



IOVR



3D POLY

Indian Metaverse - Delhi



THANK YOU!

This asset is a part of the bigger collection: [3D POLY: Indian Metaverse](#)

We are grateful for your purchase. If you need any assistance or have questions, feel free to reach out to us at: contact@iovr.space.

This project has been created by **IOVR Space:**

Design Team: Anokhi Shah, Deepanshi Sethi

Technical Team: Devashu Bhadouria, Anikesh Awasthi

Intern: Nebu Sam

We've worked hard to develop this package, and we're excited to see how you incorporate these assets into your project.

3D POLY

Indian Metaverse - Delhi

Explore India's rich heritage through this **low-poly** asset pack, featuring **Delhi** region of India.

Each region includes categories such as **architecture, characters, animals, foliage, and props**, all carefully designed to capture the unique essence of these culturally significant areas.

With a streamlined, low-poly aesthetic, these assets are **optimized** for use across multiple platforms, making them perfect for game development, prototyping, and creating interactive, immersive, and other creative projects.

Ideal for creating authentic and vibrant digital worlds, these assets are based on extensive visual data to ensure historical accuracy and aesthetic appeal.

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Features:

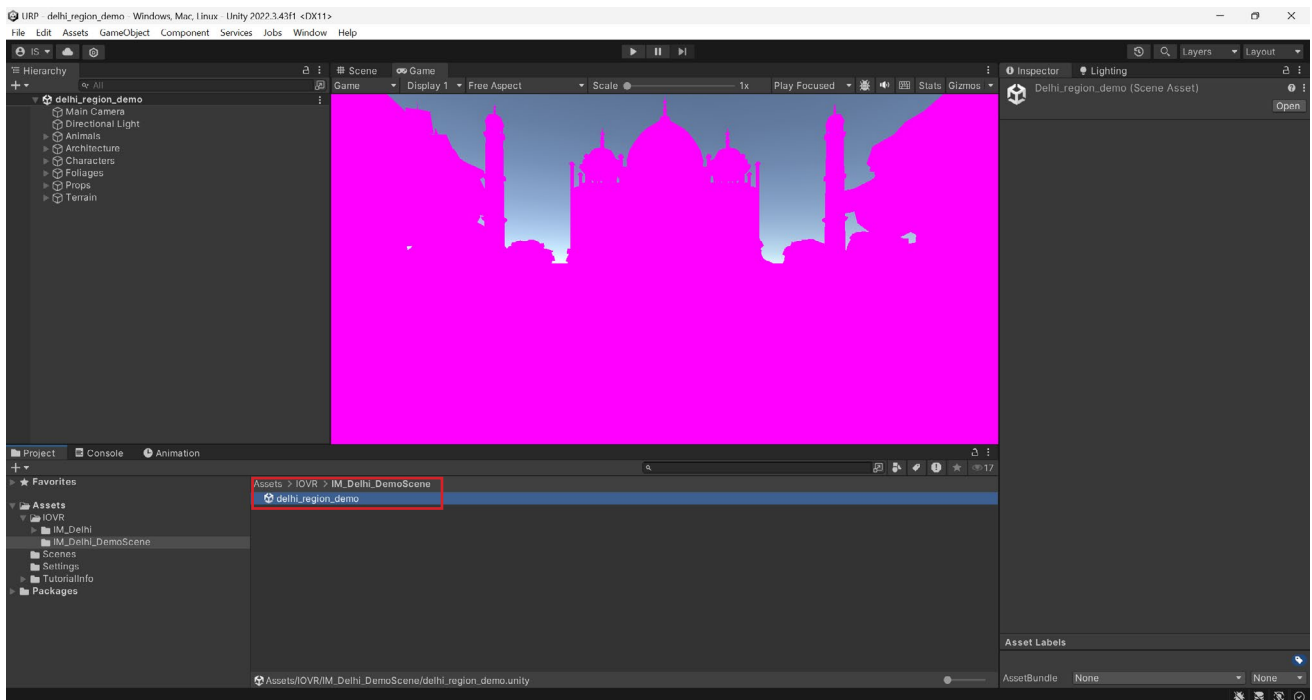
- Over 50 unique prefabs with colliders
- 1 Aesthetically driven and detailed demo scene
- Material and Texture Atlas workflow
- Two versions of each model for speed or optimization
- Modular Building System
- VR/AR Ready
- Free updates
- Additional regions will be added soon

Includes:

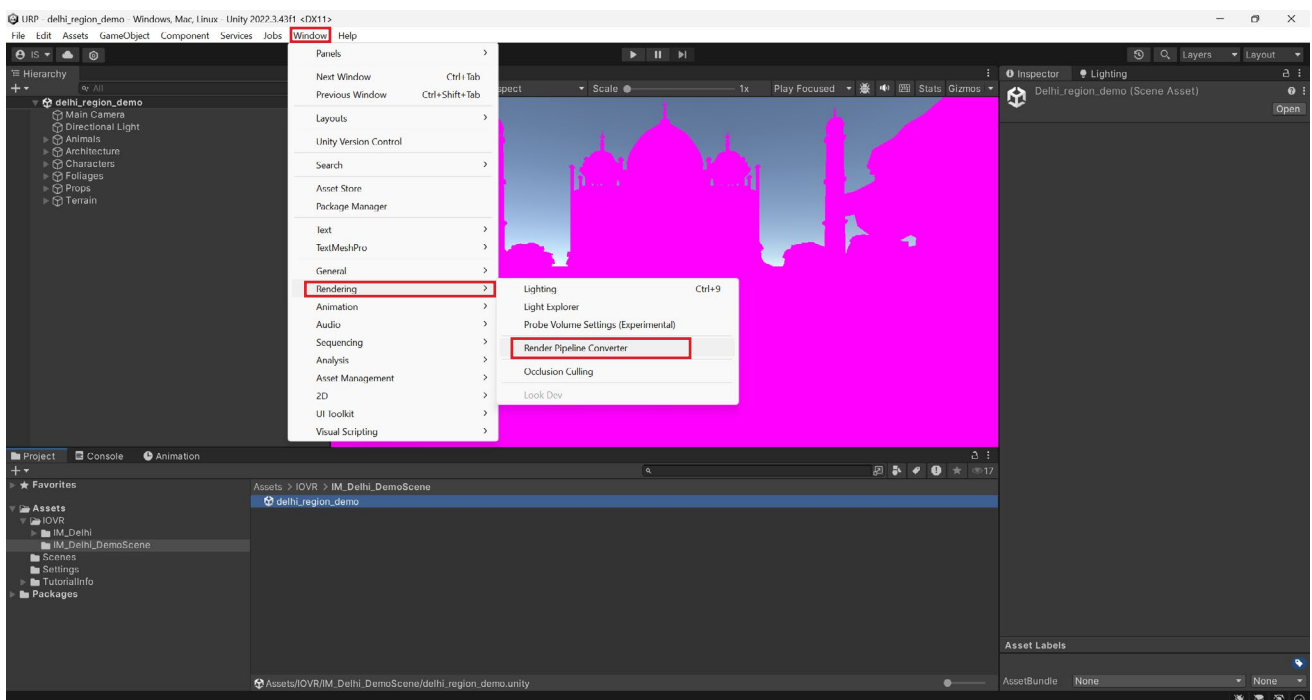
- 3 Architectural Prefabs (Additional 20 Modular blocks for you to create)
- 4 Characters with regional clothing (T-Pose)
- 2 Animals
- 12 Foliage (Native to the region)
- 10 Props (Vehicles, Street elements, Props, and more)
- 6 Terrains

Convert from Built-in to URP

Step 01 - Open the project files in your URP template,
Open the 'delhi_region_demo' scene.



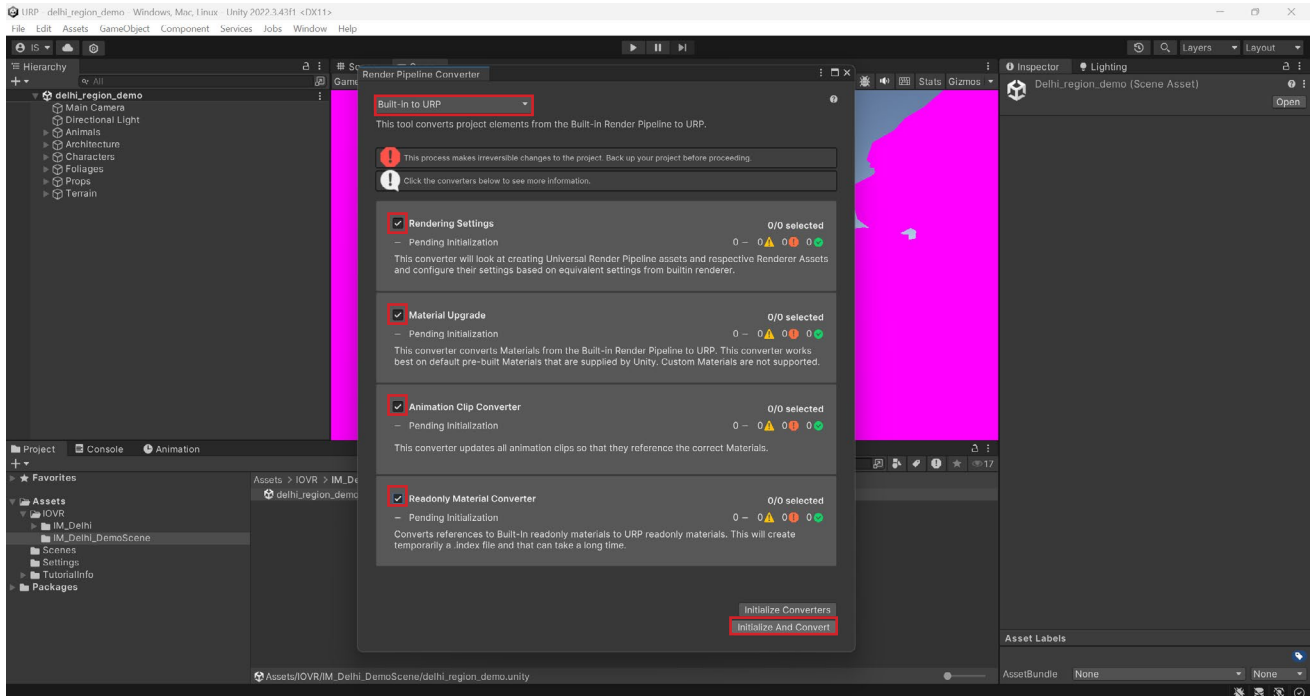
Step 02 - From the menu bar, go to Window > Rendering > Render Pipeline Converter



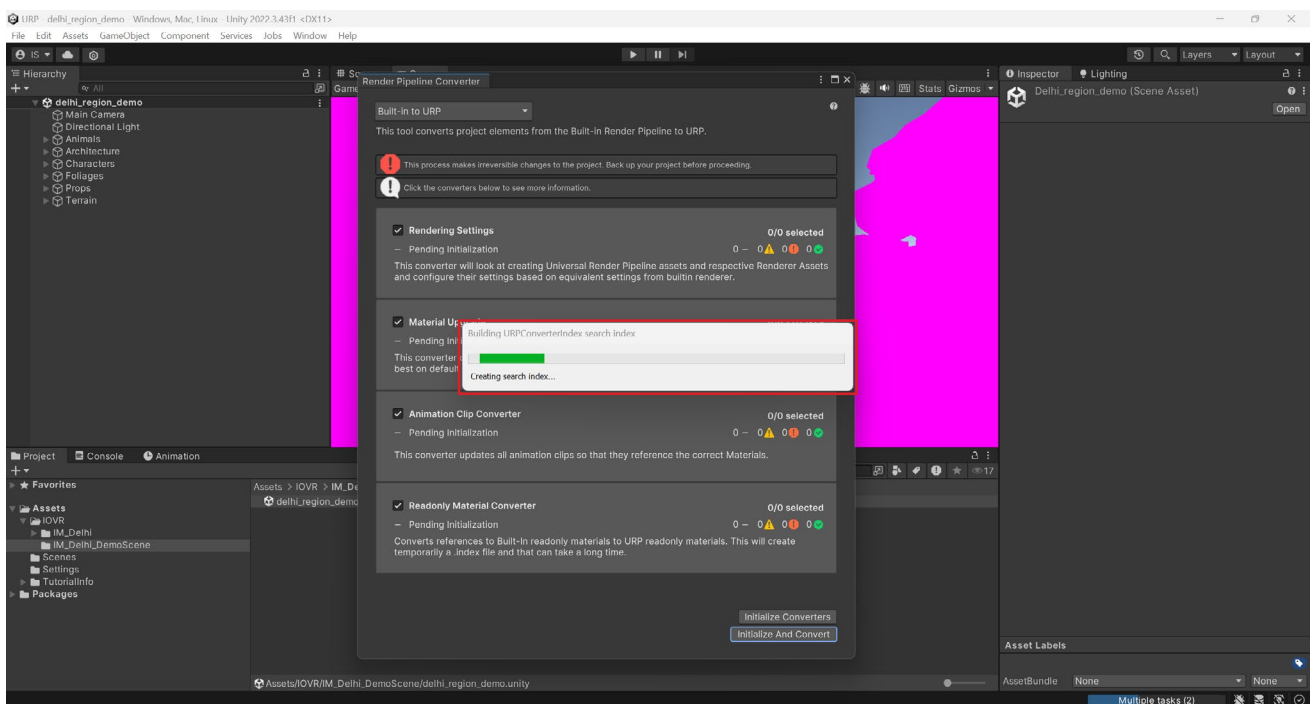
Step 03 - Built-in to URP

Please select: Rendering Settings, Material Upgrade, Readonly Material Converter, Animation Clip Converter.

Once all are selected, click on **Initialize and Convert**



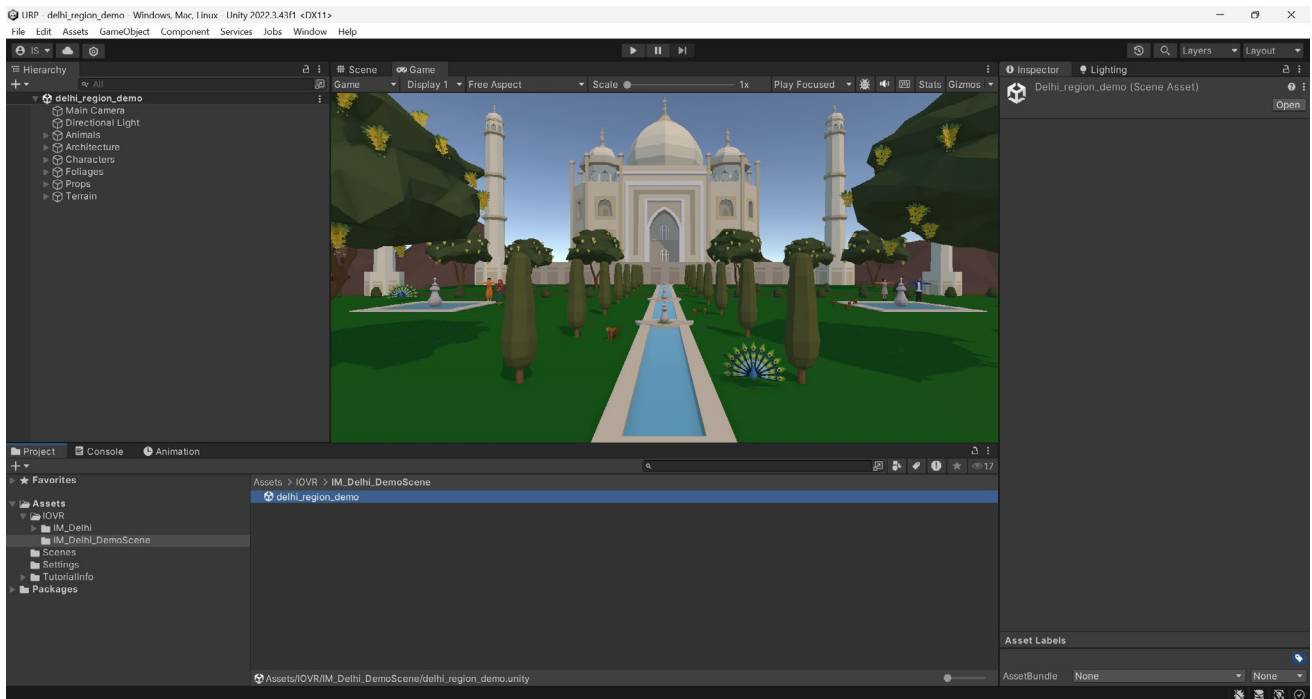
Step 04 - Please wait for the process to complete. Once completed, close the Render Pipeline Converter window.





Step 05 - Enjoy!

File is good to go!



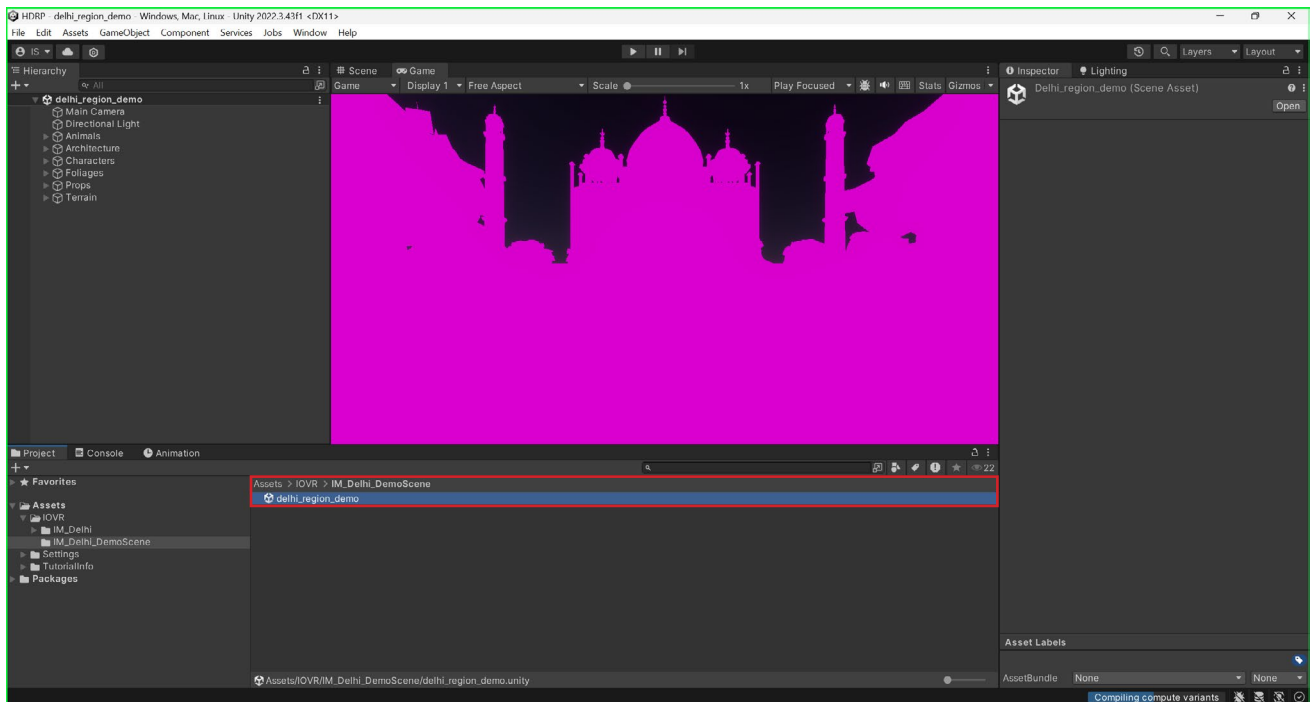
Convert from

Built-in to HDRP

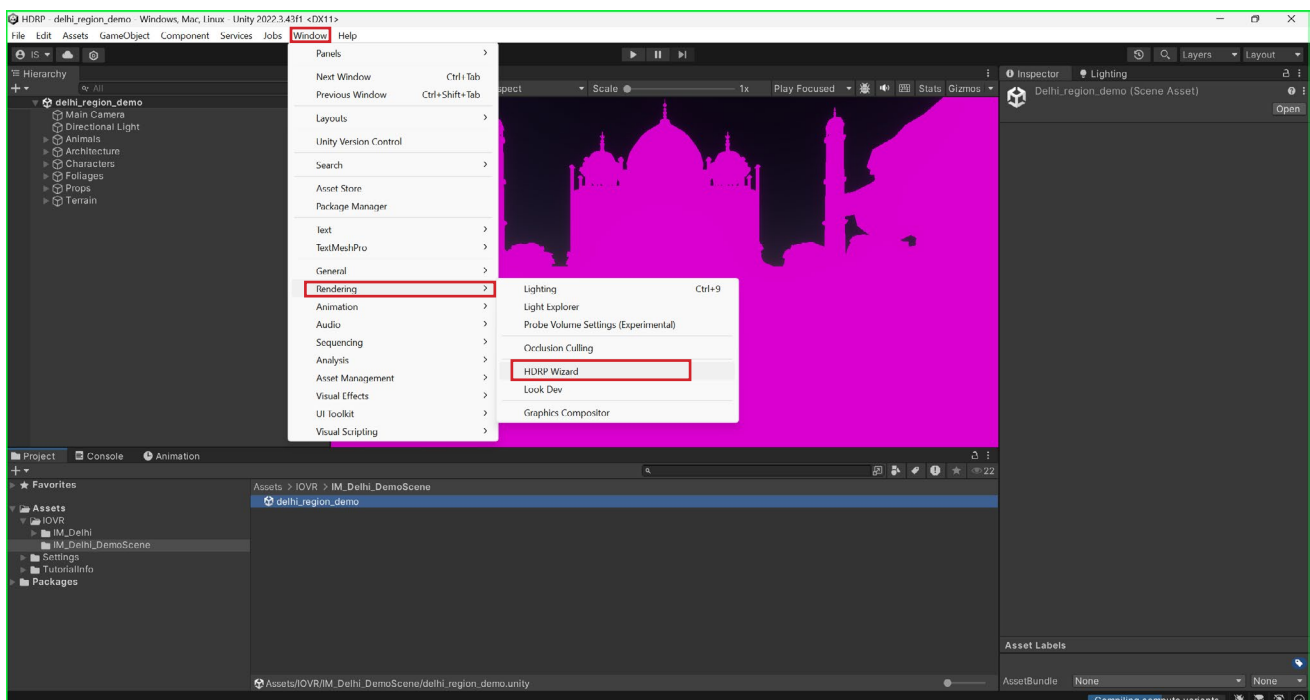
Convert from

Built-in to HDRP

Step 01 - Open the project files in your HDRP template, Open the 'delhi_region_demo' scene.

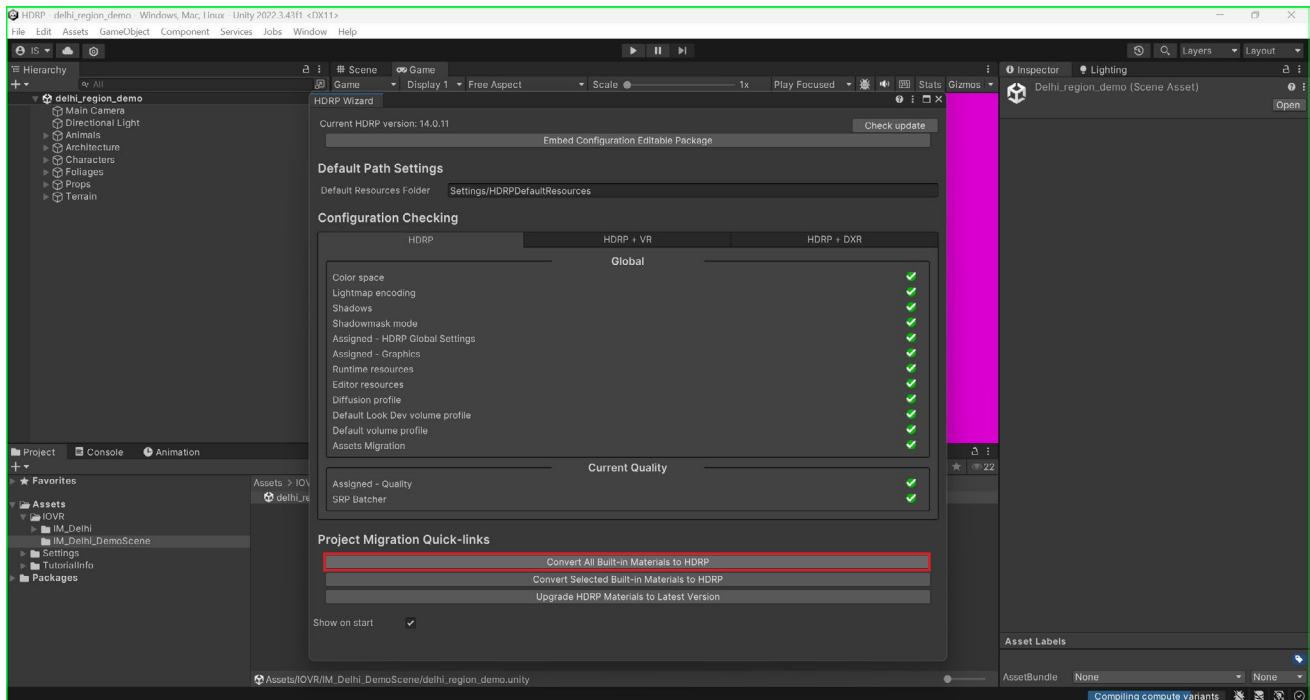


Step 02 - From the menu bar, go to Window > Rendering > HDRP Wizard

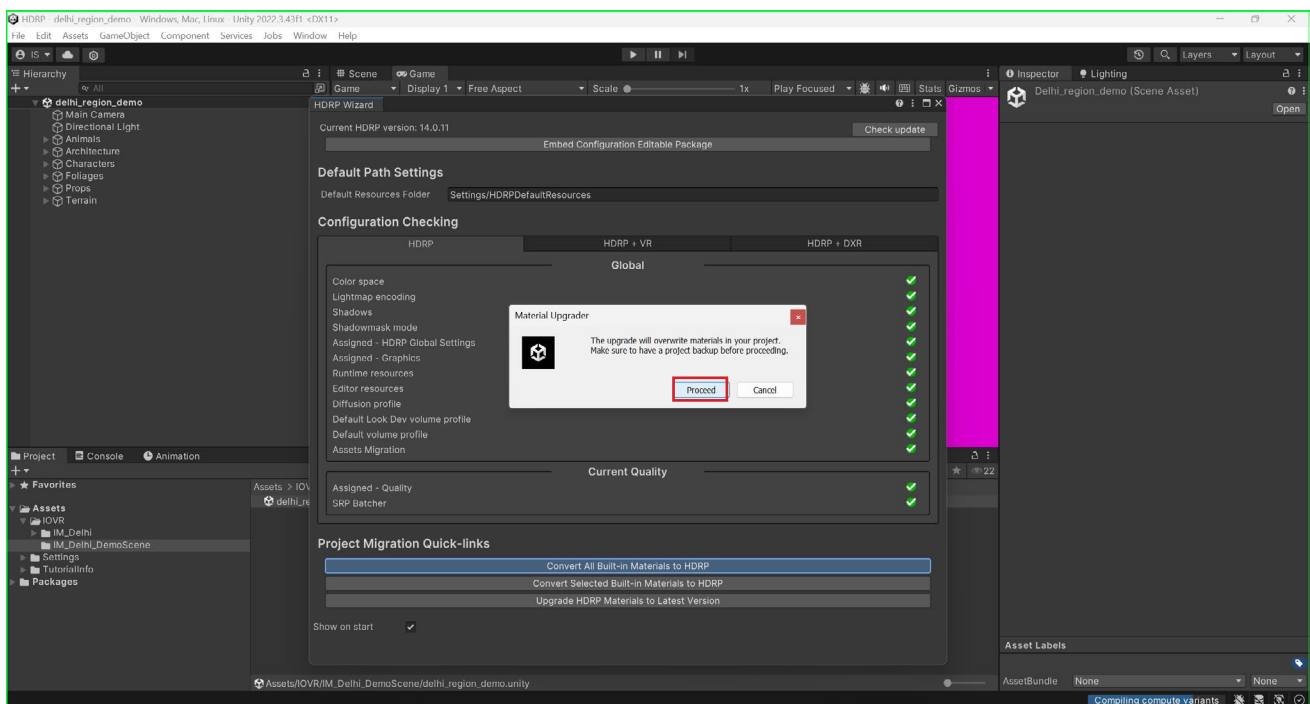


Step 03 - HDRP Wizard:

In the Project Migration Quick-Links select: Convert All Built-in Materials to HDRP



Step 04 - Please select Proceed and wait for the process to complete. Once completed, close HDRP Wizard window.





Step 05 - Enjoy!

File is good to go!

