Warehouse Props Vol. 1

Content/Features

Models: 62
Materials: 33
Prefabs: 71
Variants: 15
Textures: 123

- 1 set of 256x128
- 1 set of 512x512
- 12 sets of 1024x1024
- 4 sets of 512x1024
- 2 sets of 1024x512
- 1 set of 2048x256
- 11 sets of 2048x2048
- 1 set of 4096x2048

Optimized game-ready models

Includes an asset zoo scene

Support for all render pipelines, .unitypackages included for HDRP and URP support

Objects include lightmap UVs

Objects contain LODs

Objects contain collision meshes

UVs do not exceed the UV square (handy for atlasing textures for mobile use)

Uses standard Unity shaders

Forklifts are included as skinned meshes for easy interactivity, as well as static objects

The package works best with Color Space set to Linear

Standard render pipeline scenes use Unity's post processing stack (v2)

Support
Support email: support@cyberneticwalrus.com