

Street Lights Pack 01 - Info Document

The **Street Lights Pack 01** is a collection of **10 high-quality, game-ready streetlight models**, perfect for urban, suburban, and industrial environments. Designed for easy integration, these assets come with **preconfigured materials and prefabs** for quick use.

How to Use

1. Import the Pack

- Navigate to:
[Assets/Sat Productions/G-01/Street Lights Pack 01/](#)
- Choose and import the correct package for your render pipeline:
 - [Street Lights Pack 01 Built-In.unitypackage](#) (for Built-In Render Pipeline)
 - [Street Lights Pack 01 URP.unitypackage](#) (for Universal Render Pipeline)
 - [Street Lights Pack 01 HDRP.unitypackage](#) (for High Definition Render Pipeline)

2. Placing Models

- Once imported, go to [Assets > Street Lights Pack 01 > Prefabs](#).
- Drag and drop the prefabs into your scene.

3. Customization

- Materials are pre-applied and can be modified in the **Materials** folder.
 - Adjust the **light intensity, color, or shadows** for your specific needs.
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Technical Details

- **10 Mesh Models**
 - **10 Prefabs** ready to use
 - **Preconfigured Materials** for easy customization
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Notes

- Ensure you import the correct package based on your render pipeline.
- If you enjoy using this pack, please leave a review to support future updates.

Enhance your environments with **Street Lights Pack 01!** 🚀

