

This pack contains:

- 11 Cliff Formations

LODs and polycounts (in triangles):

- **All Models have LODs.**
- Cliffs have 5 LODs
 - First LODs range 25k-6k
 - Last LODs range 500-150

Textures:

- Cliffs texture resolution is 4K

Textures include:

- Albedo
- Normal Map
- Metallic and Smoothness
- Ambient Occlusion
- Mask Map (it contains)
 - Red channel – Metallic map
 - Green channel – Ambient Occlusion map
 - Blue channel – empty (white)
 - Alpha channel – Smoothness map

If you have any problems or questions about this or any of my other packages you can send me an email at **ravibio@abv.bg**