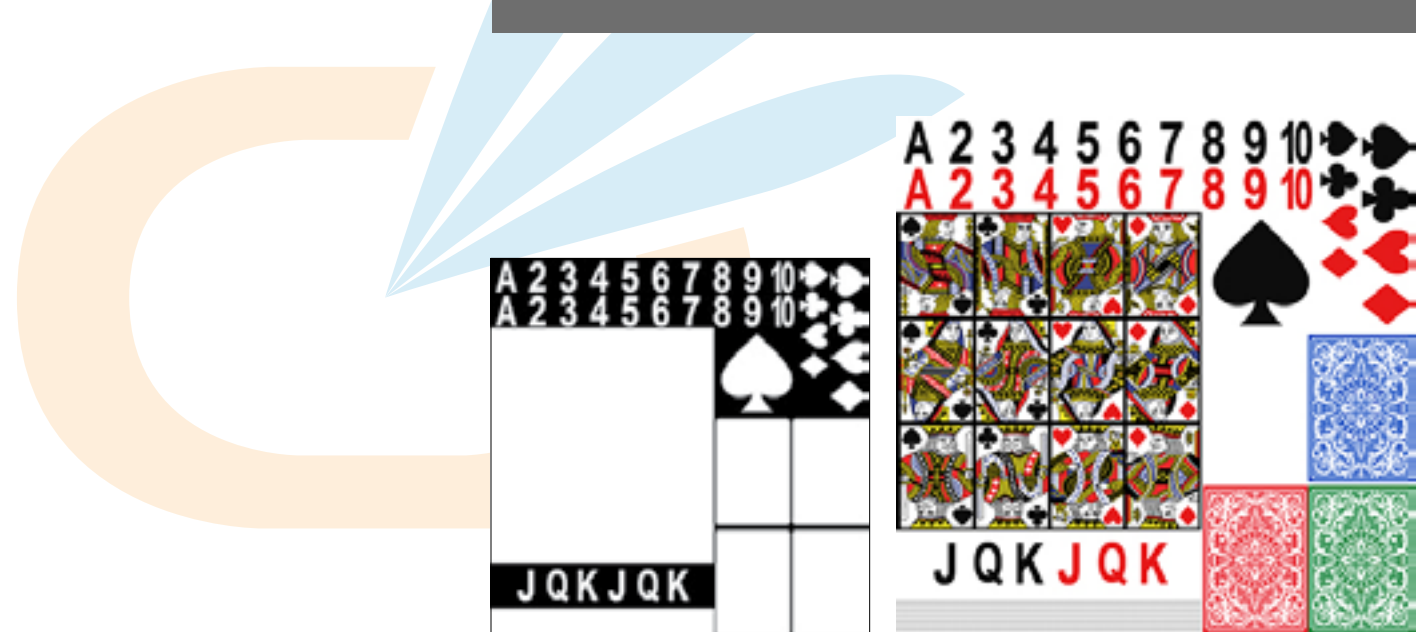
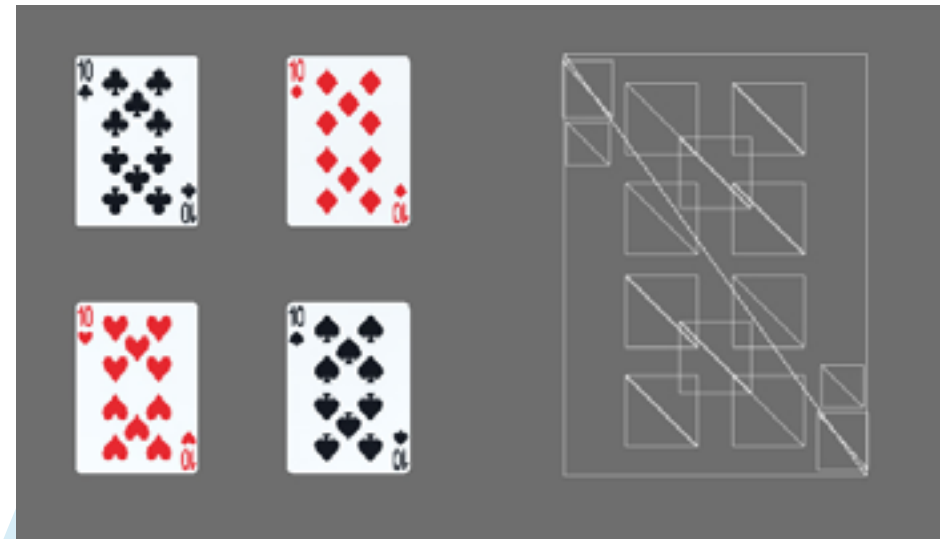
OBJECTS

Card_10

- card_club_10
- card_diamond_10
- card_heart_10
- card_spade_10

Faces : 32 tris
Vertices : 64 verts

Material : cards_D
Texture : 2048 x 2048 px



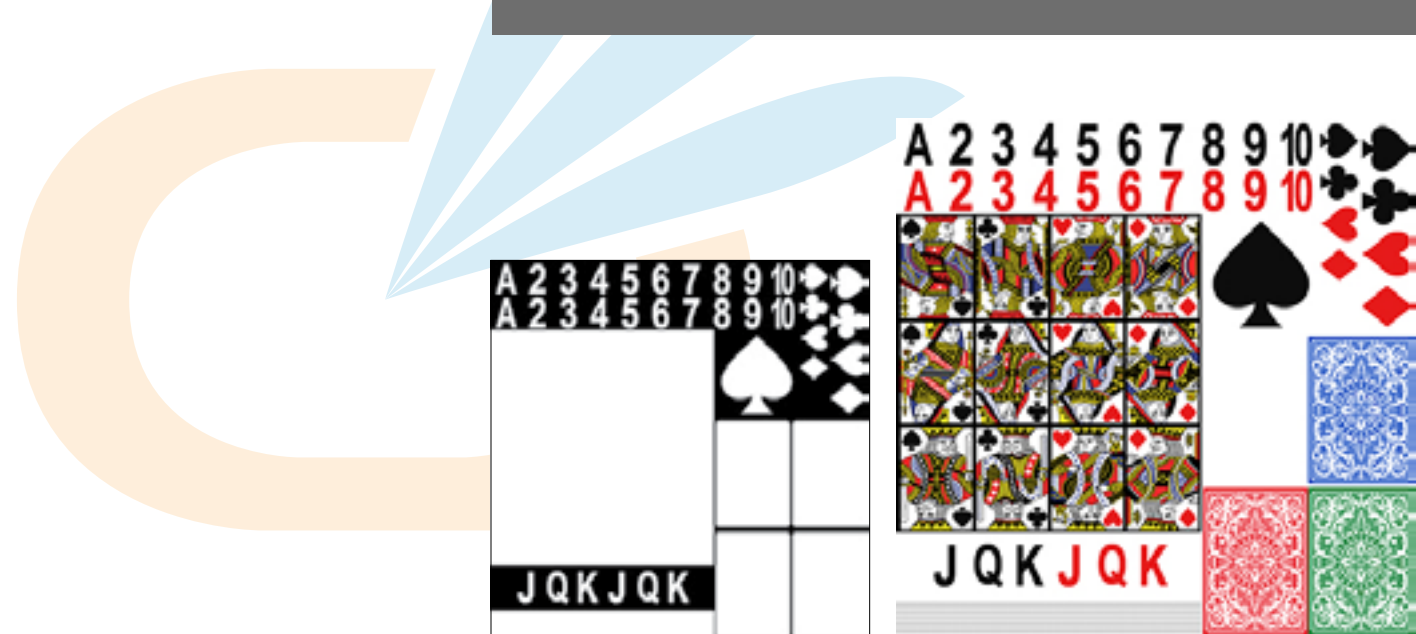
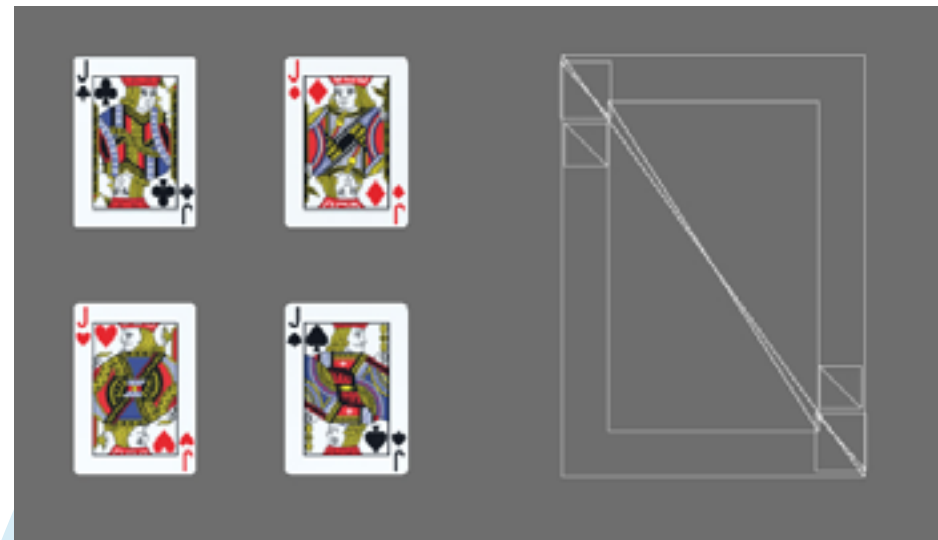
OBJECTS

Card_J

- card_club_J
- card_diamond_J
- card_heart_J
- card_spade_J

Faces : 14 tris
Vertices : 28 verts

Material : cards_D
Texture : 2048 x 2048 px



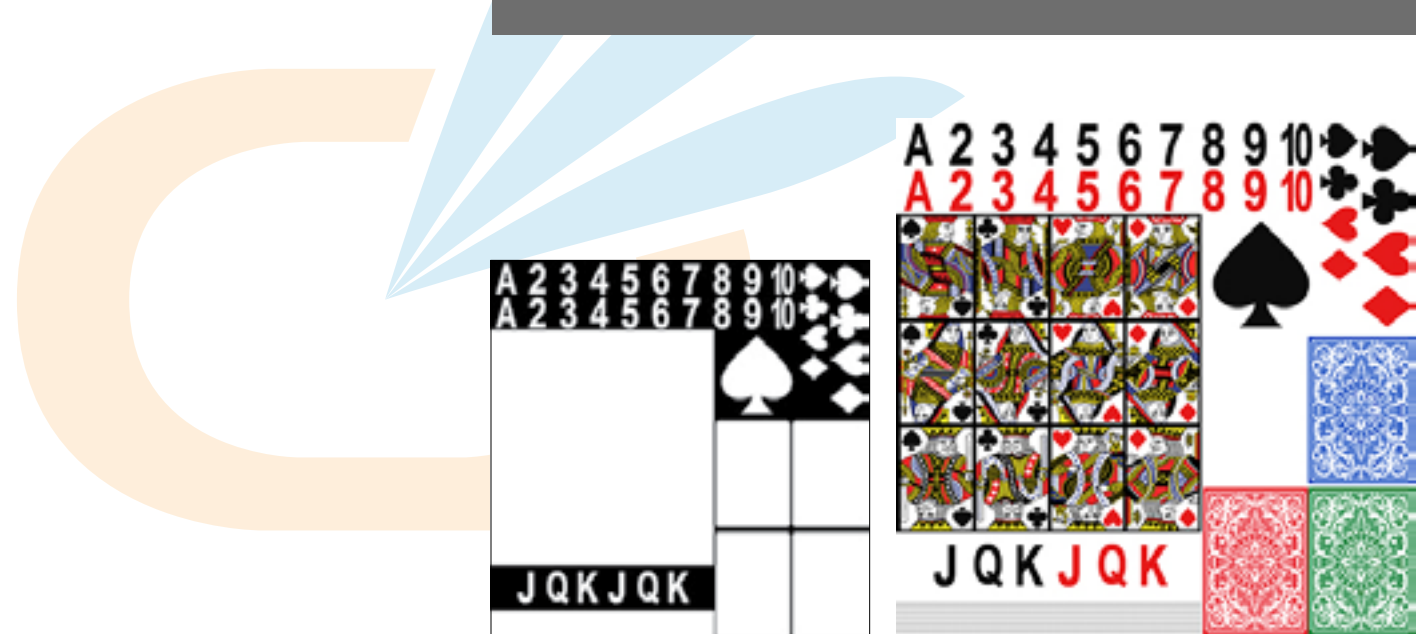
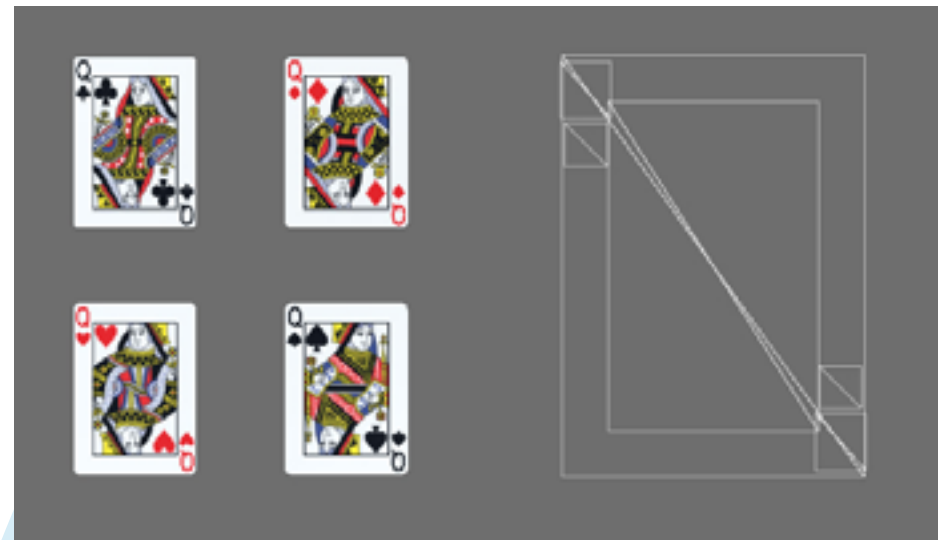
OBJECTS

Card_Q

- card_club_Q
- card_diamond_Q
- card_heart_Q
- card_spade_Q

Faces : 14 tris
Vertices : 28 verts

Material : cards_D
Texture : 2048 x 2048 px



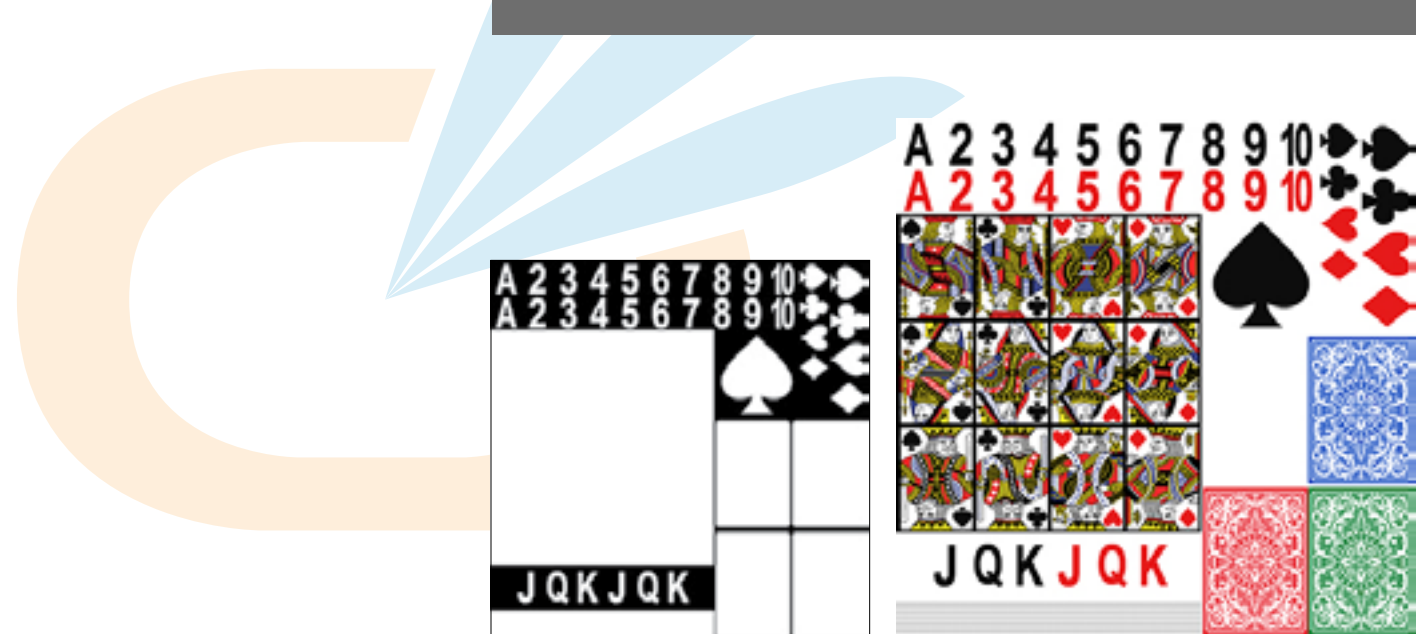
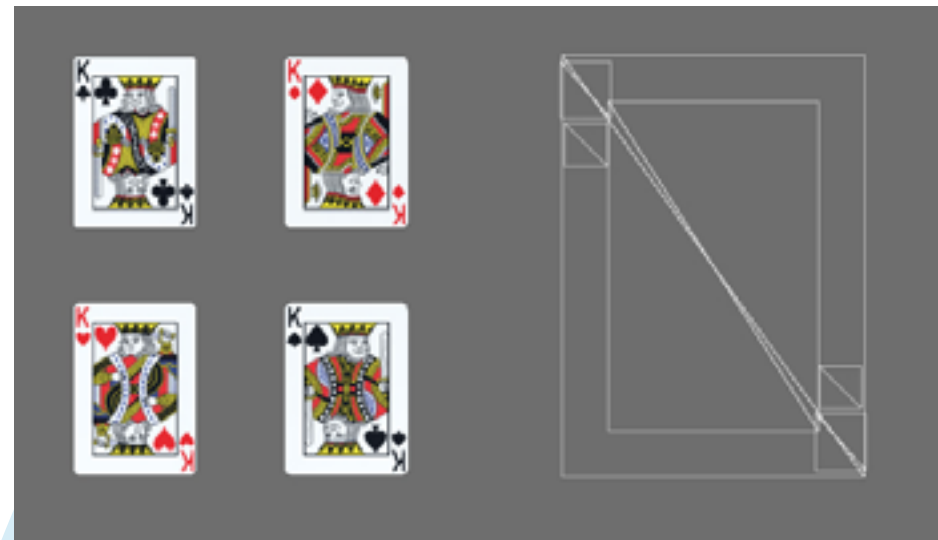
OBJECTS

Card_K

- card_club_K
- card_diamond_K
- card_heart_K
- card_spade_K

Faces : 14 tris
Vertices : 28 verts

Material : cards_D
Texture : 2048 x 2048 px



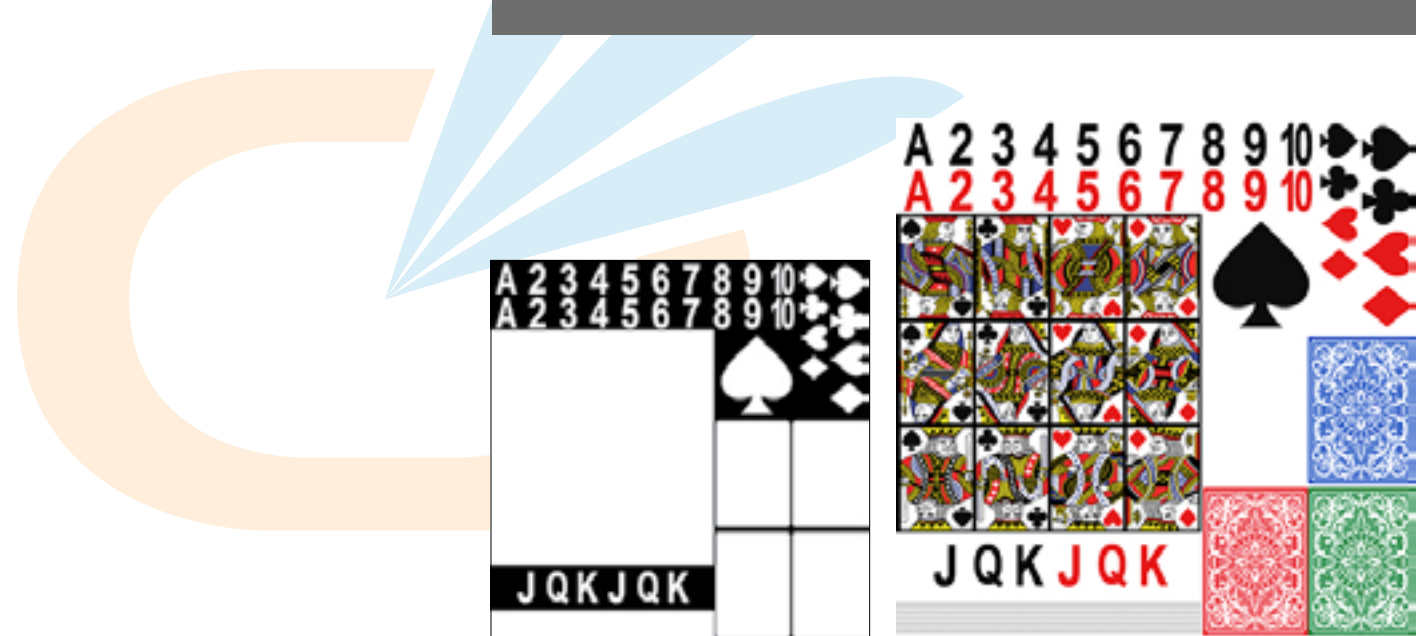
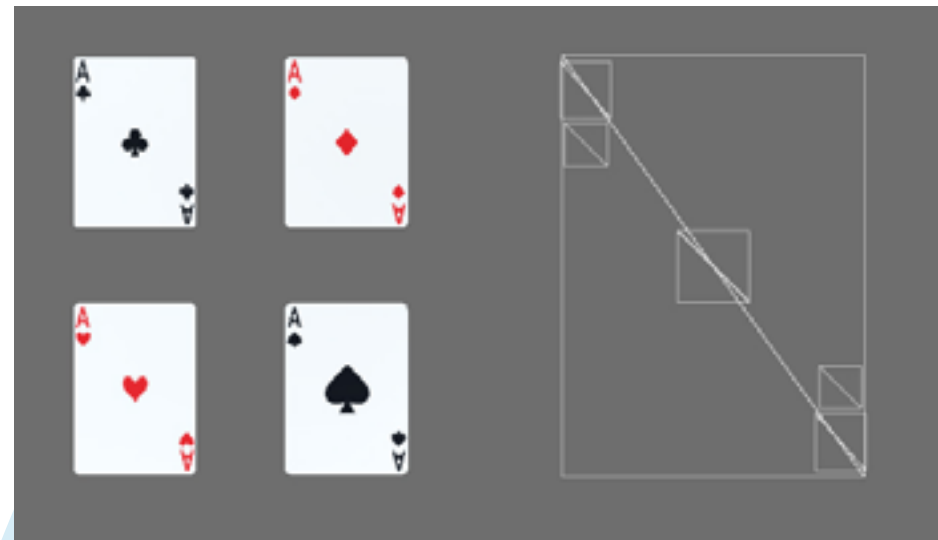
OBJECTS

Card_A

- card_club_A
- card_diamond_A
- card_heart_A
- card_spade_A

Faces : 14 tris
Vertices : 28 verts

Material : cards_D
Texture : 2048 x 2048 px



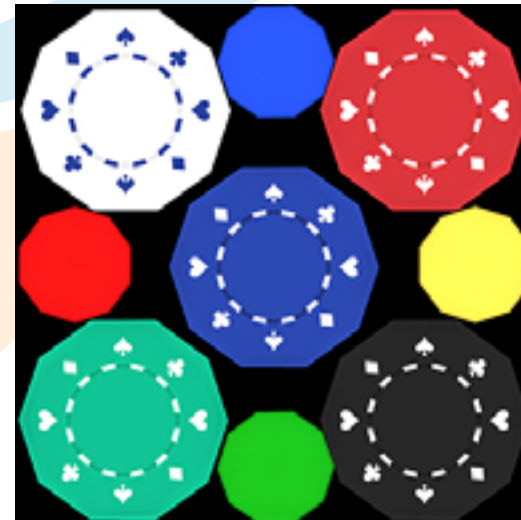
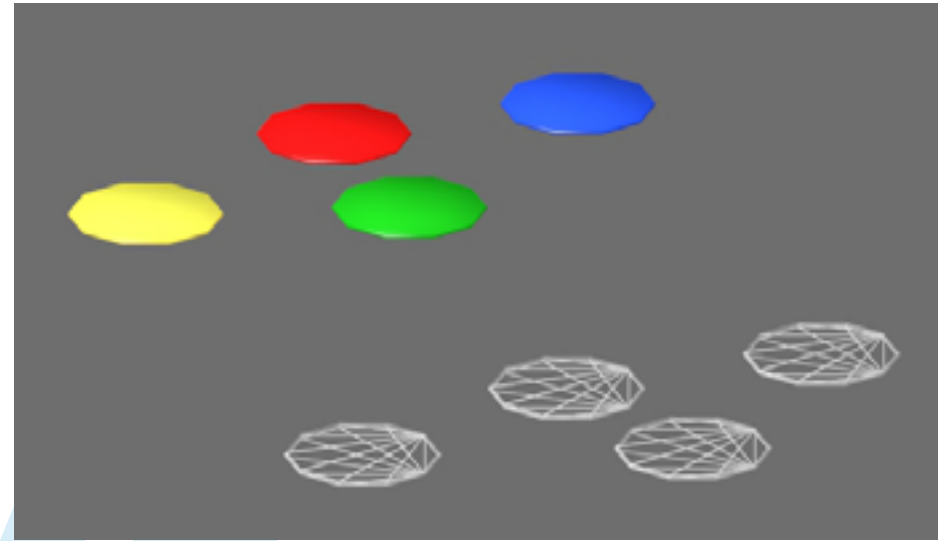


Counter

- counter_blue
- counter_green
- counter_red
- counter_yellow

Faces : 56 tris
Vertices : 64 verts

Material : token_D
Texture : 512 x 512 px



Dices_shaker

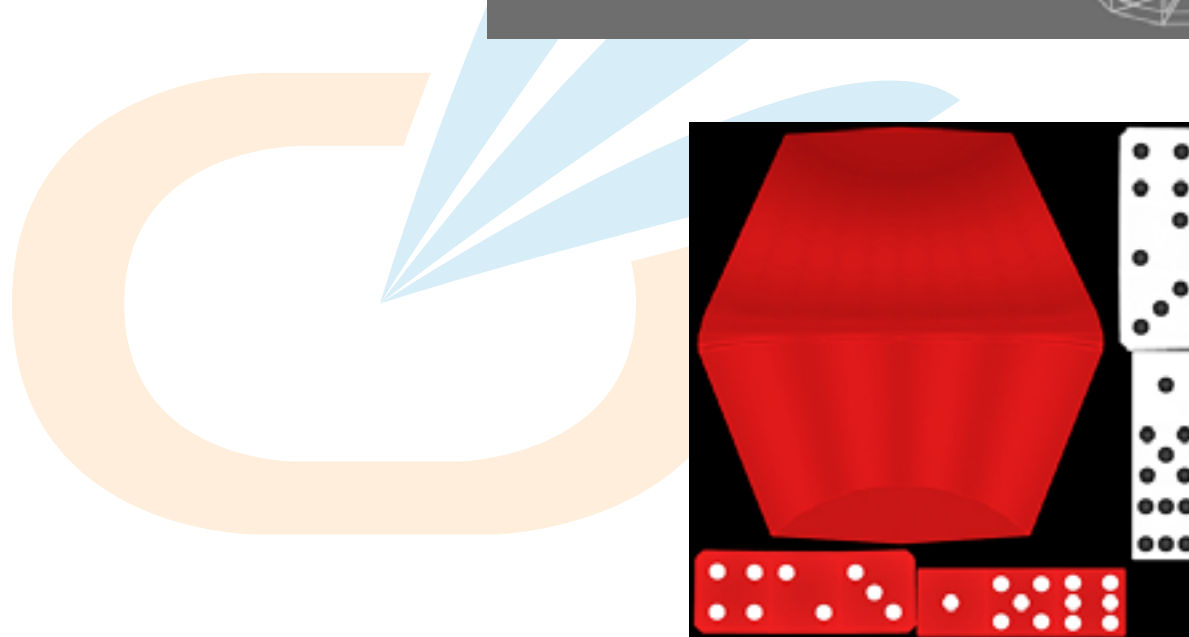
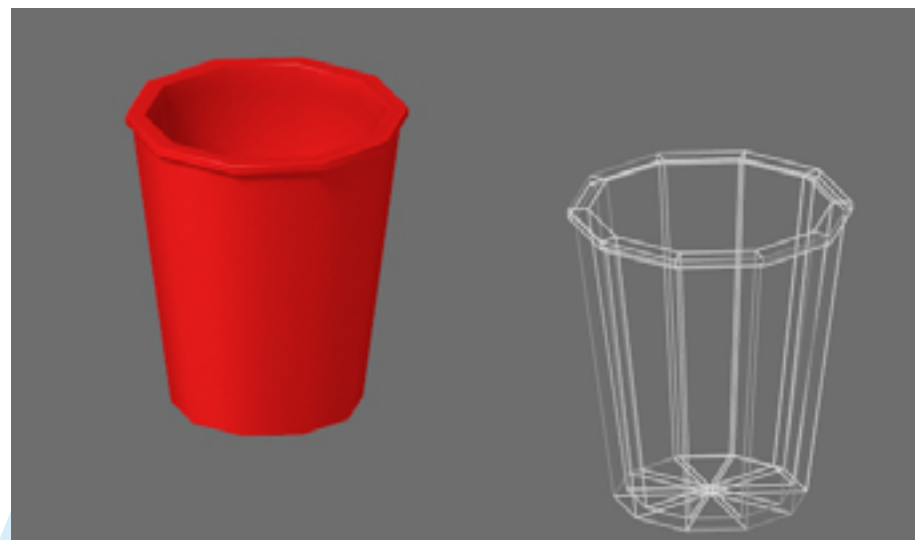
- dice_shaker

Faces : 120 tris

Vertices : 144 verts

Material : dice_shaker_D

Texture : 512 x 512 px



Dices6

- dice6_red

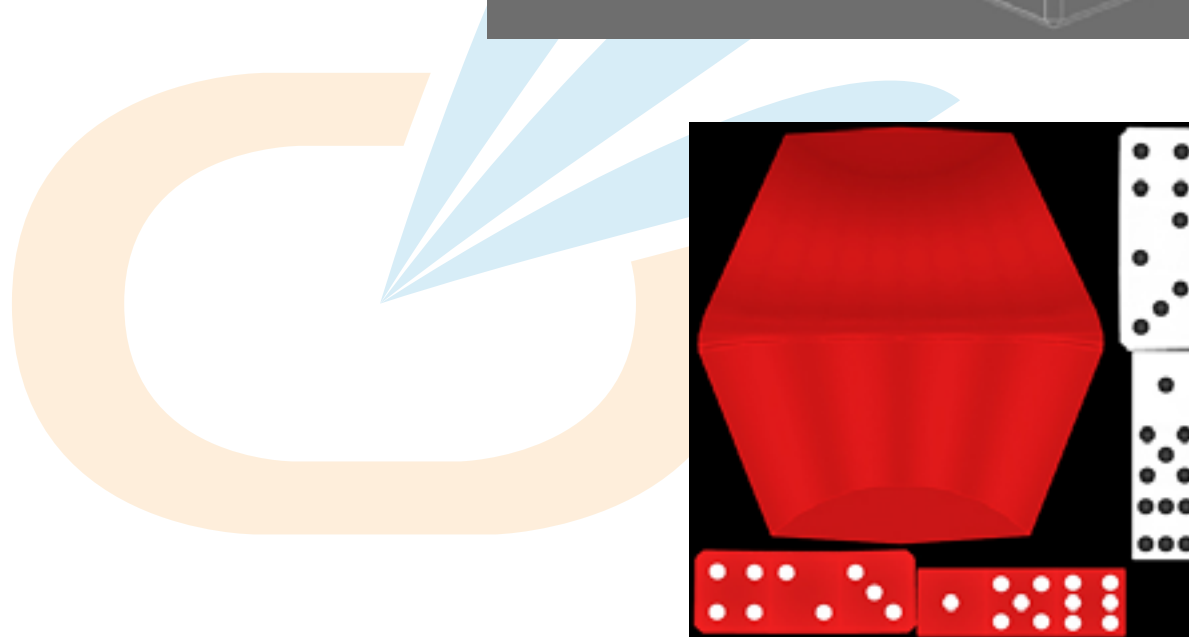
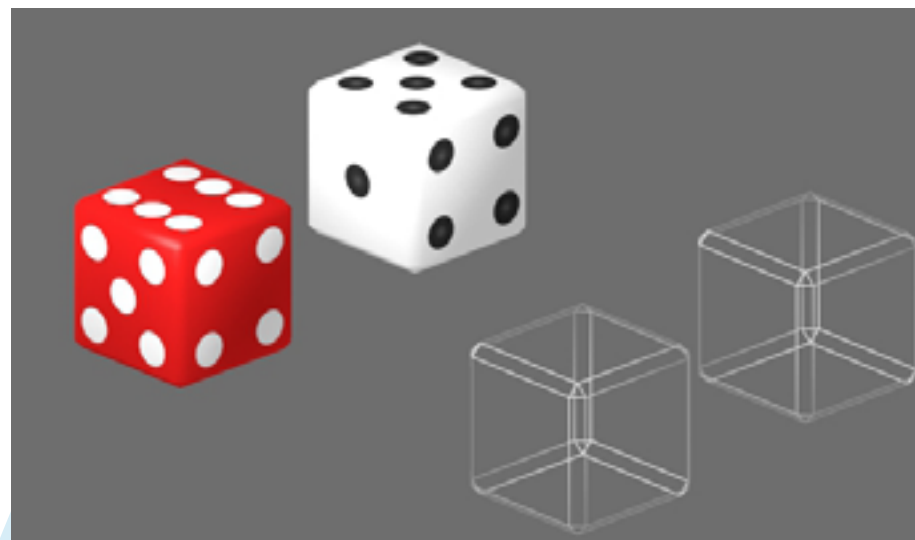
Faces : 44 tris
Vertices : 42 verts

Material : dice_shaker_D
Texture : 512 x 512 px

- dice6_white

Faces : 44 tris
Vertices : 36 verts

Material : dice_shaker_D
Texture : 512 x 512 px



Dice_rpg_red

• dice4_rpg_red

Faces : 20 tris
Vertices : 26 verts

Material : dice_rpg_D
Texture : 512 x 512 px

• dice8_rpg_red

Faces : 44 tris
Vertices : 38 verts

Material : dice_rpg_D
Texture : 512 x 512 px

• dice20_rpg_red

Faces : 116 tris
Vertices : 85 verts

Material : dice_rpg_D
Texture : 512 x 512 px

• dice6_rpg_red

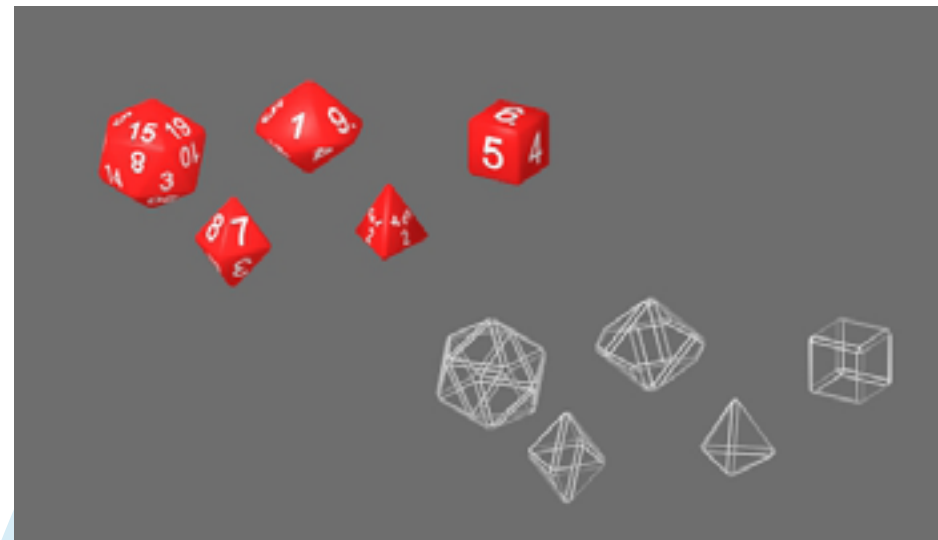
Faces : 44 tris
Vertices : 34 verts

Material : dice_rpg_D
Texture : 512 x 512 px

• dice10_rpg_red

Faces : 80 tris
Vertices : 57 verts

Material : dice_rpg_D
Texture : 512 x 512 px



Dice_rpg_blue

• dice4_rpg_blue

Faces : 20 tris
Vertices : 26 verts

Material : dice_rpg_multi_D
Texture : 1024 x 1024 px

• dice8_rpg_blue

Faces : 44 tris
Vertices : 38 verts

Material : dice_rpg_multi_D
Texture : 1024 x 1024 px

• dice20_rpg_blue

Faces : 116 tris
Vertices : 85 verts

Material : dice_rpg_multi_D
Texture : 1024 x 1024 px

• dice6_rpg_blue

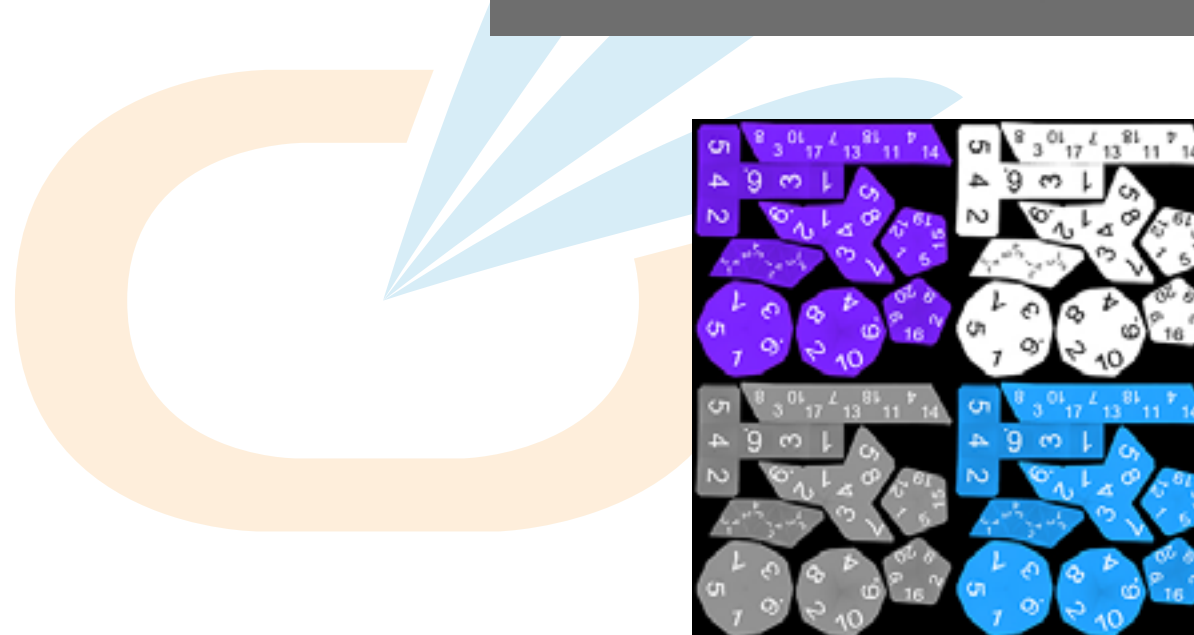
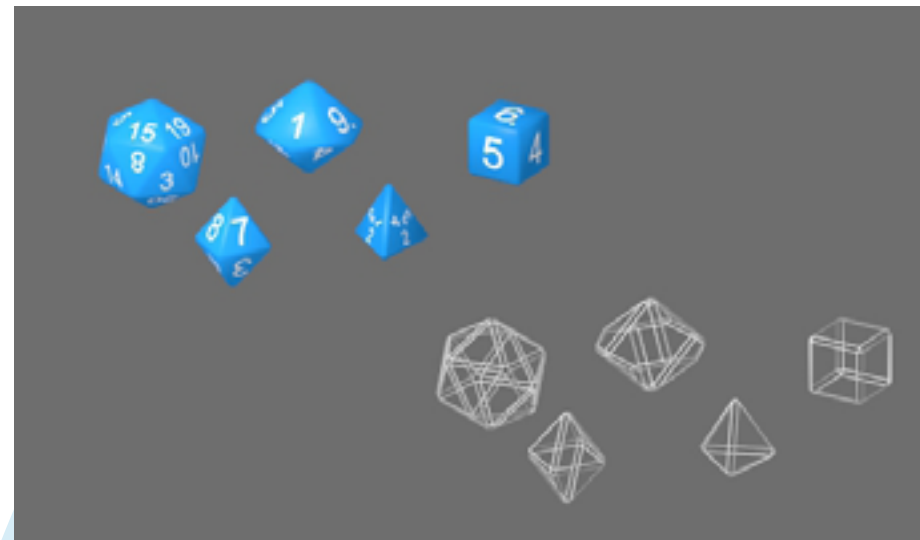
Faces : 44 tris
Vertices : 34 verts

Material : dice_rpg_multi_D
Texture : 1024 x 1024 px

• dice10_rpg_blue

Faces : 80 tris
Vertices : 57 verts

Material : dice_rpg_multi_D
Texture : 1024 x 1024 px



Dice_rpg_grey

• dice4_rpg_grey

Faces : 20 tris
Vertices : 26 verts

Material : dice_rpg_multi_D
Texture : 1024 x 1024 px

• dice8_rpg_grey

Faces : 44 tris
Vertices : 38 verts

Material : dice_rpg_multi_D
Texture : 1024 x 1024 px

• dice20_rpg_grey

Faces : 116 tris
Vertices : 85 verts

Material : dice_rpg_multi_D
Texture : 1024 x 1024 px

• dice6_rpg_grey

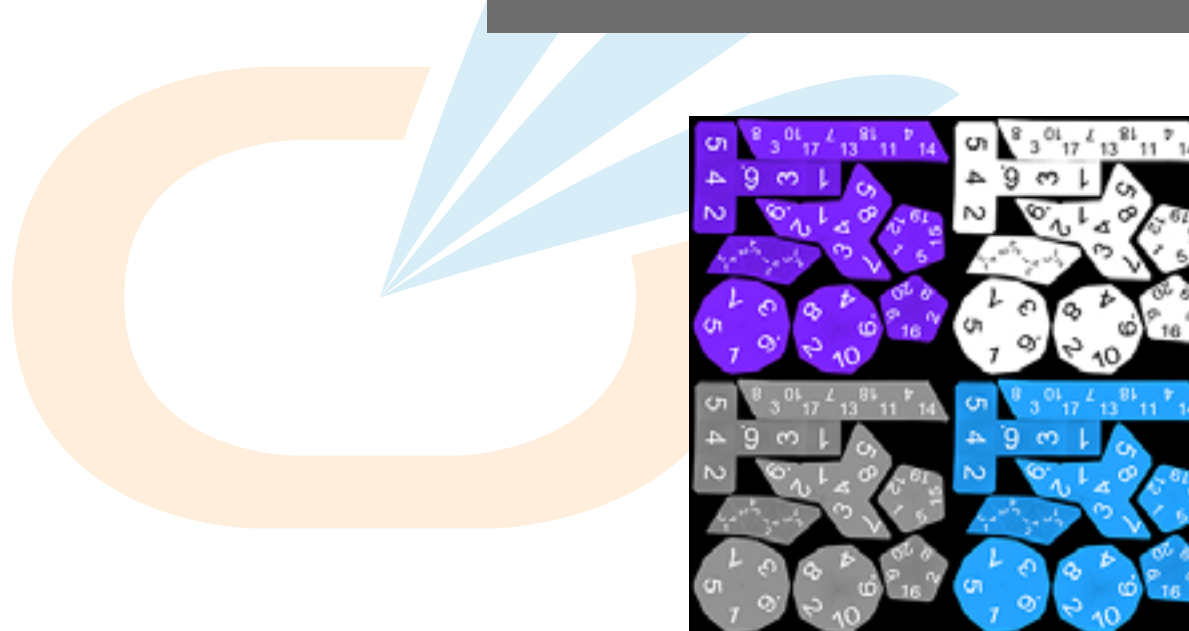
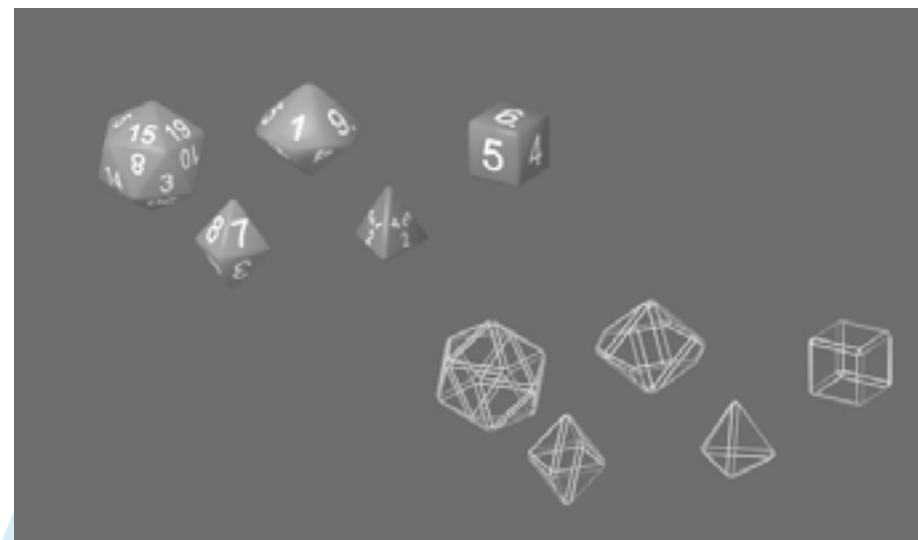
Faces : 44 tris
Vertices : 34 verts

Material : dice_rpg_multi_D
Texture : 1024 x 1024 px

• dice10_rpg_grey

Faces : 80 tris
Vertices : 57 verts

Material : dice_rpg_multi_D
Texture : 1024 x 1024 px



Dice_rpg_purple

• dice4_rpg_purple

Faces : 20 tris
Vertices : 26 verts

Material : dice_rpg_multi_D
Texture : 1024 x 1024 px

• dice8_rpg_purple

Faces : 44 tris
Vertices : 38 verts

Material : dice_rpg_multi_D
Texture : 1024 x 1024 px

• dice20_rpg_purple

Faces : 116 tris
Vertices : 85 verts

Material : dice_rpg_multi_D
Texture : 1024 x 1024 px

• dice6_rpg_purple

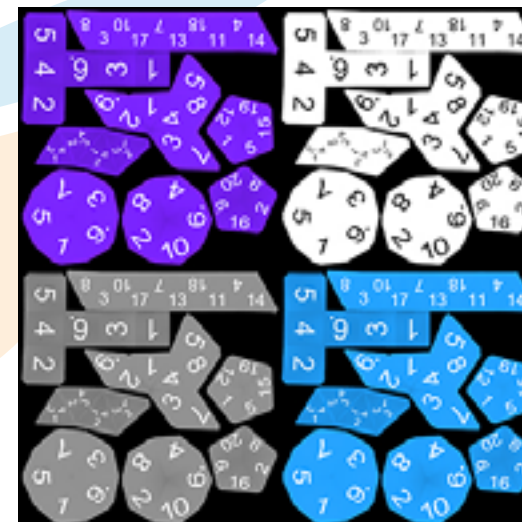
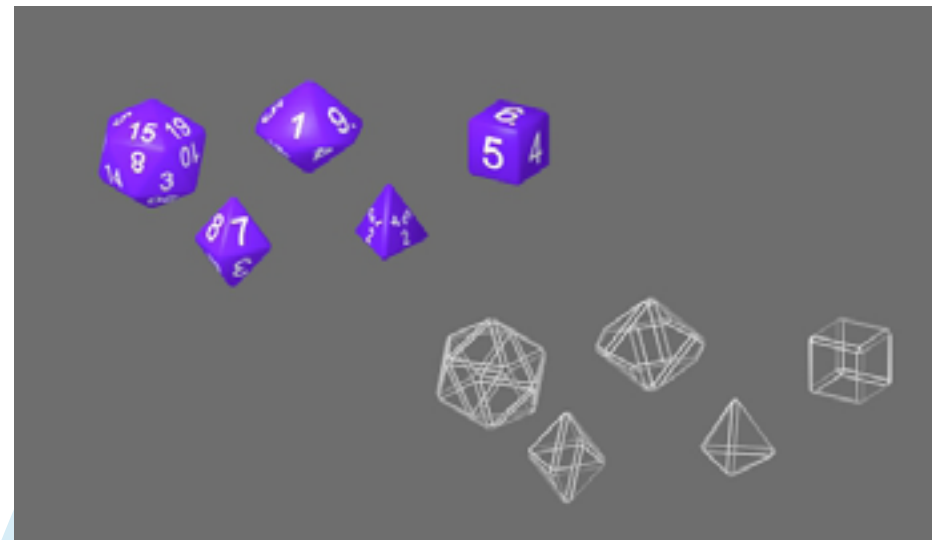
Faces : 44 tris
Vertices : 34 verts

Material : dice_rpg_multi_D
Texture : 1024 x 1024 px

• dice10_rpg_purple

Faces : 80 tris
Vertices : 57 verts

Material : dice_rpg_multi_D
Texture : 1024 x 1024 px



Dice_rpg_white

• dice4_rpg_white

Faces : 20 tris
Vertices : 26 verts

Material : dice_rpg_multi_D
Texture : 1024 x 1024 px

• dice8_rpg_white

Faces : 44 tris
Vertices : 38 verts

Material : dice_rpg_multi_D
Texture : 1024 x 1024 px

• dice20_rpg_white

Faces : 116 tris
Vertices : 85 verts

Material : dice_rpg_multi_D
Texture : 1024 x 1024 px

• dice6_rpg_white

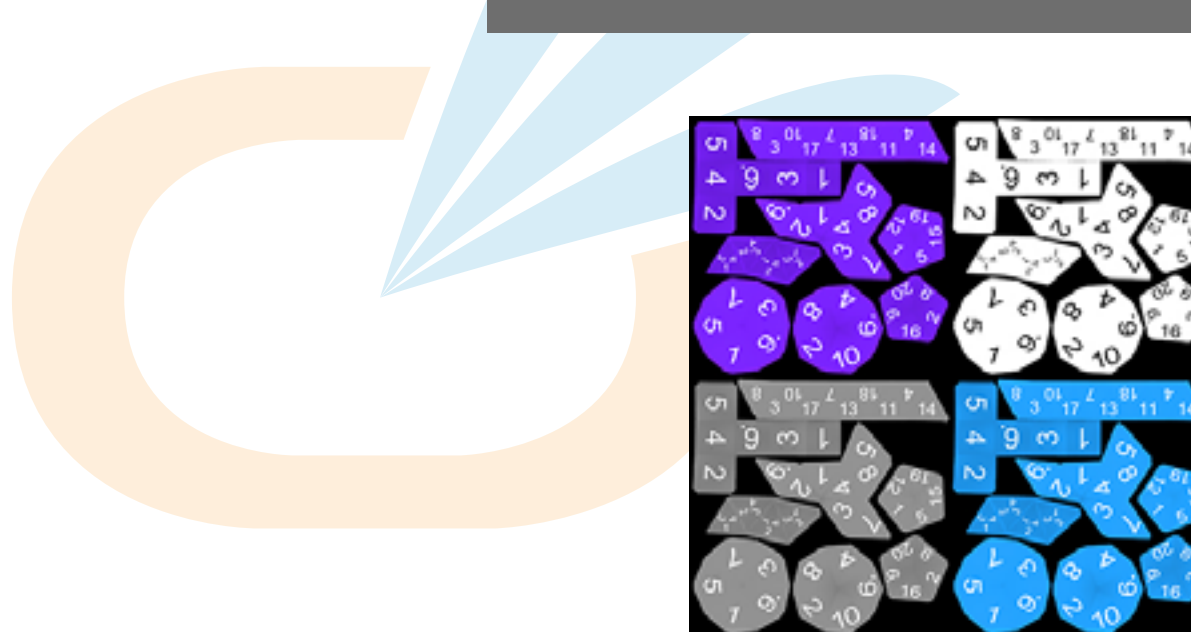
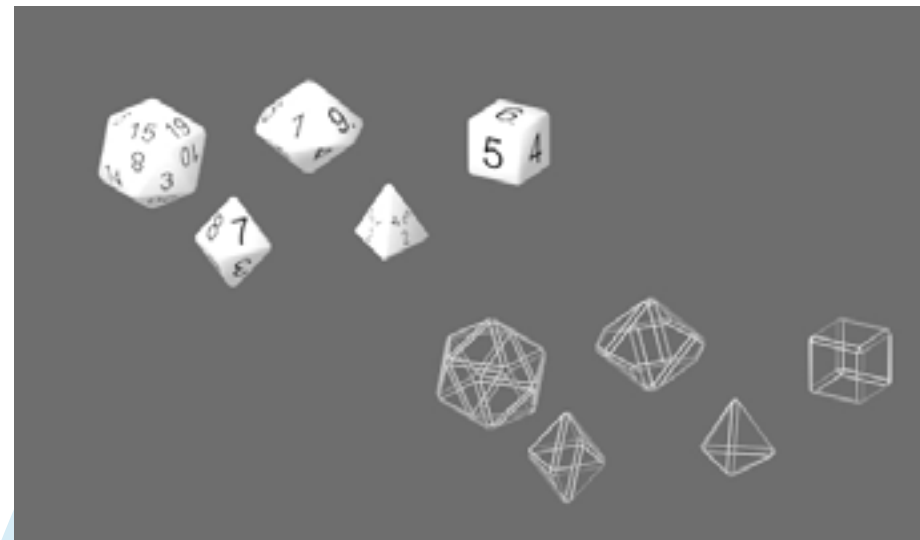
Faces : 44 tris
Vertices : 34 verts

Material : dice_rpg_multi_D
Texture : 1024 x 1024 px

• dice10_rpg_white

Faces : 80 tris
Vertices : 57 verts

Material : dice_rpg_multi_D
Texture : 1024 x 1024 px



Domino

• domino:base

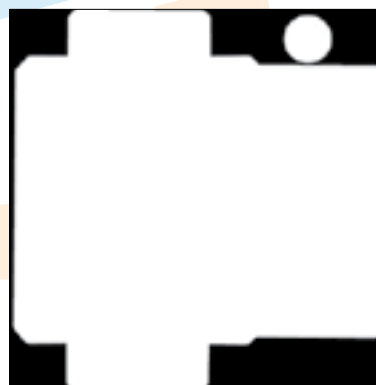
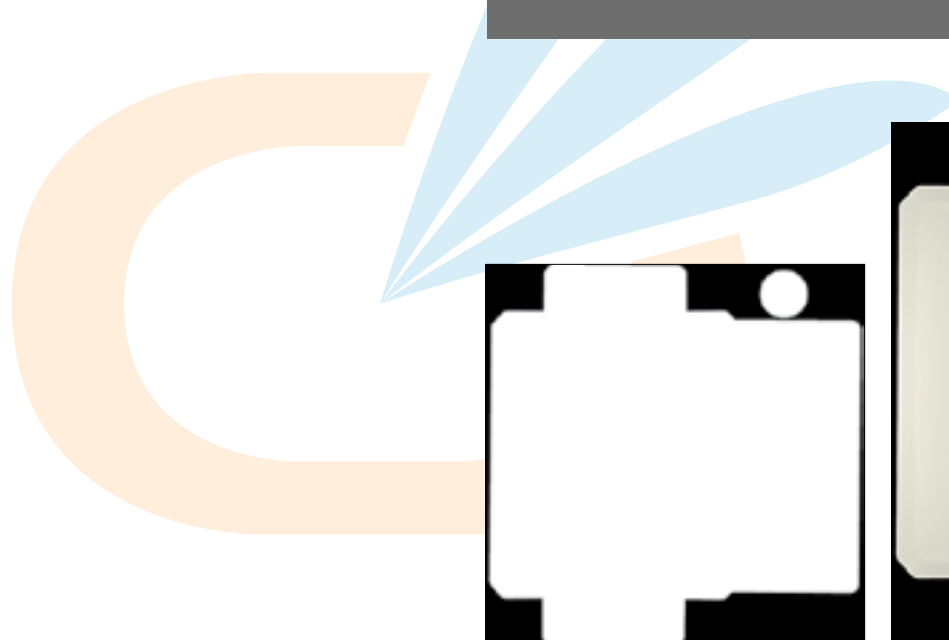
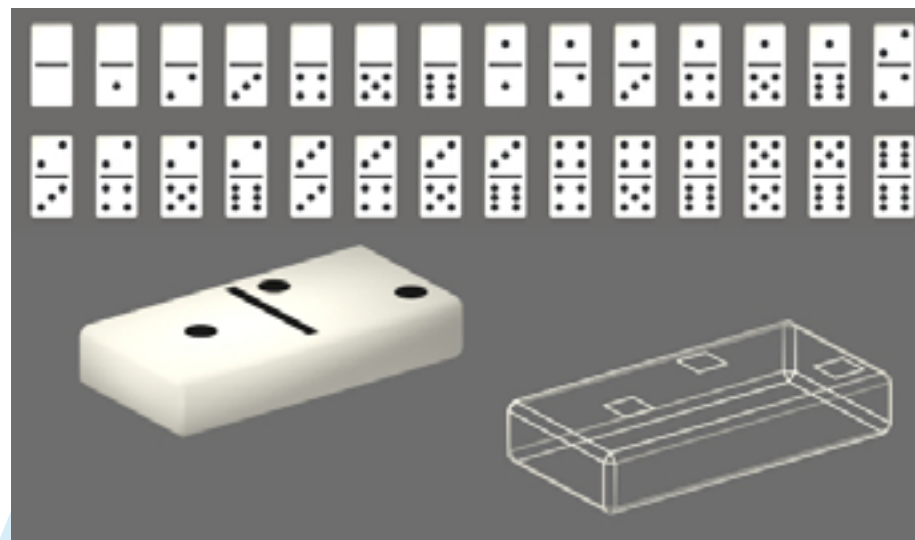
Faces : 44 tris
Vertices : 38 verts

Material : domino_D
Texture : 512 x 512 px

• domino:dot

Faces : 2 tris
Vertices : 4 verts

Material : domino_D
Texture : 512 x 512 px



Pawn_draughts

• pawn_draughts_black

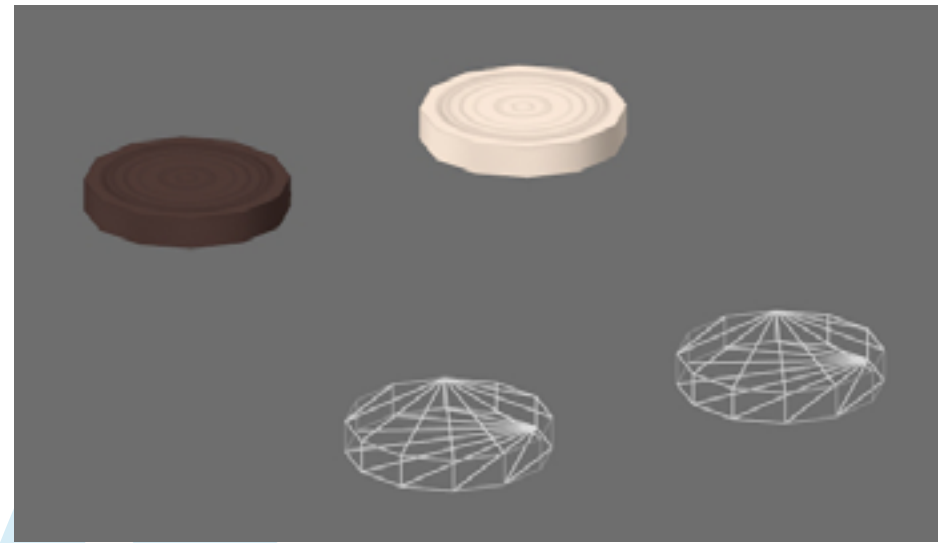
Faces : 44 tris
Vertices : 56 verts

Material : pawns_D
Texture : 512 x 512 px

• pawn_draughts_white

Faces : 44 tris
Vertices : 52 verts

Material : pawns_D
Texture : 512 x 512 px

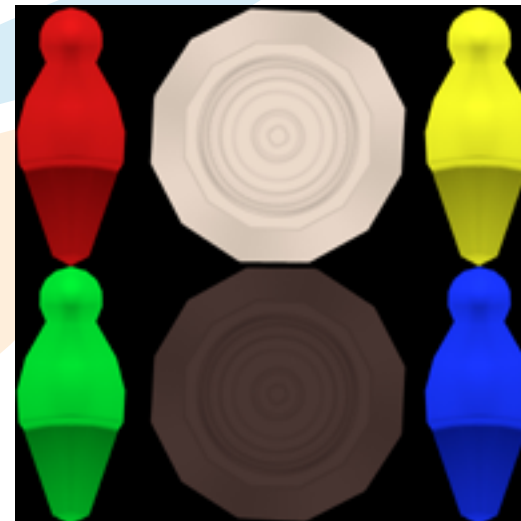
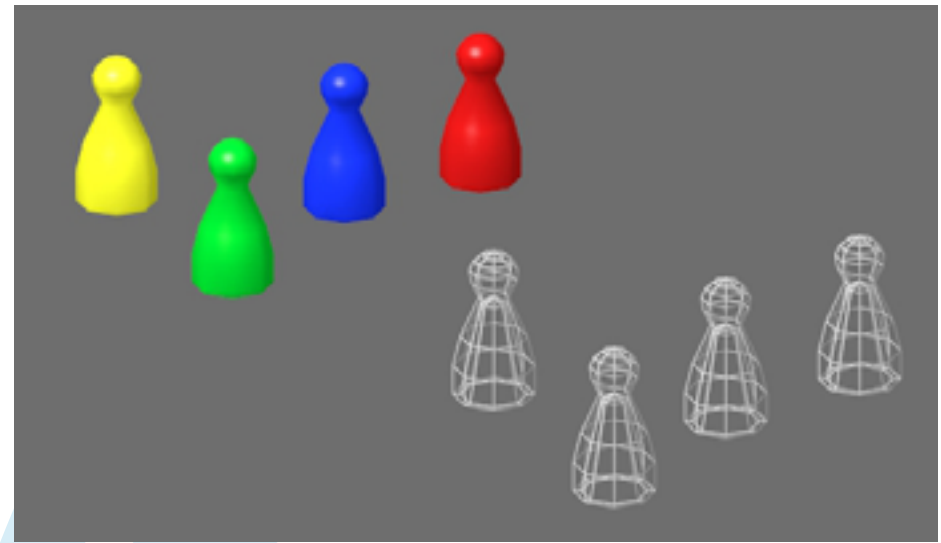


Pawn_simple

- pawn_simple_blue
- pawn_simple_green
- pawn_simple_red
- pawn_simple_yellow

Faces : 160 tris
Vertices : 136 verts

Material : pawns_D
Texture : 512 x 512 px



Token_poker

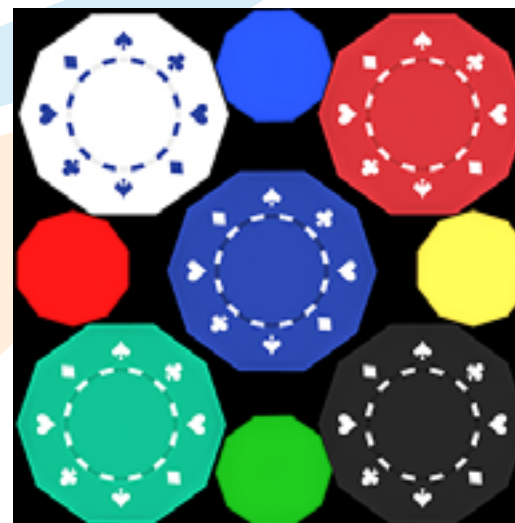
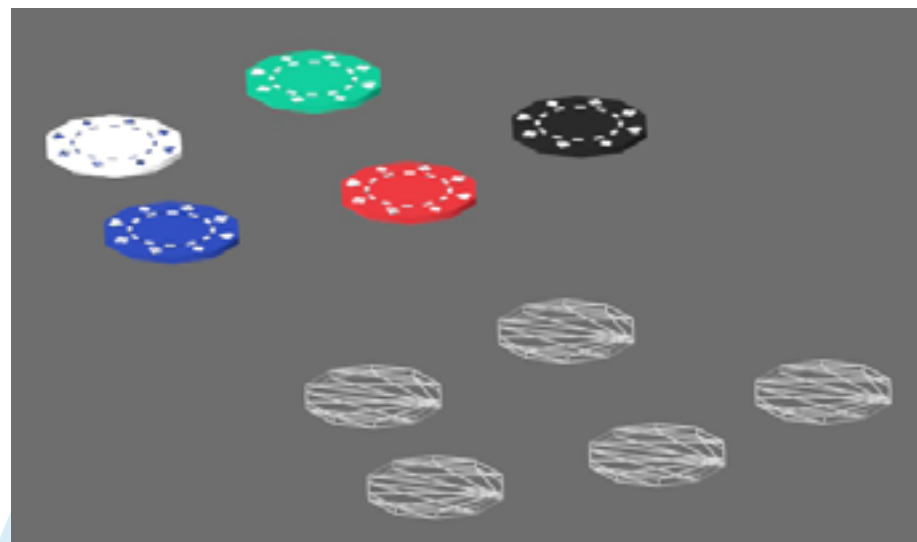
• token_poker

Faces : 36 tris

Vertices : 42 verts

Material : token_D

Texture : 512 x 512 px

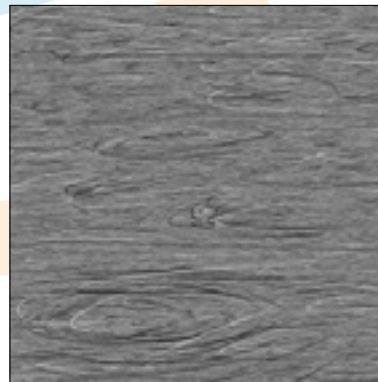




Table_wood

- table_wood

Texture : 1024 x 1024 px





Website : www.arigasoft.com



Facebook page : www.facebook.com/arigasoft



Twitter link : www.twitter.com/arigasoft



Package Asset store page : <https://www.assetstore.unity3d.com/#!/content/36246>



Arigasoft Asset store page : <https://www.assetstore.unity3d.com/en#!/publisher/12088>



Contact email : contact@arigasoft.com



Support email : support@arigasoft.com

