



MURBUNDOS SCI-FI WORLD

KUBIKOS – Sci-Fi Cube World

KUBIKOS – Sci-Fi Cube World is high quality, extensive modular assets pack which includes more than 600 Unique assets. With KUBIKOS Sci-fi Cube World you can build all kinds of interesting, innovative and fun game levels. KUBIKOS is perfect for tile based stylized games.

Compatibility

- The minimum supported unity version at this time is Unity 2017.4.10f1
- URP Ready
- DEMO SCENES AVAILABLE ONLY FOR STANDARD RENDER PIPELINE
- The package was designed for desktop and mobile use. It's fully optimized for small mobile platform levels as well as large desktop and console games.
- VR has not been tested by me, but users have reported to have no graphical issues.
- Compatible Asset Store packages:

[KUBIKOS – KUBIKOS World](#)

[KUBIKOS – 3D Cube Village and Farm](#)

[KUBIKOS - Animated Cube Mini Animals 1](#)

[KUBIKOS - Animated Cube Mini Animals 2](#)

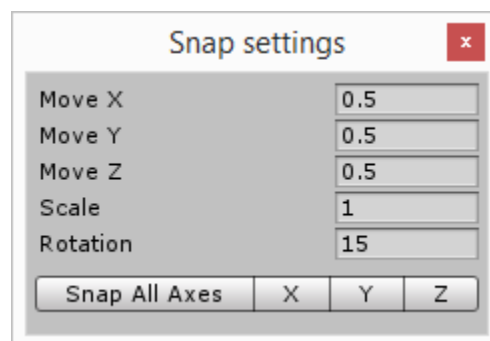
[KUBIKOS - Animated Cube Mini BIRDS](#)

[KUBIKOS - People 20 Animated Cube Characters](#)

[KUBIKOS - RPG / RTS 20 Animated Cube Mini Units](#)

Placement and Grid Snapping

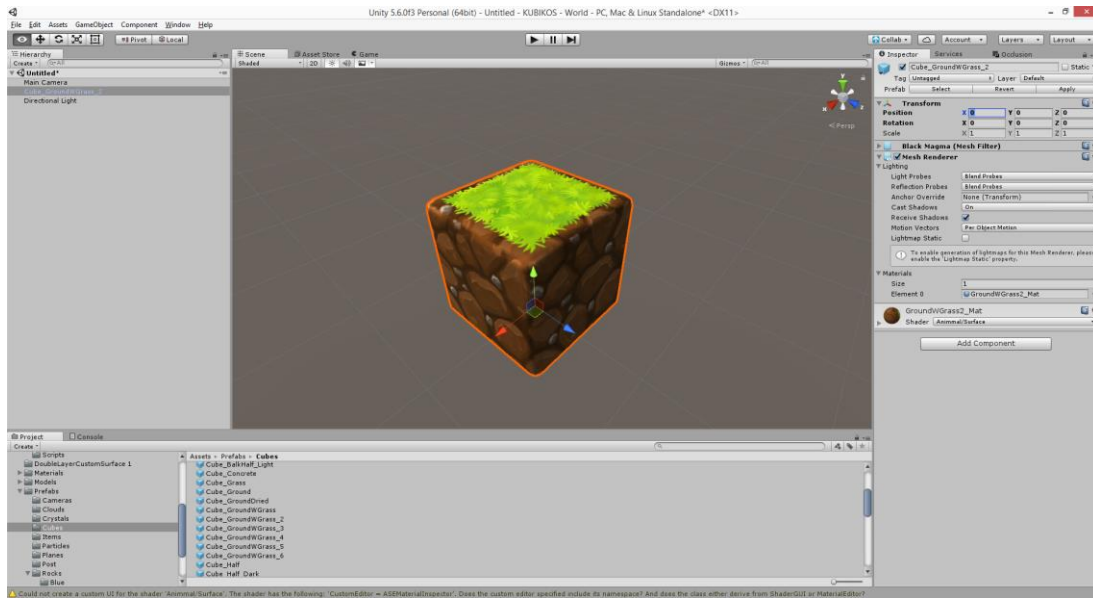
Its super easy to start building with KUBIKOS, just drag and drop one of cube assets into the scene. Every asset in package was designed with modularity in mind, you just need to snap individual or multiply pieces on grid with unity build in snap settings menu.



Unity snap settings – Edit > Snap Settings

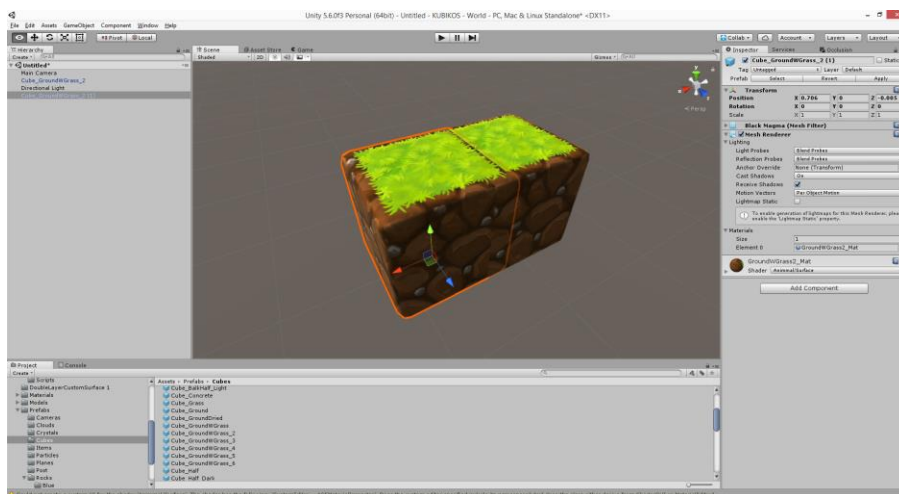
To start building with cube assets:

1. drop cube in scene.

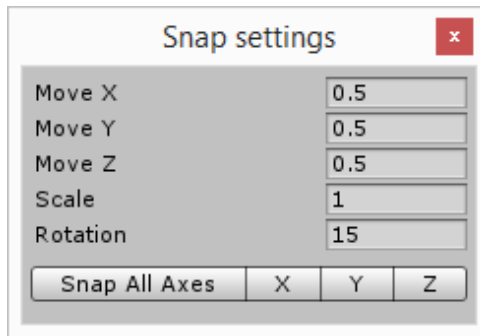


2. Make sure that its located on 0.0.0 coordinates

3. Copy cube with > CTRL + D, move it on to a place where you want it to be placed



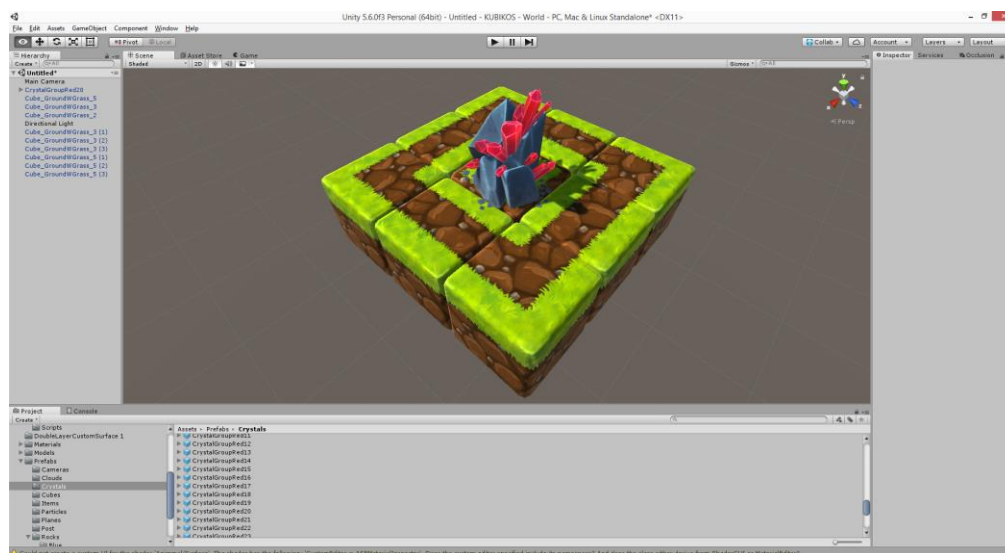
4. Open snap settings and put 0.5 value in Move X,Y,Z fields



5. Select cube and just hit Snap all axes, it will be snapped and aligned to a grid.

6. To mirror object put negative value on the axis you want to mirror it. For example, if you want to mirror object on X axis, put -1 in its X scale value.

You can do this to individual or multiply pieces. You can even snap whole level to a grid, just select all pieces in scene and hit > Snap All Axes



IMPORTANT NOTE:

For maximum optimization you can leave normal maps fields without textures.
KUBIKOS will look great on mobile even without normal maps.

Universal Render Pipeline (URP)

Assets for using with Universal Render Pipeline (URP) located in <Prefabs URP> folder

if you have any questions or comments about KUBIKOS please contact us via

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Please leave a Review, it helps a lot. Thank you very much.

Happy Building !