



yoo what



Game Object Unity Scene

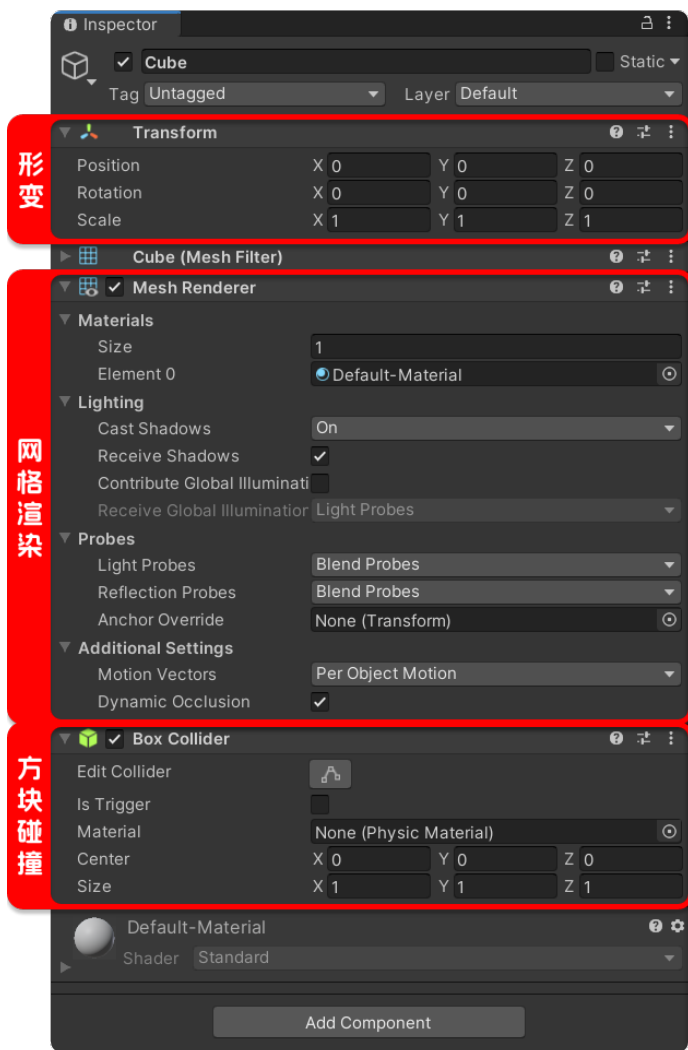


Components



Hierarchy bar-chairs Chairs Bar\_Chairs\_1 (?) bar-chairs Chairs Bar\_Chairs\_1 (?)





Transform (Position) (Rotation) (Scale) Unity

Mesh Renderer

Box Collider

Material

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