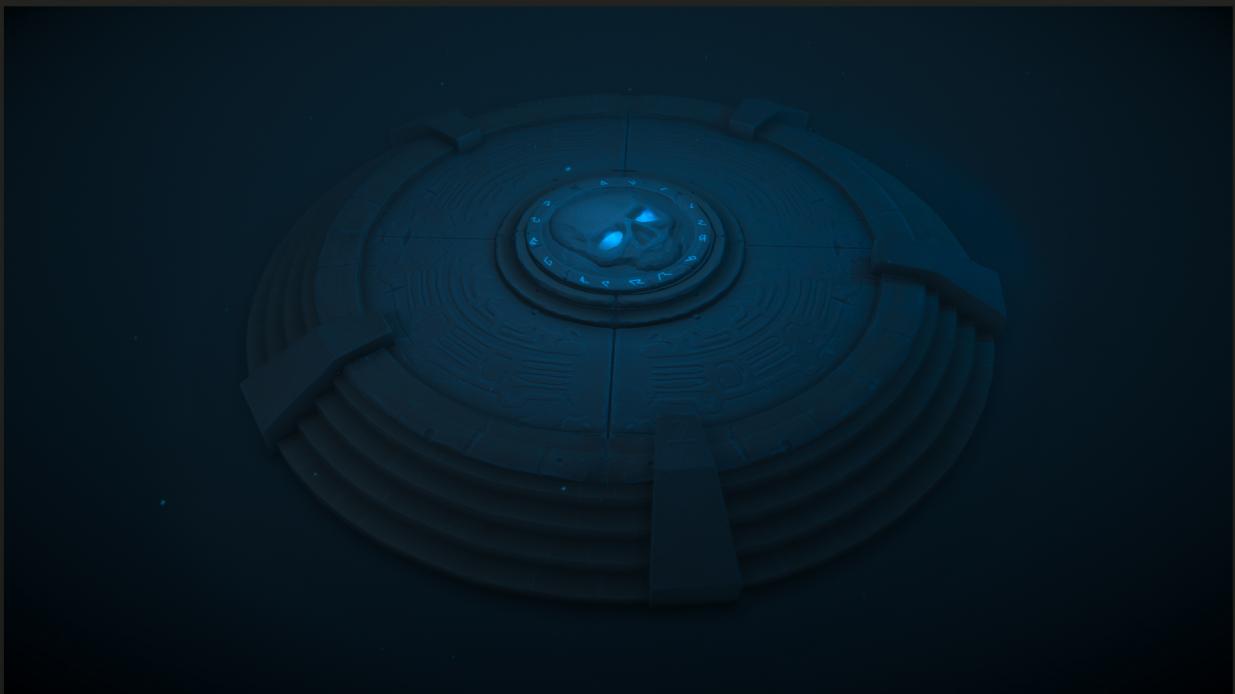


SKULL PLATFORM



by
OVIDIU VLADUT

For a sneak peek of what I'm working on, check out my:

[ArtStation](#):

<https://www.artstation.com/ovidiuvladut>

[Behance](#):

<https://www.behance.net/VladutOvidiu>

**To achieve the camera effects presented in the screenshots,
you will need to import in your project  Unity Post Processing Stack package.**

Technical Details

5 Platforms
Number of Meshes: 7
Number of Prefabs: 9

Collision: Yes
LODs: Yes
Physically-Based Rendering: Yes
Texture Size: 4096x4096
Number of Textures: 7 (2 Albedo, Specular, Normal, Ambient Occlusion, Emissive)
Number of Materials: 5
Intended Platforms: Desktop

You can downscale the textures from 4K to 2K or 1K
depending on your needs but you'll get the highest resolution to decide for yourself.

I am planning to create more Packages with different models so don't hesitate to tell me if you have something in mind.
You can send me a message on my email

Don't hesitate to contact me if you need any information.