

ASSET DOCUMENTATION

Summer Beach - Low Poly

Unity 3D Package

English

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BeachBag

• beachBag

Faces : 120 tris
Vertices : 144 verts

Material : beachBag_D
Texture : 512 x 512 px

• sunglasses

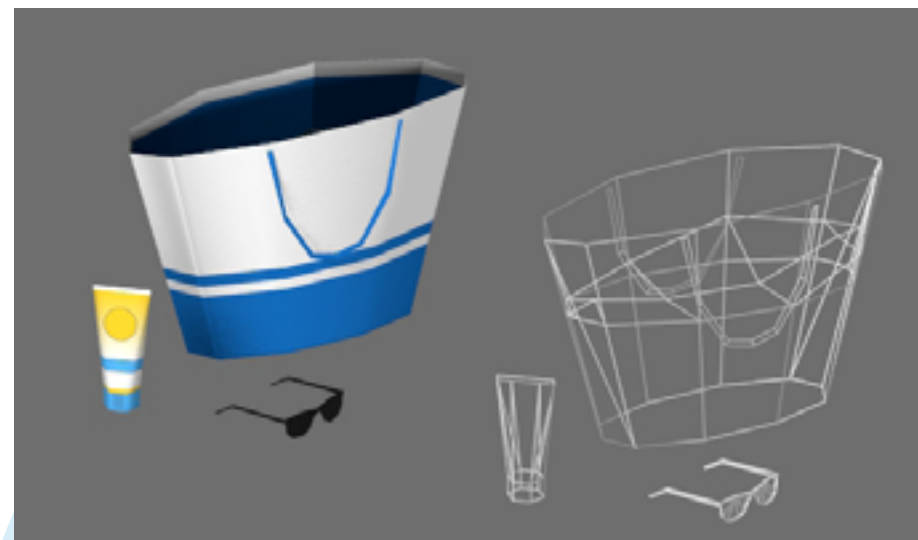
• sunglasses

Faces : 128 tris
Vertices : 191 verts

Material : beachBag_D
Texture : 512 x 512 px

Faces : 32 tris
Vertices : 42 verts

Material : beachBag_D
Texture : 512 x 512 px



closed - 0%



closed - 100%

▼ BlendShapes

closed

0

Sunglasses prefab contains a blendshape «closed» wich define opening state of sunglasses (0% Open - 100% Close)



BeachBall

• beachball_color

Faces : 140 tris
Vertices : 89 verts

Material : beachball_D
Texture : 512 x 512 px

• beachball_red

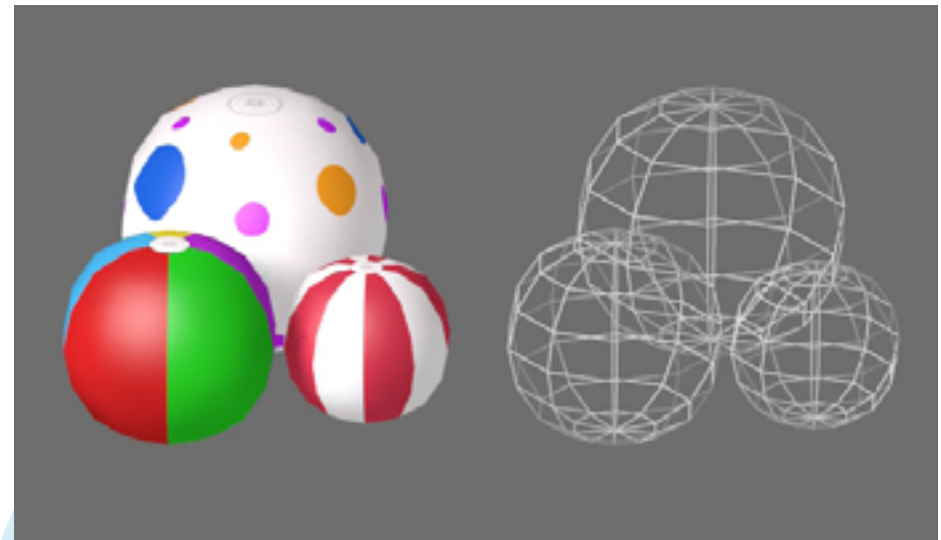
Faces : 140 tris
Vertices : 91 verts

Material : beachball_D
Texture : 512 x 512 px

• beachball_dot

Faces : 140 tris
Vertices : 89 verts

Material : beachball_D
Texture : 512 x 512 px



BeachCabin

• beachCabin:cabin

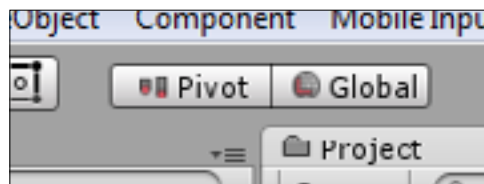
Faces : 124 tris
Vertices : 244 verts

Material : beachCabin_D
Texture : 1024 x 1024 px

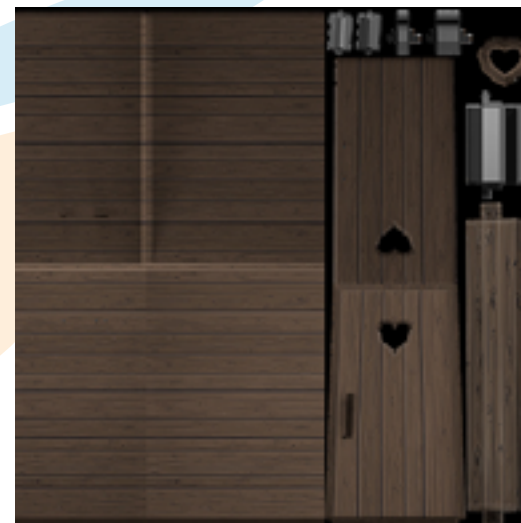
• beachCabin:door

Faces : 82 tris
Vertices : 128 verts

Material : beachCabin_D
Texture : 1024 x 1024 px



Door and cabin are separated, so the door can be open by a simple rotation.
 ! Don't forget to change rotation mode to Pivot !

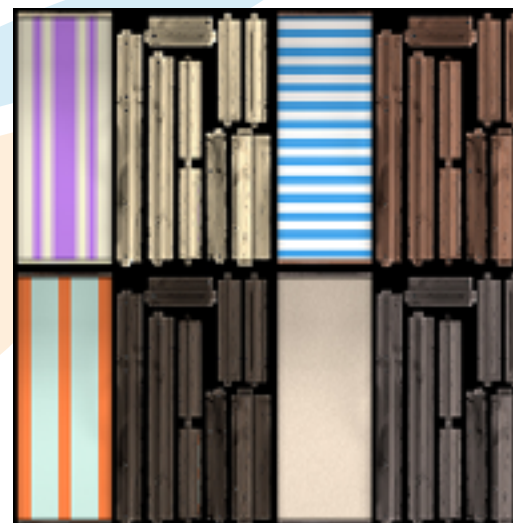


BeachChair

- beachChair_beige
- beachChair_blue
- beachChair_purple
- beachChair_orange

Faces : 192 tris
Vertices : 364 verts

Material : beachChair_D
Texture : 1024 x 1024 px



BeachShower

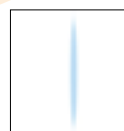
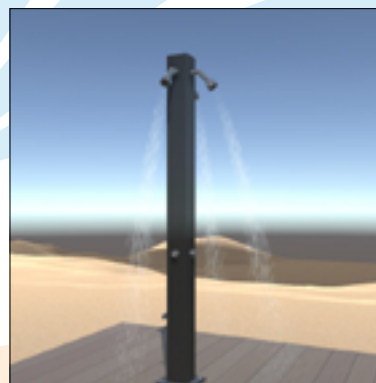
- beachShower

Faces : 364 tris

Vertices : 427 verts

Material : beachShower_D

Texture : 1024 x 1024 px



A particle system are link to each shower head.

Particles are disable by default, you can play it at the application launch by ticking the box «Play on Awake».

Bucket

- bucket_blue
- bucket_yellow

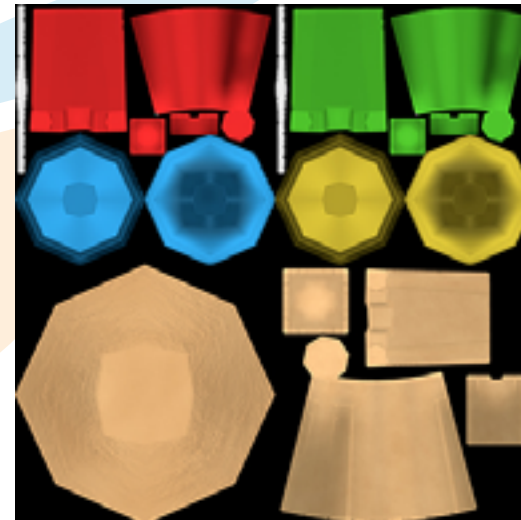
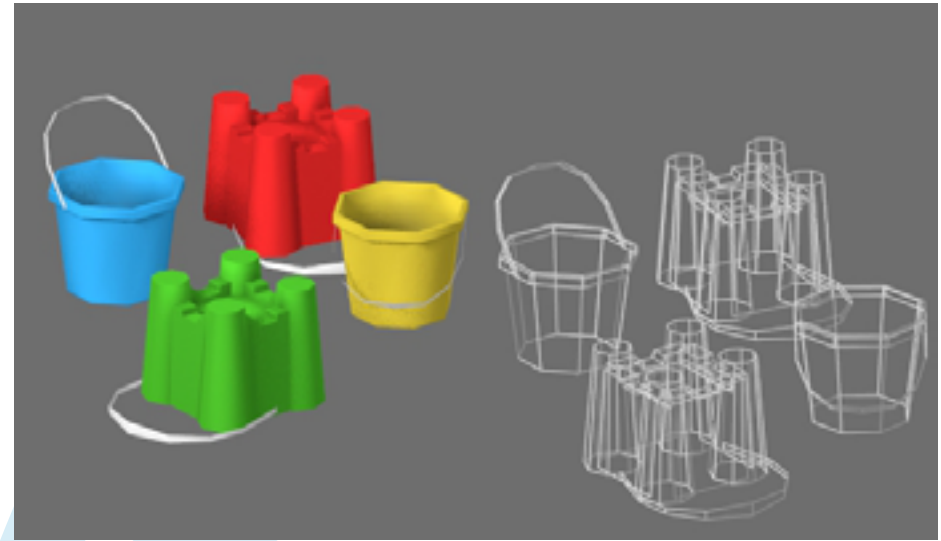
Faces : 140 tris
Vertices : 176 verts

Material : bucket_sand_D
Texture : 1024 x 1024 px

- bucketCastle_green
- bucketCastle_red

Faces : 210 tris
Vertices : 288 verts

Material : bucket_sand_D
Texture : 1024 x 1024 px



Buoy

• buoy_arrow

Faces : 84 tris
Vertices : 94 verts

Material : buoy_D
Texture : 512 x 512 px

• buoy_dome

Faces : 110 tris
Vertices : 93 verts

Material : buoy_D
Texture : 512 x 512 px

• buoy_diamond

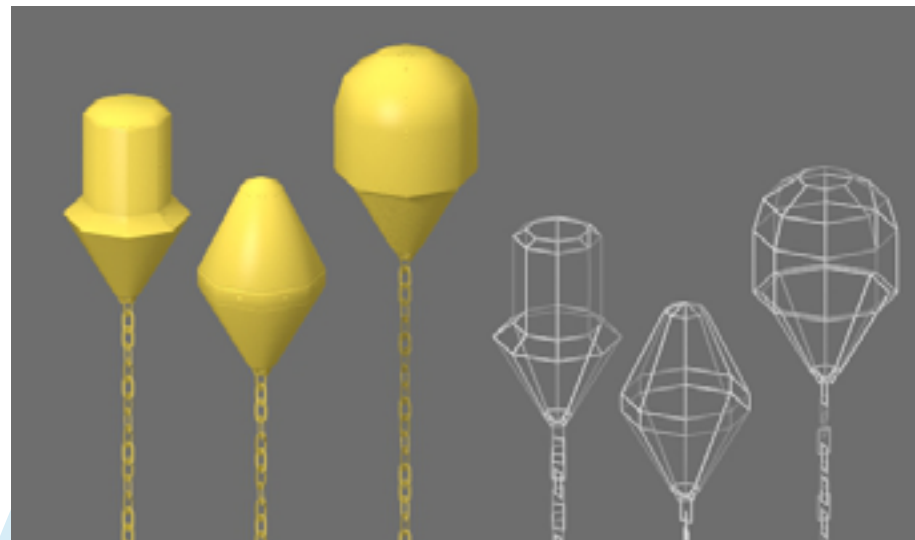
Faces : 80 tris
Vertices : 75 verts

Material : buoy_D
Texture : 512 x 512 px

• buoy_chain

Faces : 96 tris
Vertices : 192 verts

Material : buoy_D
Texture : 512 x 512 px



Each buoy has a water movement animation.
You can tick off box near the Animator component to disable this animation.

Campfire

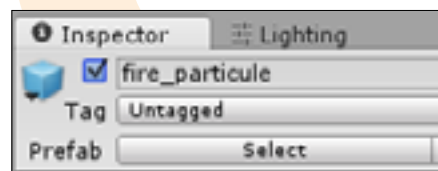
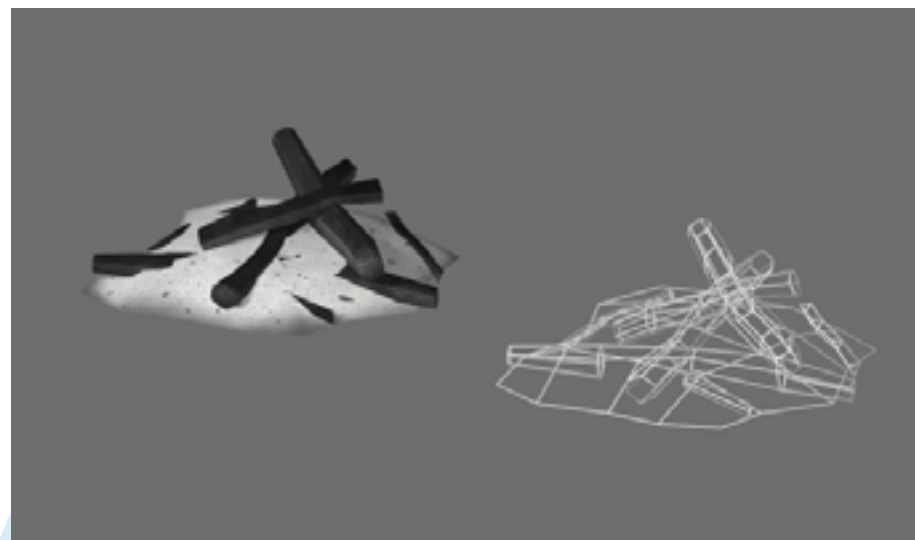
• campfire

Faces : 280 tris

Vertices : 266 verts

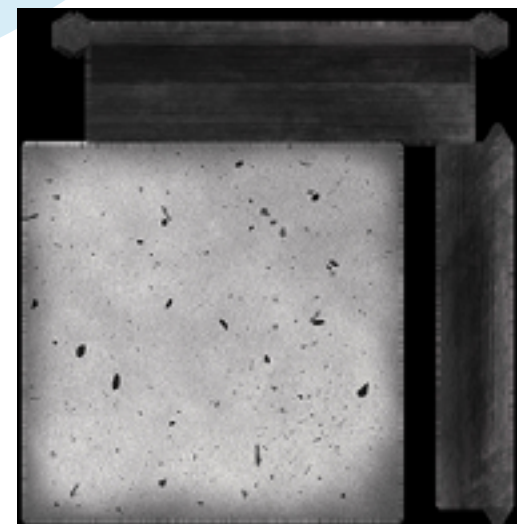
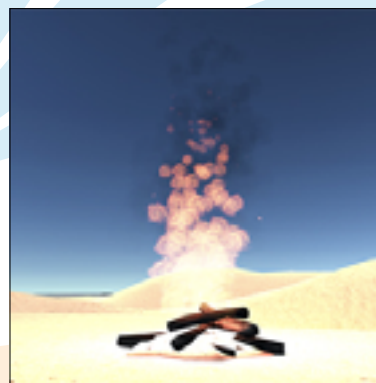
Material : campfire_D

Texture : 512 x 512 px



Three particle systems are link to the campfire (flames, embers and smoke) and a light source with intensity animation.

You can activate those by ticking the box near their name.



Cocktail

- cocktail_blue

Faces : 170 tris
Vertices : 189 verts

Material : cocktail_D
Texture : 256 x 256 px

- cocktail_red

Faces : 128 tris
Vertices : 151 verts

Material : cocktail_D
Texture : 256 x 256 px

- cocktail_green

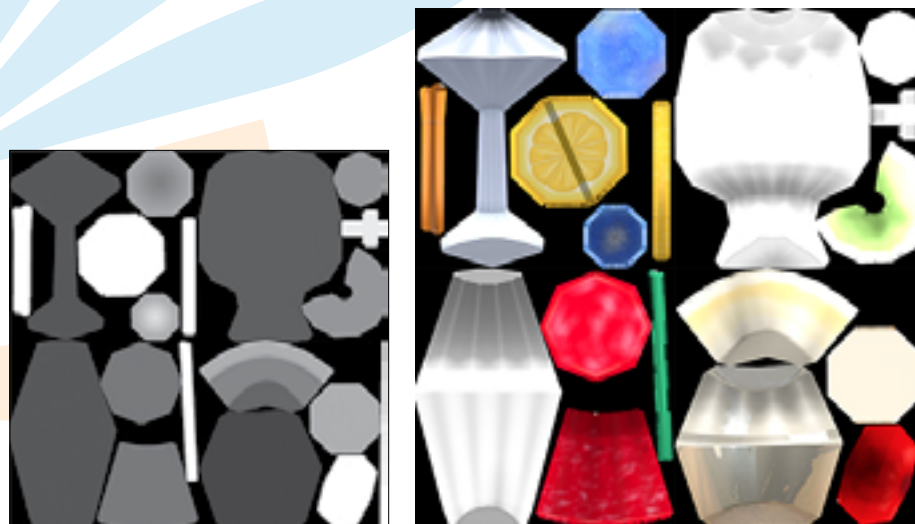
Faces : 250 tris
Vertices : 264 verts

Material : cocktail_D
Texture : 256 x 256 px

- cocktail_white

Faces : 186 tris
Vertices : 151 verts

Material : cocktail_D
Texture : 256 x 256 px



Coconut

• coconut

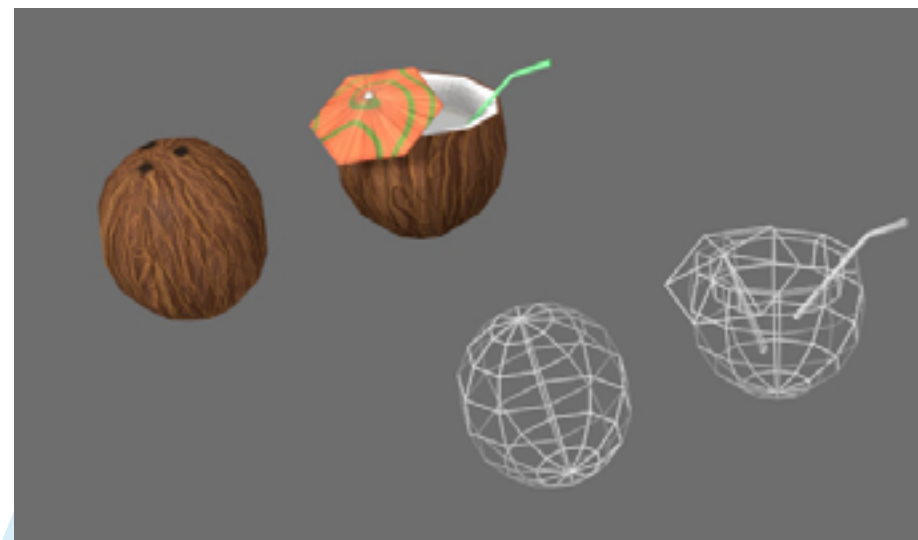
Faces : 140 tris
Vertices : 91 verts

Material : fruits_D
Texture : 512 x 512 px

• coconut_cocktail

Faces : 176 tris
Vertices : 168 verts

Material : fruits_D
Texture : 512 x 512 px



Fence

• fenceBoard

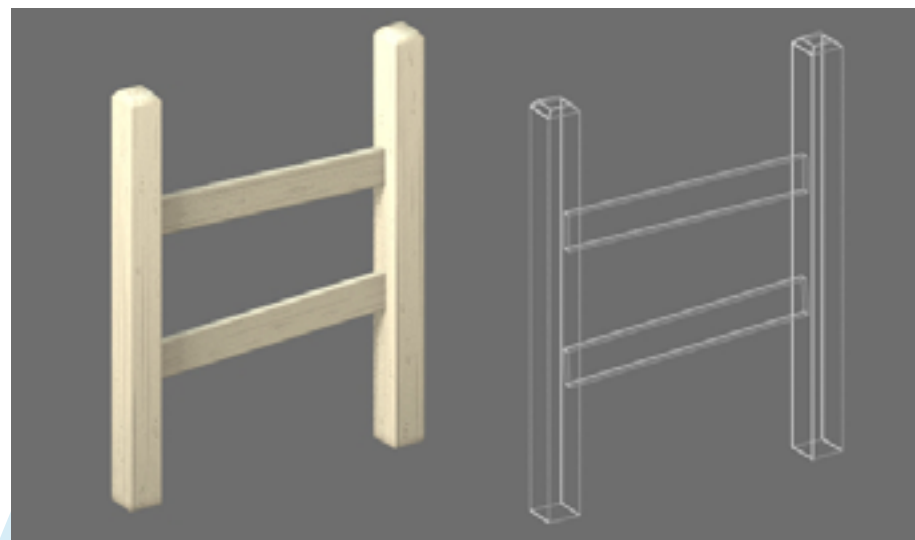
Faces : 8 tris
Vertices : 16 verts

Material : light_fence_flagWarn_D
Texture : 1024 x 1024 px

• fencePillar

Faces : 18 tris
Vertices : 31 verts

Material : light_fence_flagWarn_D
Texture : 1024 x 1024 px



FlagWarning

• flagWarning:pillar

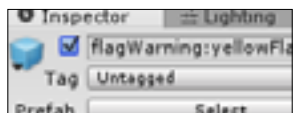
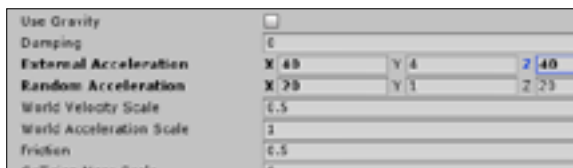
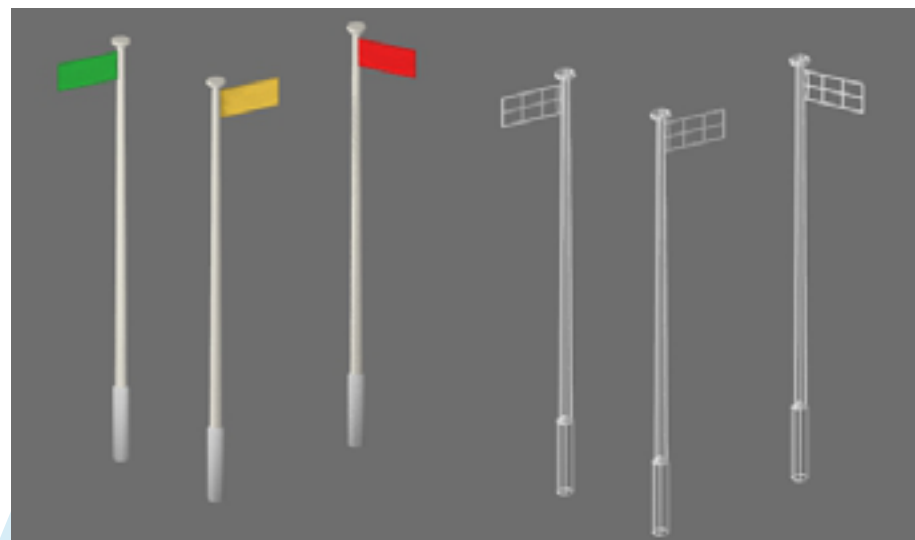
Faces : 68 tris
Vertices : 78 verts

Material : light_fence_flagWarn_D
Texture : 1024 x 1024 px

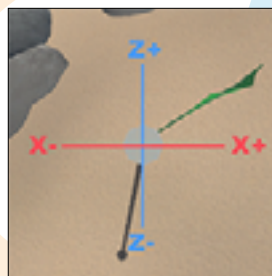
• flagWarning:greenFlag • flagWarning:yellowFlag • flagWarning:redFlag

Faces : 56 tris
Vertices : 62 verts

Material : light_fence_flagWarn_D
Texture : 1024 x 1024 px



With positive X and négative Z



With positive X and positive Z

Green flag is enabled by default. You can tick the box near their name to activate yellow and red flags.

There is a cloth component for each flag.

Floating direction is customizable by changing the X and Z values of External Acceleration.

! Don't forget to turn the flag in the floating direction to avoid polygons glitch !



Flipflop

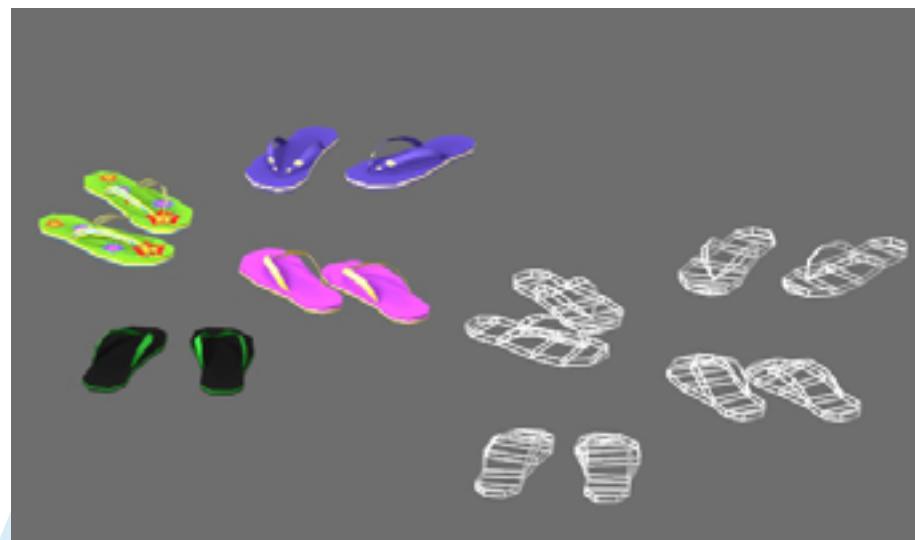
- flipflop_black:left, flipflop_black:right
- flipflop_pink:left, flipflop_pink:right
- flipflop_tropic:left, flipflop_tropic:right
- flipflop_purple:left, flipflop_purple:right

Faces : 88 tris

Vertices : 104 verts

Material : flipflop_D

Texture : 256 x 256 px





Hammock

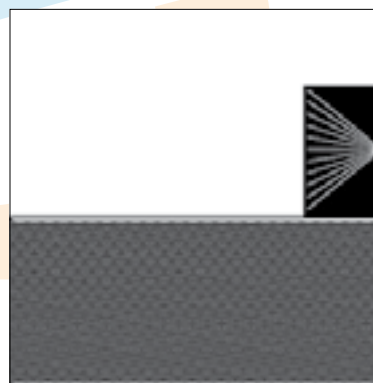
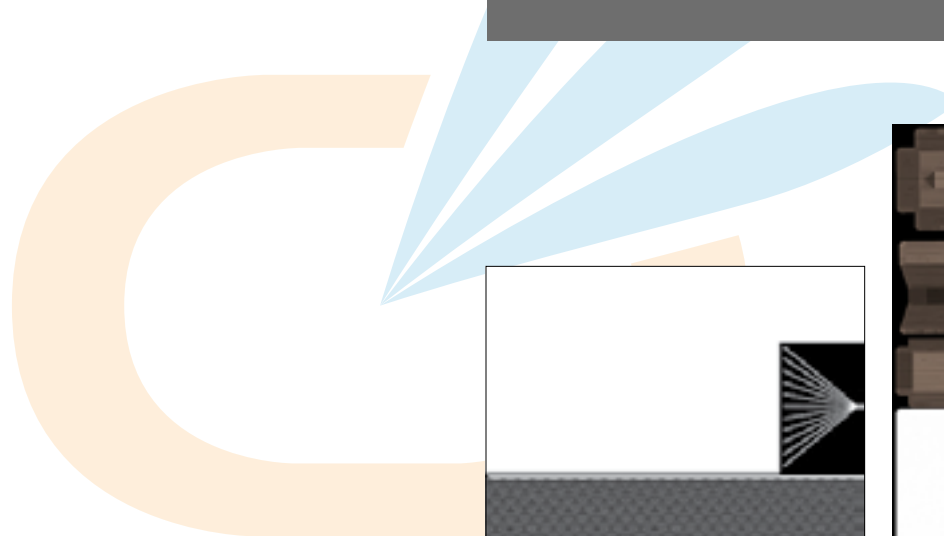
- hammock

Faces : 178 tris

Vertices : 244 verts

Material : hammock_D

Texture : 1024 x 1024 px



Lamppost

- lamppost:lightOn
- lamppost:lightOff

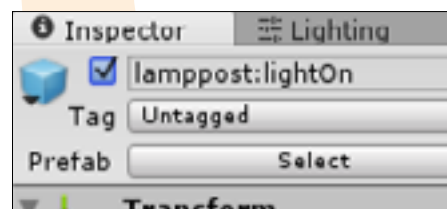
Faces : 84 tris
Vertices : 77 verts

Material : light_fence_flagWarn_D
Texture : 1024 x 1024 px

- lamppost:pillar

Faces : 50 tris
Vertices : 59 verts

Material : light_fence_flagWarn_D
Texture : 1024 x 1024 px



Post is disabled by default.
 You can disable lamppost:lightOff and enable lamppost:lightOn to switch the light.



LifeguardChair

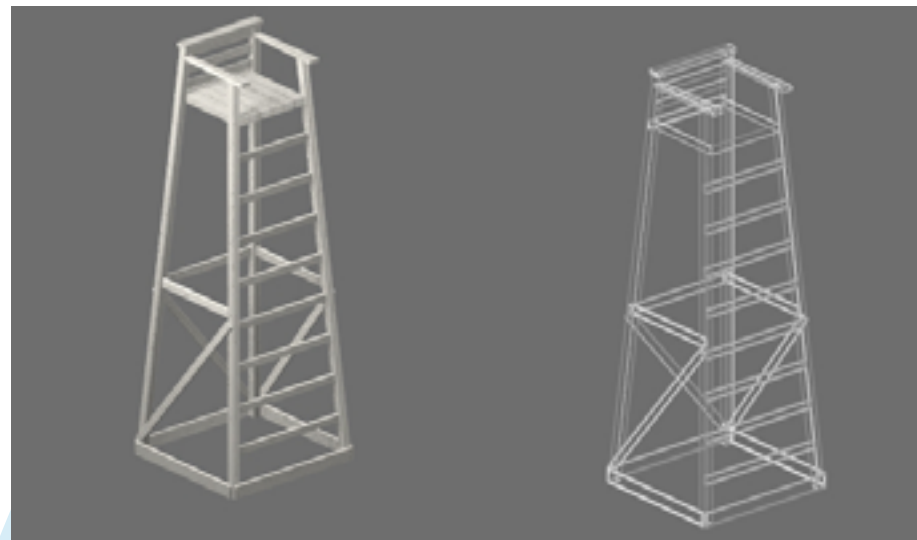
- lifeguardChair

Faces : 276 tris

Vertices : 552 verts

Material : lifeguardChair_D

Texture : 1024 x 1024 px



LifeguardPost

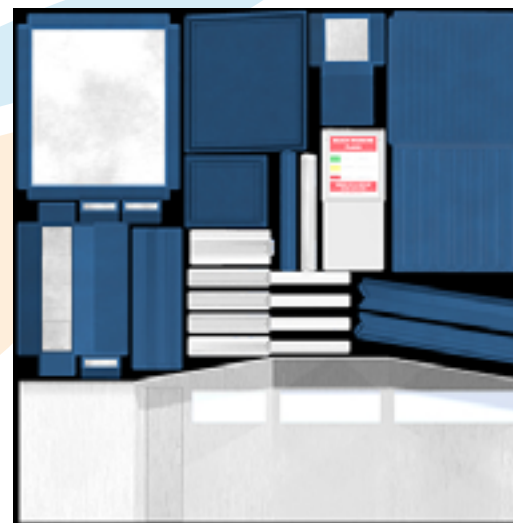
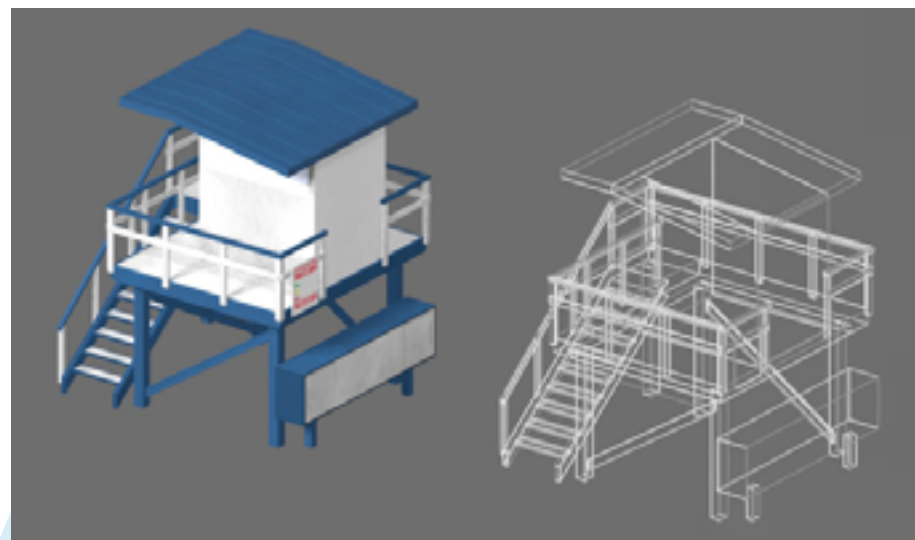
- lifeguardPost

Faces : 616 tris

Vertices : 1216 verts

Material : lifeguardPost_D

Texture : 1024 x 1024 px



ParasolBig

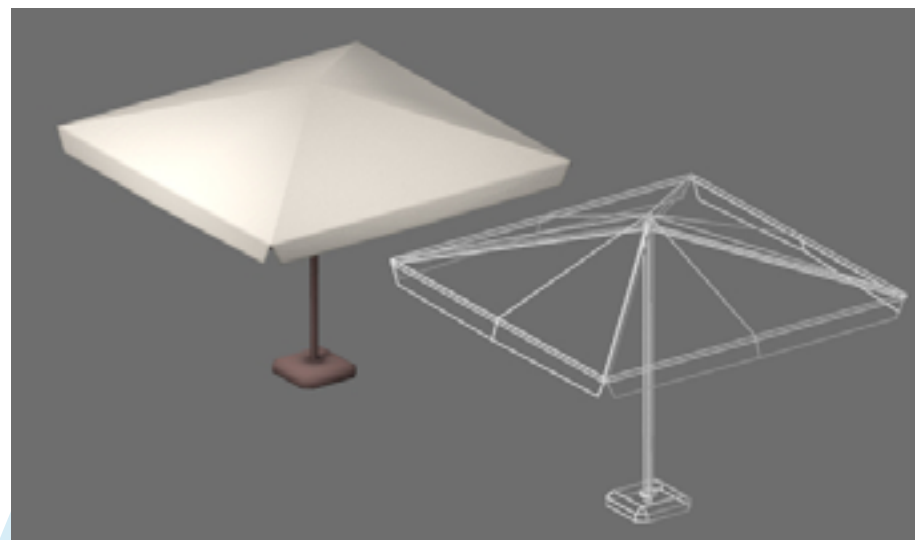
- parasolBig

Faces : 154 tris

Vertices : 214 verts

Material : parasol_D

Texture : 1024 x 1024 px



ParasolMedium

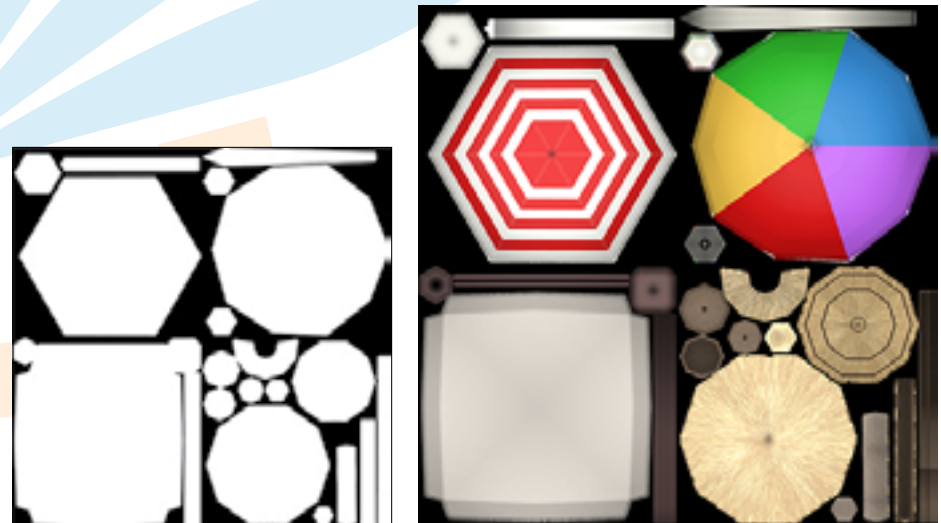
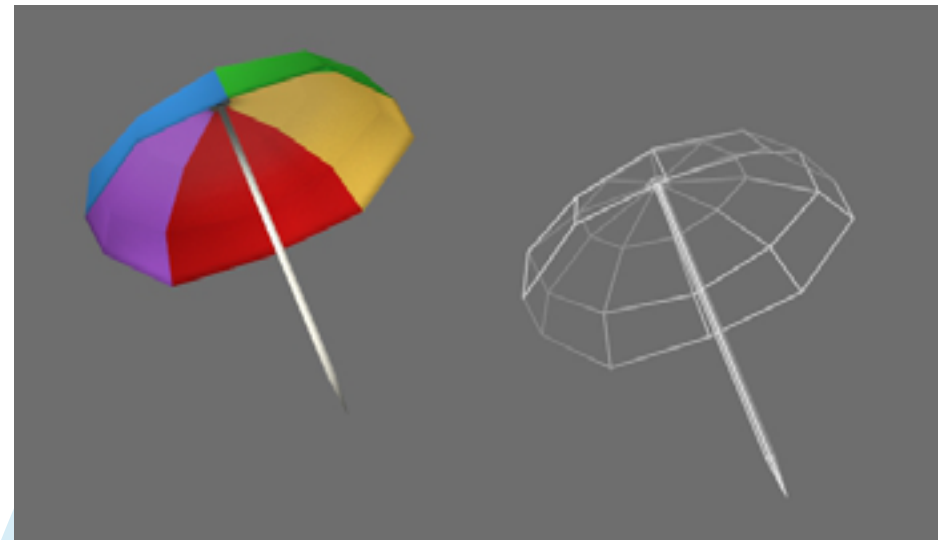
- parasolMedium

Faces : 140 tris

Vertices : 101 verts

Material : parasol_D

Texture : 1024 x 1024 px



ParasolSmall

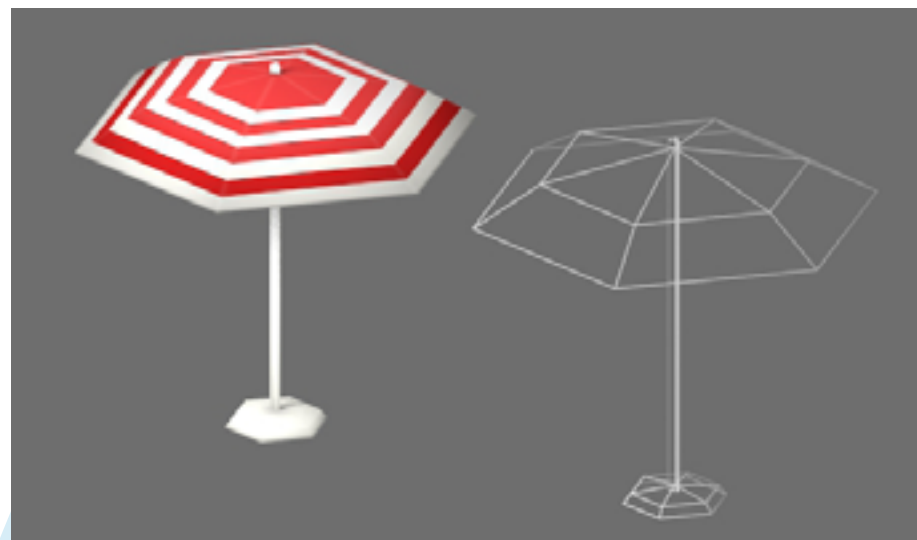
- parasolSmall

Faces : 61 tris

Vertices : 54 verts

Material : parasol_D

Texture : 1024 x 1024 px



ParasolStraw

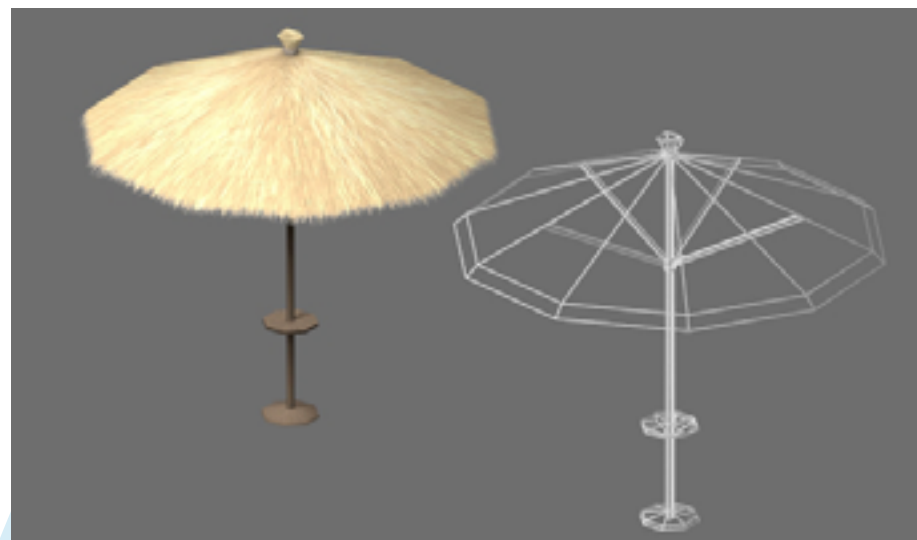
- parasolStraw

Faces : 224 tris

Vertices : 275 verts

Material : parasol_D

Texture : 1024 x 1024 px

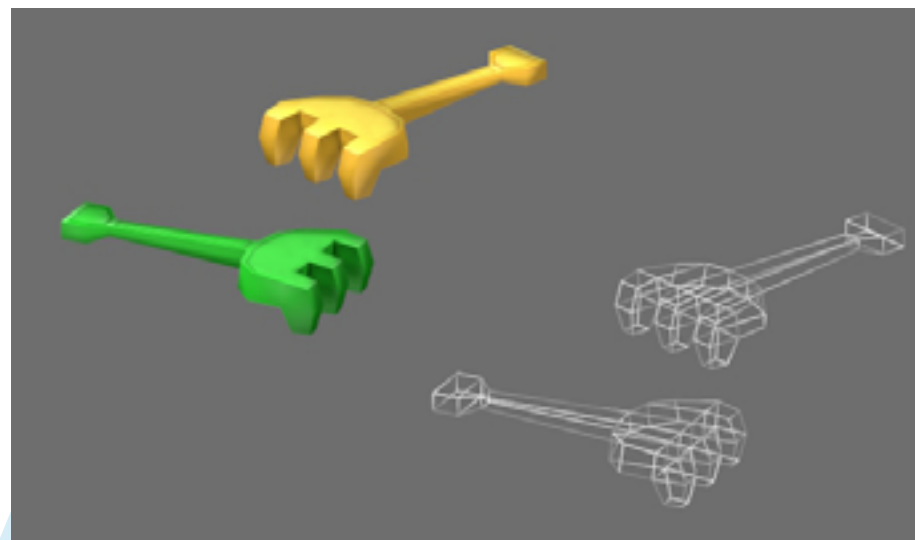


Rake

- rake_green
- rake_yellow

Faces : 116 tris
Vertices : 130 verts

Material : shovel_rake_D
Texture : 512 x 512 px



Rock

• rock_big

Faces : 72 tris
Vertices : 60 verts

Material : rock_D
Texture : 1024 x 1024 px

• rock_tall

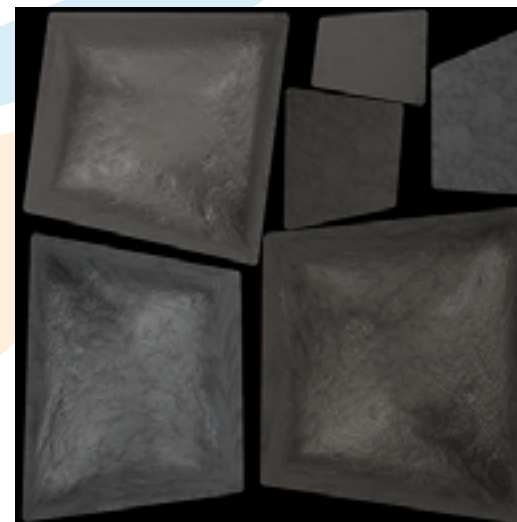
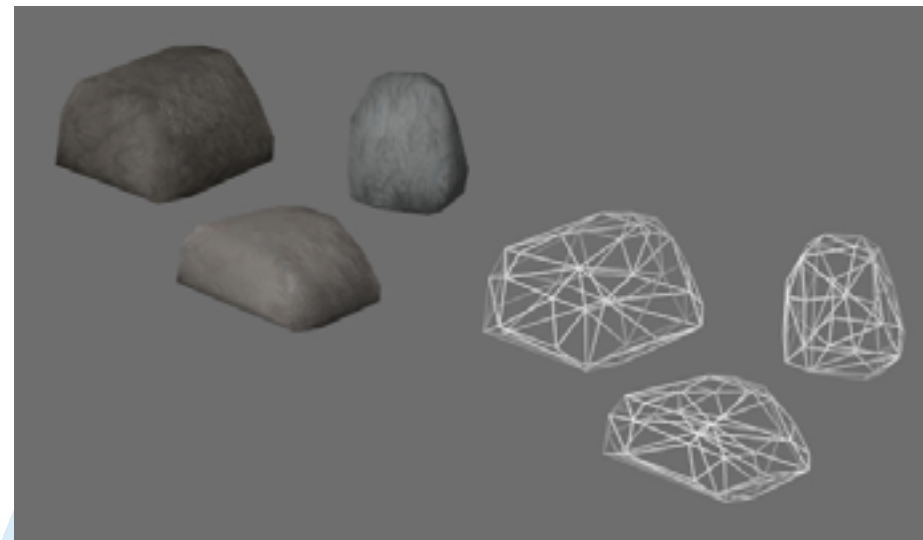
Faces : 72 tris
Vertices : 58 verts

Material : rock_D
Texture : 1024 x 1024 px

• rock_large

Faces : 72 tris
Vertices : 61 verts

Material : rock_D
Texture : 1024 x 1024 px



RubberRing

• rubberRing_big

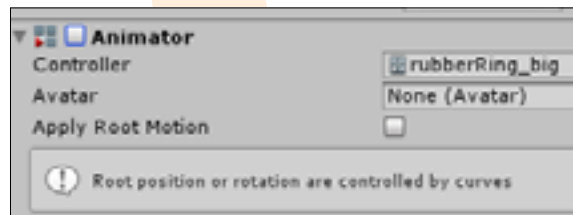
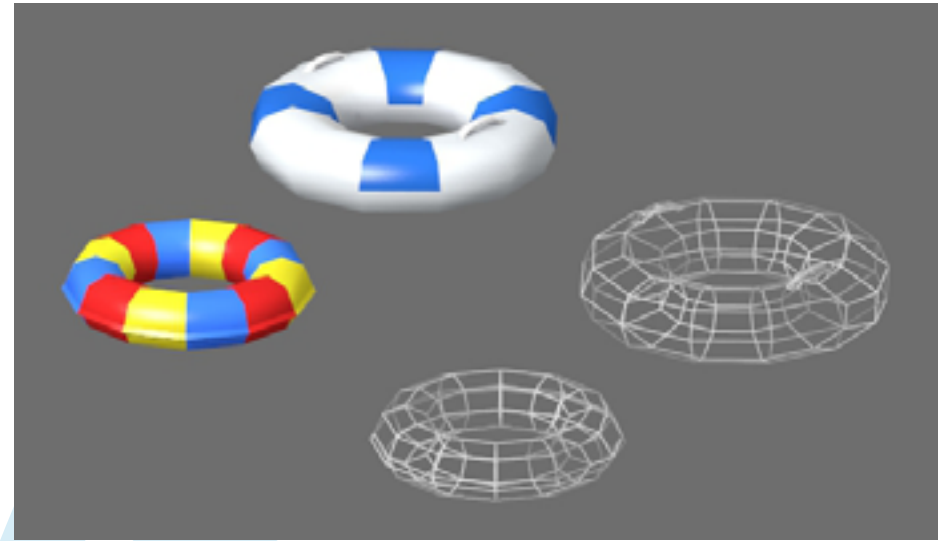
Faces : 256 tris
Vertices : 200 verts

Material : rubberRing_D
Texture : 512 x 512 px

• rubberRing_medium

Faces : 240 tris
Vertices : 176 verts

Material : rubberRing_D
Texture : 512 x 512 px



Each rubber ring has a water movement animation.
You can tick off box near the Animator component to disable this animation.



SandCastle

- sandCastle

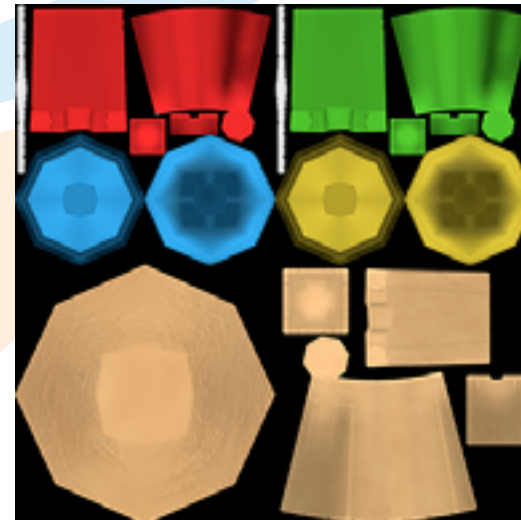
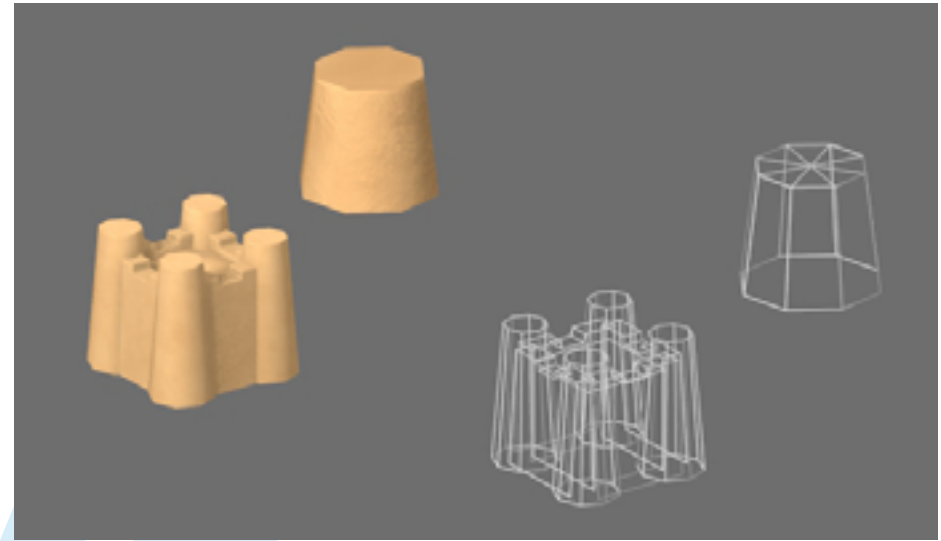
Faces : 178 tris
Vertices : 254 verts

Material : bucket_sand_D
Texture : 1024 x 1024 px

- sandTower

Faces : 29 tris
Vertices : 24 verts

Material : bucket_sand_D
Texture : 1024 x 1024 px



Shell

- shell_beige
- shell_pink

Faces : 40 tris
Vertices : 27 verts

Material : shell_D
Texture : 256 x 256 px

- shell_brown
- shell_green
- shell_grey
- shell_turquoise

Faces : 56 tris
Vertices : 37 verts

Material : shell_D
Texture : 256 x 256 px

- shell_orange
- shell_red

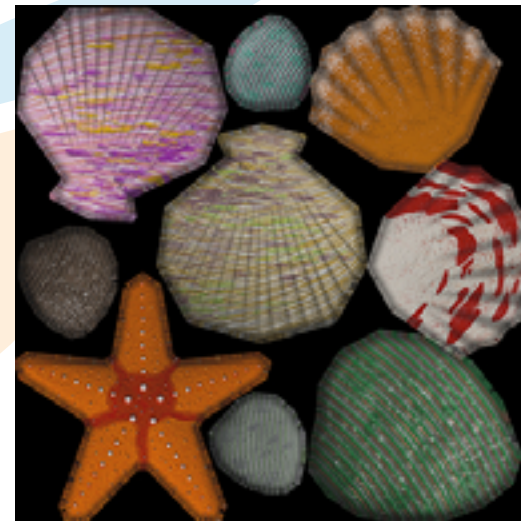
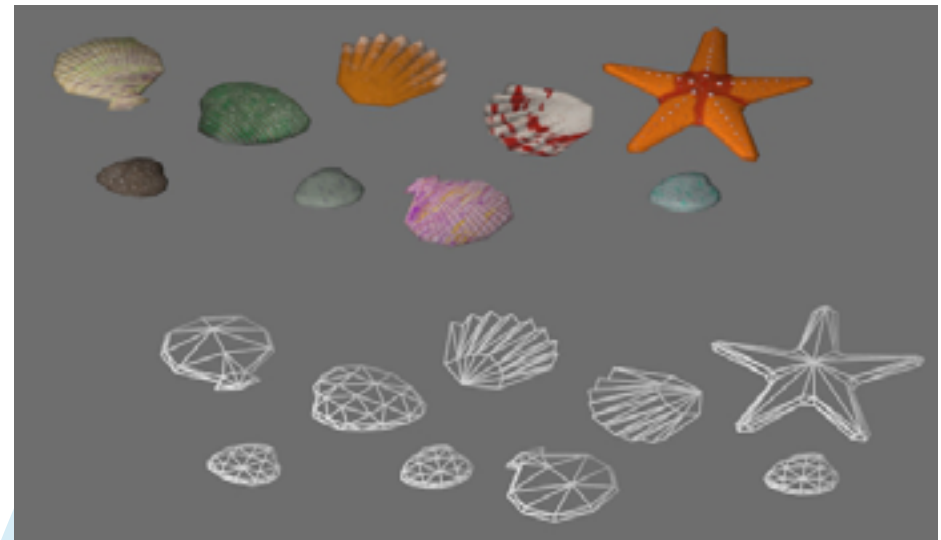
Faces : 56 tris
Vertices : 53 verts

Material : shell_D
Texture : 256 x 256 px

- shell_star

Faces : 75 tris
Vertices : 51 verts

Material : shell_D
Texture : 256 x 256 px

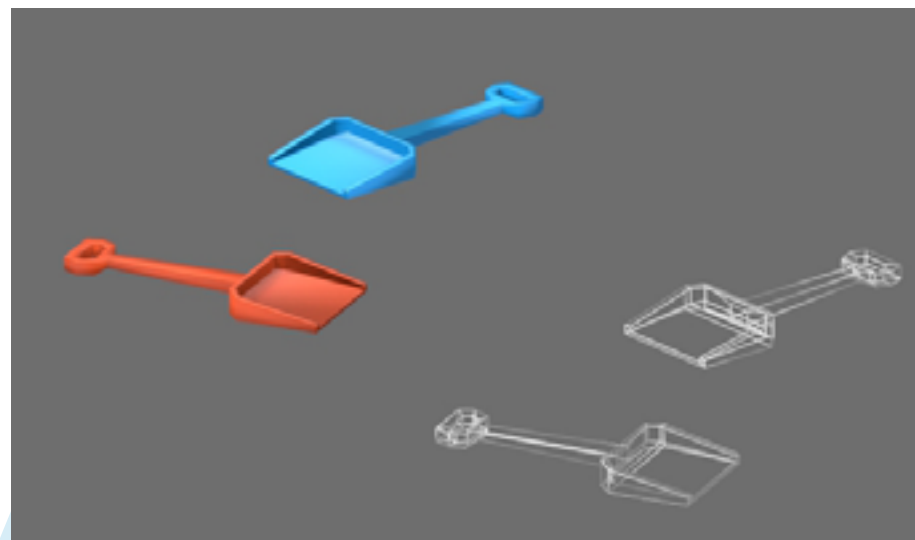


Shovel

- shovel_blue
- shovel_orange

Faces : 112 tris
Vertices : 111 verts

Material : shovel_rake_D
Texture : 512 x 512 px



SurfBoard

- surfBoard_bigTropic
- surfBoard_bigWhite

Faces : 158 tris
Vertices : 133 verts

Material : surfBoard_D
Texture : 1024 x 1024 px

- surfBoard_mediumBlack

Faces : 158 tris
Vertices : 154 verts

Material : surfBoard_D
Texture : 1024 x 1024 px

- surfBoard_tinyBlack
- surfBoard_tinyFluo

Faces : 96 tris
Vertices : 94 verts

Material : surfBoard_D
Texture : 1024 x 1024 px

- surfBoard_smallBlue
- surfBoard_smallTurquoise

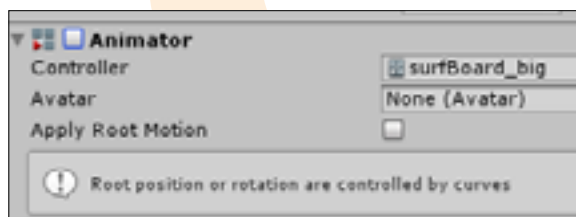
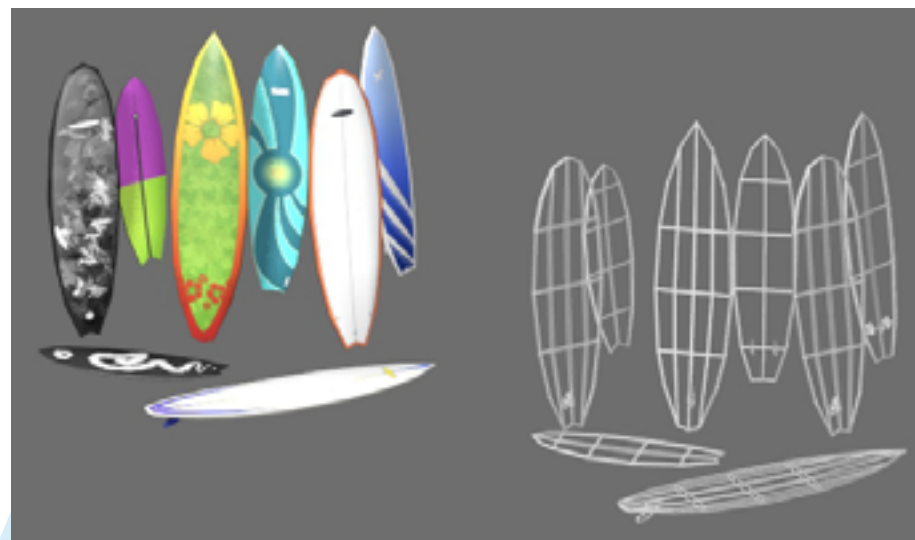
Faces : 156 tris
Vertices : 142 verts

Material : surfBoard_D
Texture : 1024 x 1024 px

- surfBoard_mediumWhite

Faces : 158 tris
Vertices : 156 verts

Material : surfBoard_D
Texture : 1024 x 1024 px



Each surf board has a water movement animation.
You can tick off box near the Animator component to disable this animation.

Table & Chair

• table

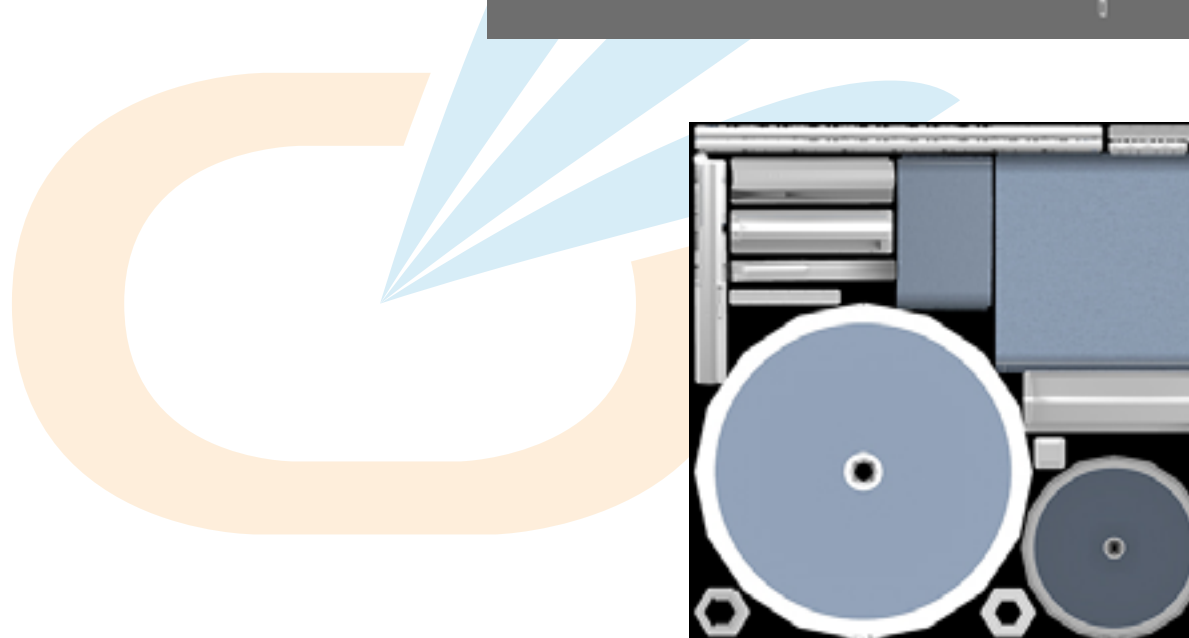
Faces : 234 tris
Vertices : 262 verts

Material : table_chair_D
Texture : 1024 x 1024 px

• chair

Faces : 112 tris
Vertices : 192 verts

Material : table_chair_D
Texture : 1024 x 1024 px

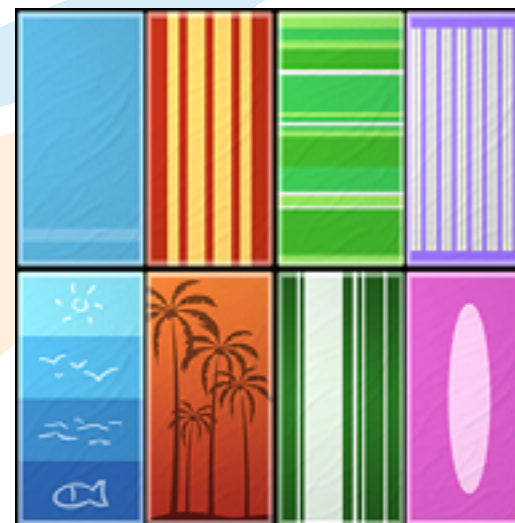
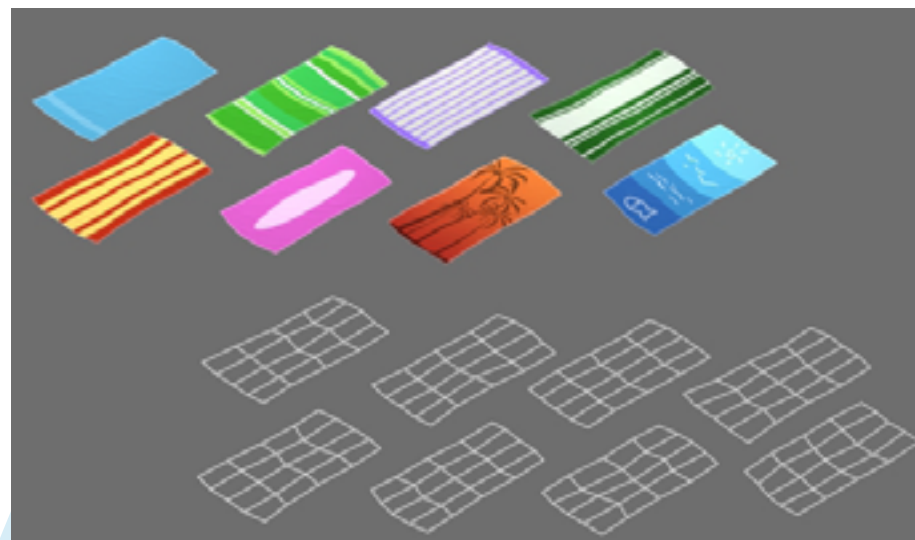


Towel

- towel_blue
- towel_dawn
- towel_grass
- towel_green
- towel_pink
- towel_purple
- towel_red
- towel_sea

Faces : 32 tris
Vertices : 25 verts

Material : towel_D
Texture : 512 x 512 px



Volley

• volleyBall

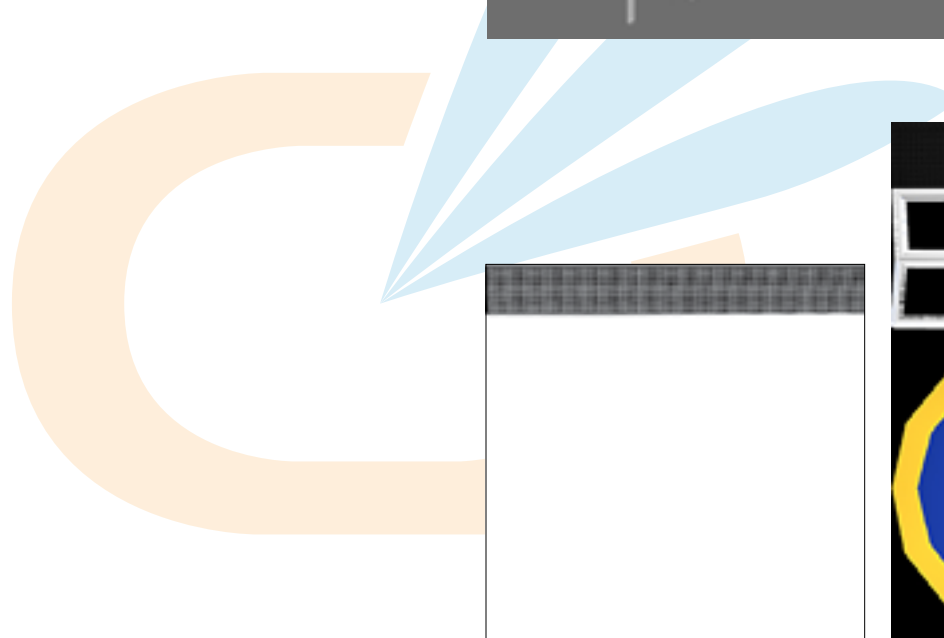
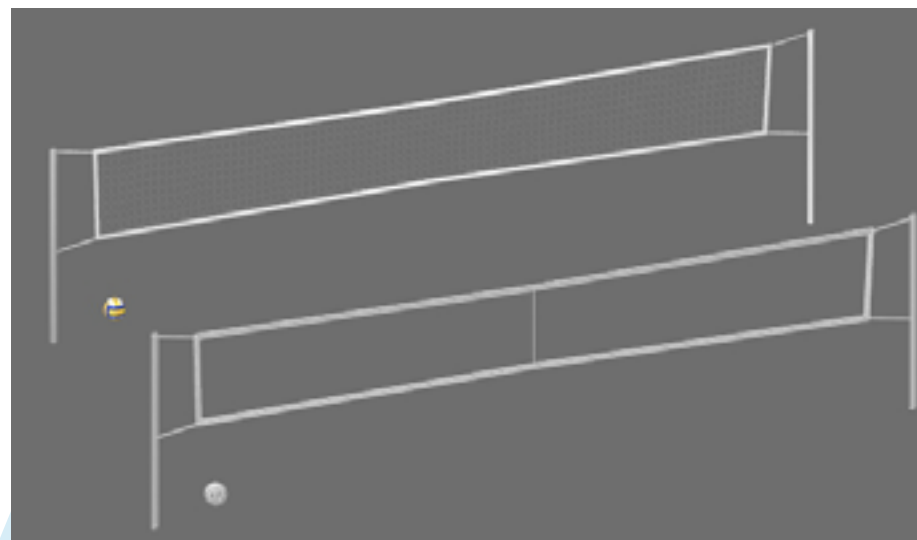
Faces : 140 tris
Vertices : 89 verts

Material : volley_D
Texture : 1024 x 1024 px

• volleyNet

Faces : 112 tris
Vertices : 172 verts

Material : volley_D
Texture : 1024 x 1024 px



Watermelon

- watermelon

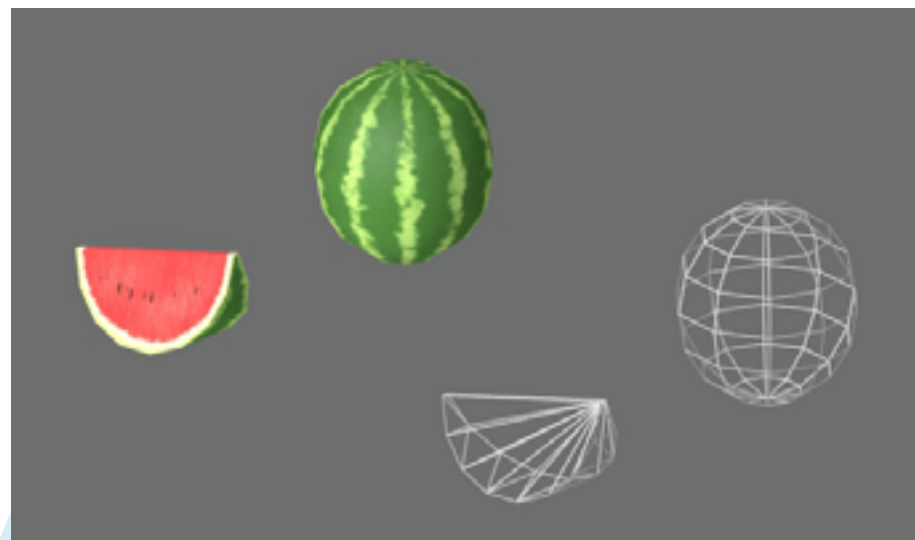
Faces : 140 tris
Vertices : 91 verts

Material : fruits_D
Texture : 512 x 512 px

- watermelon_quarter

Faces : 32 tris
Vertices : 40 verts

Material : fruits_D
Texture : 512 x 512 px

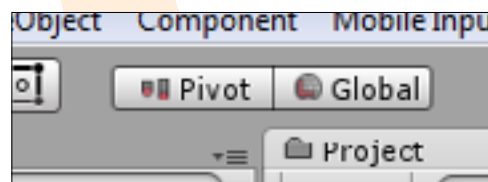
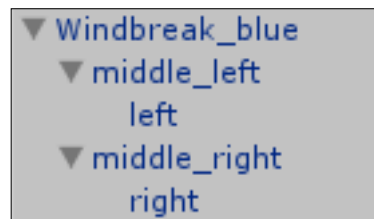
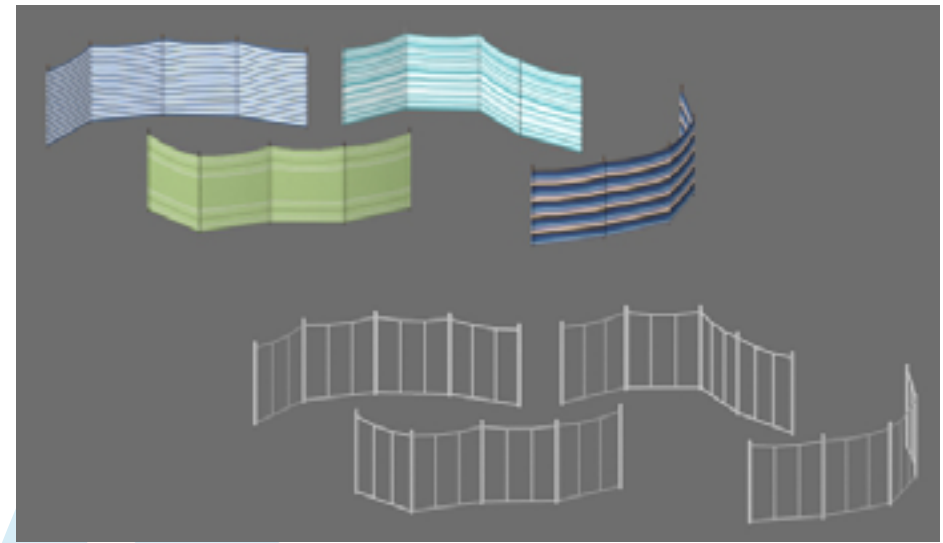


Windbreak

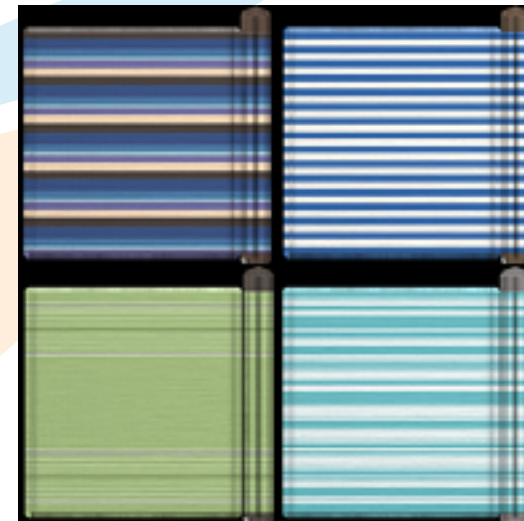
- windbreak_blue
- windbreak_green
- windbreak_multi
- windbreak_turquoise

Faces : 138 tris
Vertices : 199 verts

Material : windbreak_D
Texture : 1024 x 1024 px



Bones are link to each shutter.
 Their rotation can customize the four shutters position.
 ! Don't forget to change rotation mode to Pivot !





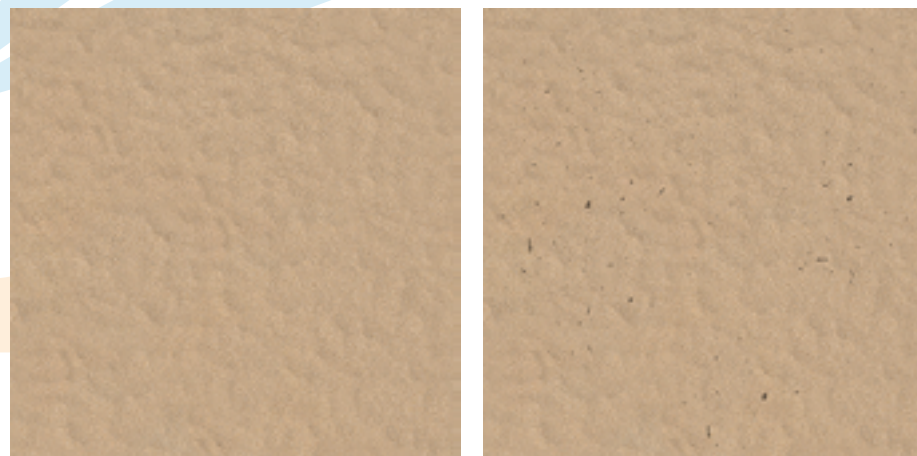
Sand

• sand

Texture : 512 x 512 px

• sandDirty

Texture : 512 x 512 px





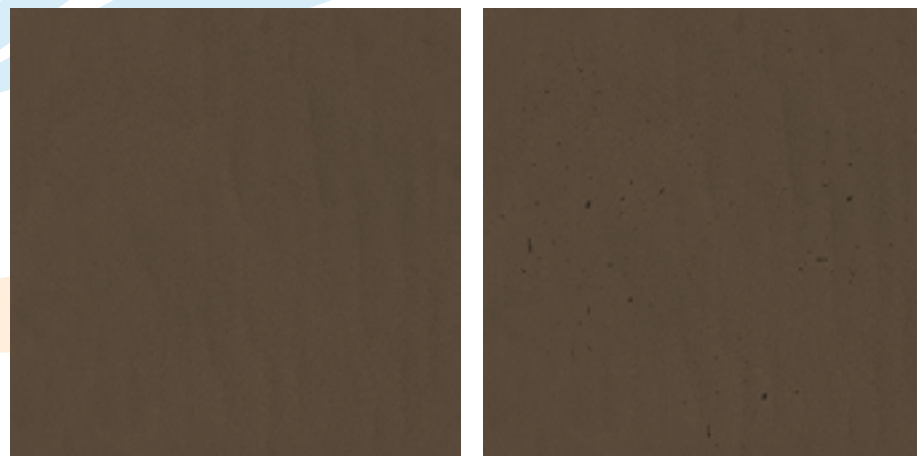
SandWet

• sandWet

Texture : 512 x 512 px

• sandWetDirty

Texture : 512 x 512 px





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Package Asset store page : <https://www.assetstore.unity3d.com/en#!/content/32927>



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



Contact email : contact@arigasoft.com



Support email : support@arigasoft.com

