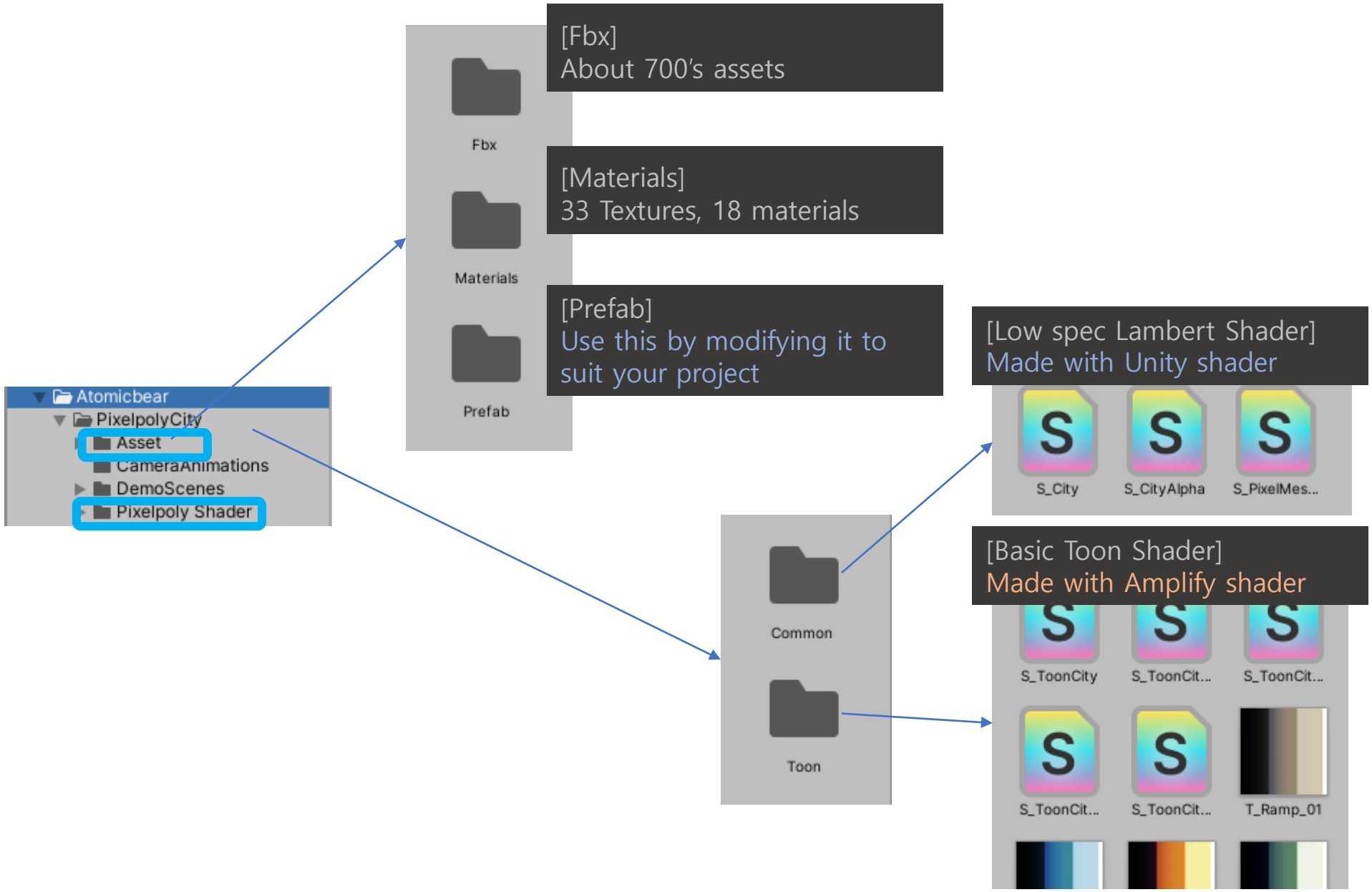
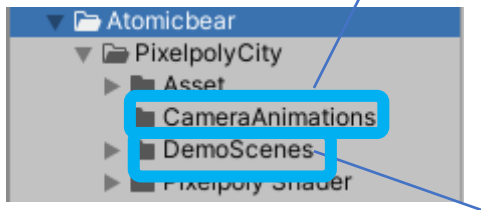
PIXELPOLY
CITY

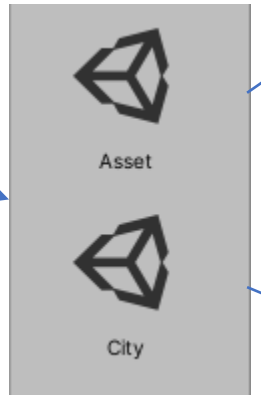
ASSETS


[Fbx]
About 700's assets
Fbx
[Materials]
33 Textures, 18 materials
Materials
[Prefab]
Use this by modifying it to suit your project
Prefab
Atomicbear
PixelpolyCity
Asset
CameraAnimations
DemoScenes
Pixelpoly Shader
[Low spec Lambert Shader]
Made with Unity shader
S_City
S_CityAlpha
S_PixelMes...
Common
Toon
[Basic Toon Shader]
Made with Amplify shader
S_ToonCity
S_ToonCit...
S_ToonCit...
S_ToonCit...
S_ToonCit...
T_Ramp_01

DEMO SCENES

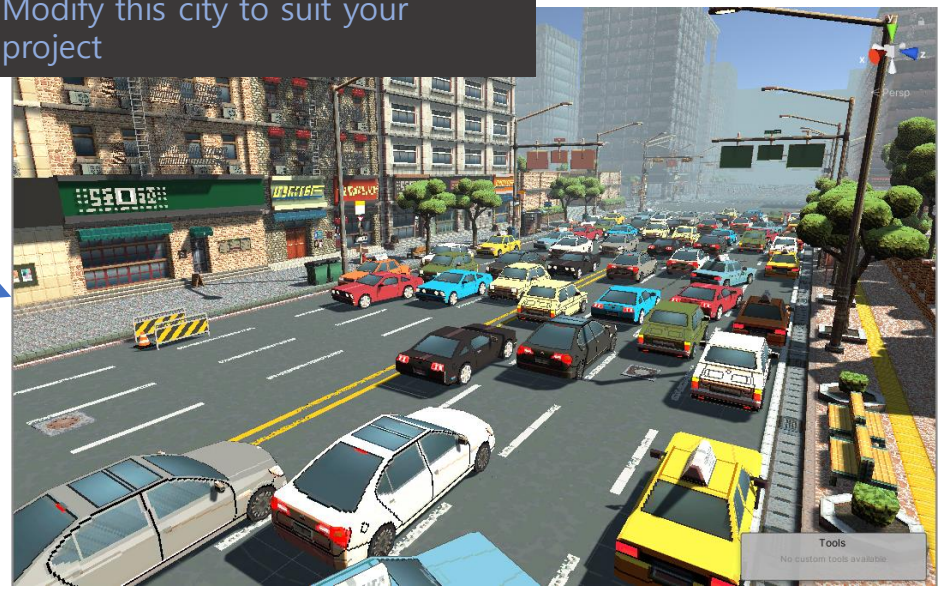
[CameraAnimations]
This is the camera animation of the demo scene.
You can erase it.





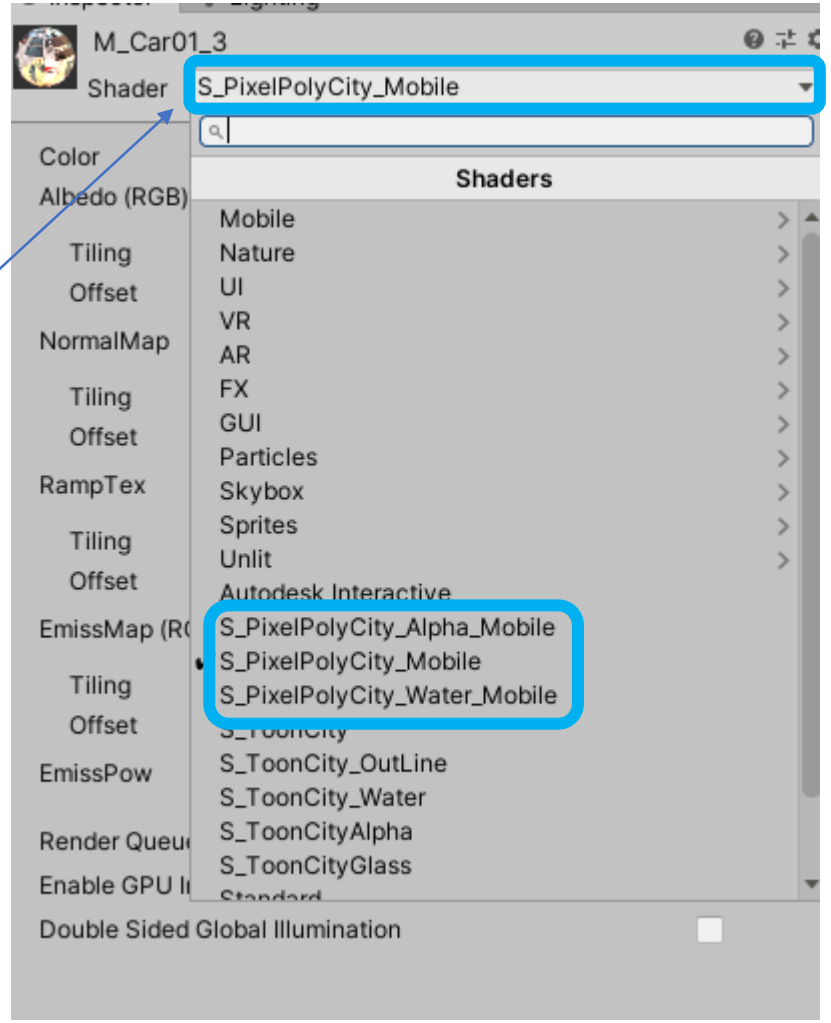
[Asset]
This is the scene where all fbx files are displayed.

[City]
A city made of assets.
Modify this city to suit your project

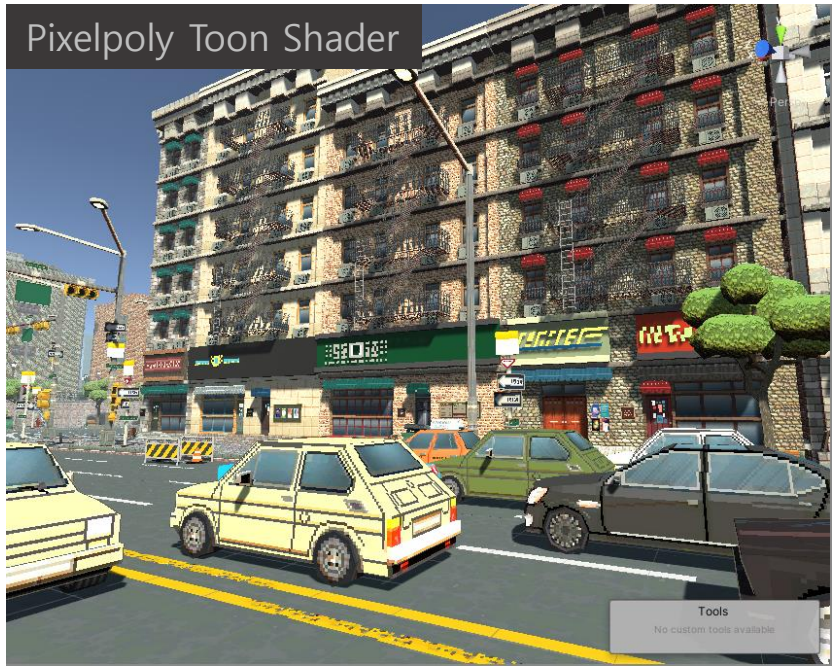


CHANGE SHADER FOR MOBILE

If the shader is too slow, switch to the mobile version shader



Pixelpoly Toon Shader



Mobile version

NOTICE

Clicking Fbx displays a warning message on the console.

This is because I used a shader created using the Amplify shader.

Press the **Clear button** to clear the warning message.

Alternatively, you can purchase and import an Amplify shader.
This makes the material more versatile.