



Unity Assets - Toon Planes Pack v1.3.0

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The **Unity Assets - Toon Planes Pack** of the provided content outlines a package by SICS Games comprising 130 prefabs designed for building airports within Unity. It highlights compatibility with Unity's render pipelines, including the Built-in Render Pipeline, Universal Render Pipeline (URP), and High Definition Render Pipeline (HDRP).

The package includes a variety of assets such as buildings, runway elements, aircraft, vehicles, and characters, with detailed features like interiors, detachable wheels, and customizable character variations. The asset list covers characters, buildings, aircraft, road/runway elements, and vehicles, with a demo scene showcasing the integration of all assets.

"Unity Assets - Toon Planes Pack" Samples:



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