Overview

Thanks for purchasing the Low Poly Series: Caverns asset package! I hope it works well for your project.

If you encounter any issues, please contact me at:

Stoolfeathergames@gmail.com

Or

Post your questions and requests on the Unity Forums:

https://forum.unity3d.com/threads/low-poly-series-caverns.439752/#post-2842956

Pipelines

The base package is setup for the built-in pipeline but there are packages for URP and HDRP. Remove the base assets and import a package that matches your pipeline.

URP

I have included my URP and Post Processing settings if you want to achieve exact results. Some of these features may affect performance, use them as you see fit.

- Shadow Distance set to 100
- High Dynamic Range (HDR) Enabled
- Screen Space Ambient Occlusion enabled.

Other notes

- I use very high-resolution shadows on my directional lights.
- Temporal Anti-Aliasing on my cameras

HDRP

I have included my HDRP and Post Processing settings if you want to achieve exact results. Some of these features are very performance heavy, use them as you see fit.

- Shadow Distance set to 150
- Contact Shadows Enabled
- Screen Space Ambient Occlusion, Reflections and Global Illumination enabled.
- Water Rendering Enabled (For Caverns and Pirate Sets)
- Dynamic Ambient Mode

Other notes

- I use very high-resolution shadows on my directional lights.
- Temporal Anti-Aliasing on my cameras

Contents

This package includes the following:

Assets
Note: All assets include exported FBX Files and prefabs. Each mesh has been lightmapped using Unity import unwrapped. Each mesh also has a prefab.

Floors
- 34 Modular Floor Assets: These modular floor assets
- 34 Modular Floor Grass Assets: These are the same as the regular floors but the paths are green

Walls
- 2 Entrances
- 8 Pillars
- 24 Modular Walls

Crystals
- 3 Broken Crystals
- 5 Cube Crystal Growths
- 5 Cube Crystal Clusters
- 6 Crystal Shard Growths
- 6 Crystal Shard Clusters

Rocks
- 3 Boulders (very big)
- 3 rock cliffs
- 3 large rocks
- 4 med assets
- 2 pointy rocks
- 4 small rocks
- 3 Stalagmites....or stalactites if you rotate them :)
- 7 Steps Rocks (flat rocks, great for platforms, steps, etc.)

Foliage
- 4 bush assets
- 3 grass assets
- 5 Bush Toppers (bushes that hang off rocks)
- 3 Ferns
- 3 Hanging bushes (Meant to hang from bush toppers and add variety)
- 3 Mushrooms
- 3 Roots
- 5 shrubs
- 2 dead trees
- 3 small dead trees
- 5 small dead trees
- 3 Vines

Sky
- 3 cloud assets

Textures
Note: All assets are created using one texture assets. No multiSubs are used.

- CavernColours
This texture is utilized by all road and terrain assets. Photoshop file has all layers labeled and is easily adjustable.

Scenes
There is a small level used to showcase the assets.
This package also includes scenes used to take individual screenshots.

Thanks for picking up this pack, please leave a review if you can and check out my other packages in the Low Poly Series.
Use anything in this package for your work, just please don't resell anything.