

<p> Poly Art Studios ; presents one our most ambitious packs .</p>

<p>This pack contains 25 Pieces and DemoScene </p>

<p>Features:</p>

<p>A simple vertical/height fog shader .Optimized for Mobile and great for Desktop too. The shader has adjustable Color, Opacity and Intensity. Doesn't work with Orthographic camera. </p>

<p>- Model is scaled correctly</p>

<p>- material with custom unlit toony colors shader : </p>

<p>* Toony Colors Regular: Base effect where you can choose the color of highlights and shadows. </p>

<p>* Toony Colors Rim Lighting: Adds a rim light to the model (fake backlighting), color controllable. </p>

<p>* Toony Colors Rim Outline: Similar to rim lighting but blends the rim color instead of adding it. </p>

<p>*Toony Colors Rim Alpha: The rim power defines the transparency of the object</p>

<p>- textures quality: 1024x1024 (You can change the size of the texture on your own)</p>

<p>- 16 building (8200 vertices)</p>

<p>- Water tank(328 vertices)</p>

<p>- Trampoline (60 vertices)</p>

<p>■ Unity Compatibility ■ </p>

<p>Works in Unity 2019.4 and above. </p>