

CountryHouse

DOCUMENTATION



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➤ **Polycount:** 35 534 tri



➤ **Texture maps infos:** PBR package maps

Bottom



4096 x 4096 px

Top



4096 x 4096 px

Door



2048 x 2048 px

Flap



1024 x 1024 px

➤ **Rig:** Yes

➤ **Rig infos:** Doors and Flaps can be animated in local rotation

➤ **Extra features:** First floor interior is textured, roof and pergola can be removed.

WindMill

DOCUMENTATION



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- **Polycount:** 28 238 tri (WindMill only)
- **Texture maps infos:** PBR package maps

Bottom



4096 x 4096 px

Top



4096 x 4096 px

Door



2048 x 2048 px

Flap



1024 x 1024 px



- **Rig:** Yes ➤ **Rig infos:** Doors, Flaps and Sail can be animated in local rotation
- **Animation:** Rotation of the sail
- **Extra features:** Included in this package a well and a tree.
In the windmill the first floor interior is textured, roof and sail can be removed.

WaterMill

DOCUMENTATION



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- › **Polycount:** 51120 tri (WaterMill only)



- › **Texture maps infos:** PBR package maps

Bottom



4096 x 4096 px

Top



4096 x 4096 px

Door



2048 x 2048 px

Flap



1024 x 1024 px

- › **Rig:** Yes

- › **Rig infos:** Doors, Flaps and Wheel can be animated in local rotation

- › **Animation:** Rotation of the wheel

- › **Extra features:** Included in this package a rock and a tree.
In the watermill the first floor interior is textured, roof can be removed.

Bridges Pack

DOCUMENTATION



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- **Polycount:** - BridgeHanging : 3 584 tri
- BridgePontoon : 2 828 tri
- BridgeRock : 2 044 tri
- BridgeRockBroken : 8 159 tri



- **Texture maps infos:** PBR package maps

BridgeHanging



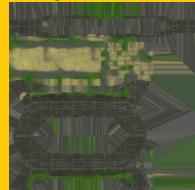
4096 x 4096 px

BridgePontoon



4096 x 4096 px

BridgeRock



4096 x 4096 px

BridgeRockBroken



4096 x 4096 px

- **Extra features:** This pack is a free pack, all that's in the picture is included.

Camp Pack

DOCUMENTATION



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Catapult 19 9016 tri



PBR map
4096 x 4096 px

Rig : yes
Animation :
shoot / reload

Rock 376 tri



PBR map
2048 x 2048 px

Cannon 3 056 tri



PBR map
4096 x 4096 px

Rig : yes
Animation : No

CannonBullet 192 tri



PBR map
2048 x 2048 px

Flag 898 tri



PBR map
4096 x 4096 px

Scaffolding 2 532 tri



PBR map
4096 x 4096 px

Tent01 375 tri



PBR map
4096 x 4096 px

Tent02 1 668 tri



PBR map
4096 x 4096 px

Tent03 978 tri



PBR map
4096 x 4096 px

Cart 3 236 tri



PBR map
4096 x 4096 px

Rig : yes
Animation : No

WoodenRampart 5 880 tri



PBR map
4096 x 4096 px

WoodenGate 15 788 tri



PBR map
4096 x 4096 px

Rig : yes
Animation :
open / close

Barels 648 tri



PBR map
4096 x 4096 px

Crate 2 216 tri



PBR map
4096 x 4096 px

Campfire 1 038 tri



PBR map
4096 x 4096 px

WoodPick 7 449 tri



PBR map
4096 x 4096 px

Bucket 346 tri



PBR map
2048 x 2048 px

Caldron 1 048 tri



PBR map
4096 x 4096 px



Extra features: Easily tweak the main color of tents by changing the main color of material
► [TentCustomColor](#)

Add a new custom blazon image and/or switch the color of material
► [BlazonCustom](#)



Building 17th

DOCUMENTATION



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- **Polycount:** 27 344 tri (Building only)



- **Texture maps infos:** PBR package maps

Bottom



4096 x 4096 px

Top



4096 x 4096 px



- **Rig:** Yes
- **Rig infos:** Doors can be animated in local rotation

- **Extra features:** First floor interior is textured, roof can be removed.

Cannon

DOCUMENTATION



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- **Polycount:** - Cannon: 3 056 tri
- CannonBullet: 192 tri
- **Texture maps infos:** PBR package maps

Cannon



4096 x 4096 px

CannonBullet



2048 x 2048 px



- **Rig:** Yes
- **Rig infos:** Wheels and cannon can be animated in local rotation

Catapult

DOCUMENTATION



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- ⟩ **Polycount:** - Catapult: 19 916 tri
- Rock: 376 tri
- ⟩ **Texture maps infos:** PBR package maps

Catapult



4096 x 4096 px

Rock



2048 x 2048 px



- ⟩ **Rig:** Yes
- ⟩ **Rig infos:** Wheels can be animated in local rotation
- ⟩ **Animation:** Shoot and reload

Various Farm Props

DOCUMENTATION



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Blackbird 440 tri



PBR map
2048 x 2048 px

Rig : yes

Animation :
- Idle look arround
- Take off
- Flight
- Landing

Butterfly 4 tri



Albedo map
2048 x 2048 px

Rig : yes

Animation :
- Idle
- Flapping wing

Cart 3 236 tri



PBR map
4096 x 4096 px

Rig : yes

Animation : No

Campfire 1 038 tri



PBR map
4096 x 4096 px

Bucket 346 tri



PBR map
2048 x 2048 px

Caldron 1 048 tri



PBR map
4096 x 4096 px

Haystack 2 508 tri



Albedo map
2048 x 2048 px

Medikit 340 tri



PBR map
2048 x 2048 px

Fork 376 tri



PBR map
2048 x 2048 px

Well 8 810 tri



PBR map
2048 x 2048 px

FlowerPot 6 596 tri



PBR map
4096 x 4096 px

WoodFence 304 tri



PBR map
4096 x 4096 px

Barels 648 tri



PBR map
4096 x 4096 px

Crate 2 216 tri



PBR map
4096 x 4096 px

Training Dummy

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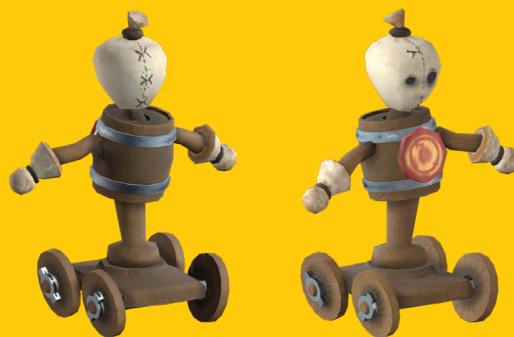


- **Polycount:** 2 808 tri

- **Texture maps infos:** PBR package maps



4096 x 4096 px



-
- **Rig:** Yes

 - **Animation:** T-Pose and Hit move

Stylized Vegetation Pack

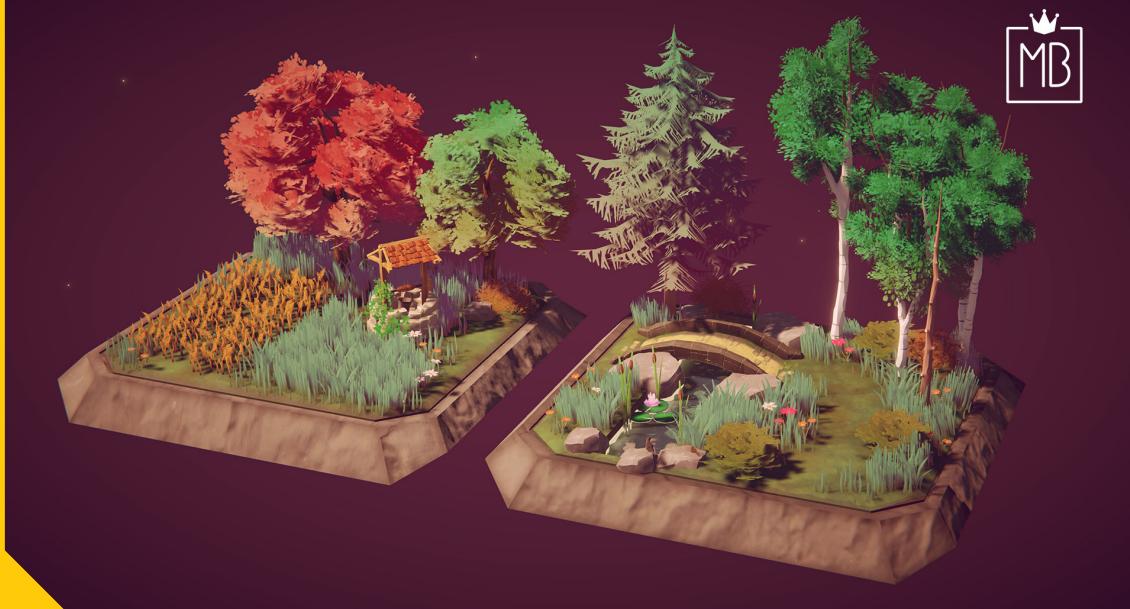
DOCUMENTATION 1/2



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Grass01



Custom Shader

Grass02



Custom Shader

Grass03



Custom Shader

Birches01 11 026 tri



Custom Shader

Birches02 17 112 tri



Custom Shader

Birches03 46 588 tri



Custom Shader

Firs



Custom Shader

Tree



Custom Shader

DaisyPink



Custom Shader

DaisyOrange 1042 tri



Custom Shader

DaisyWhite01 404 tri



Custom Shader

DaisyWhite02 808 tri



Custom Shader

Waterlily



Custom Shader

Reeds



Custom Shader

Bush01



Custom Shader

Bush02



Custom Shader

Wheat



Custom Shader

Ivy 5 760 tri



Custom Shader

Well



PBR map
2048 x 2048 px

Blackbird



PBR map
2048 x 2048 px

Rig : yes

Animation :
- Idle look arround
- Take off
- Flight
- Landing

Butterfly



Albedo map
2048 x 2048 px

Rig : yes

Animation :
- Idle
- Flapping wing

Rock



PBR map
2048 x 2048 px

BridgeRock 2 044 tri



PBR map
4096 x 4096 px

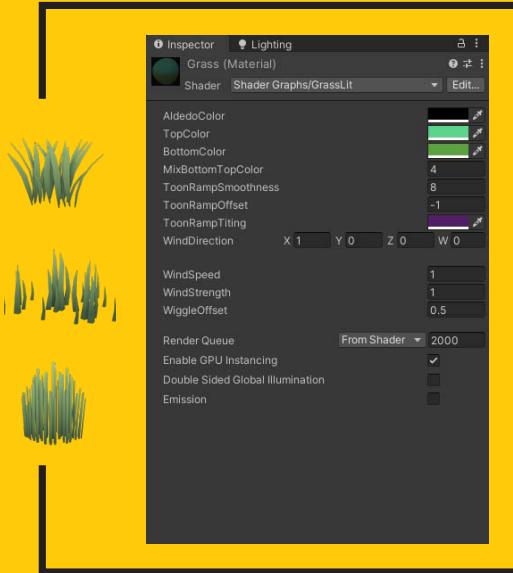
Stylized Vegetation Pack

DOCUMENTATION 2/2

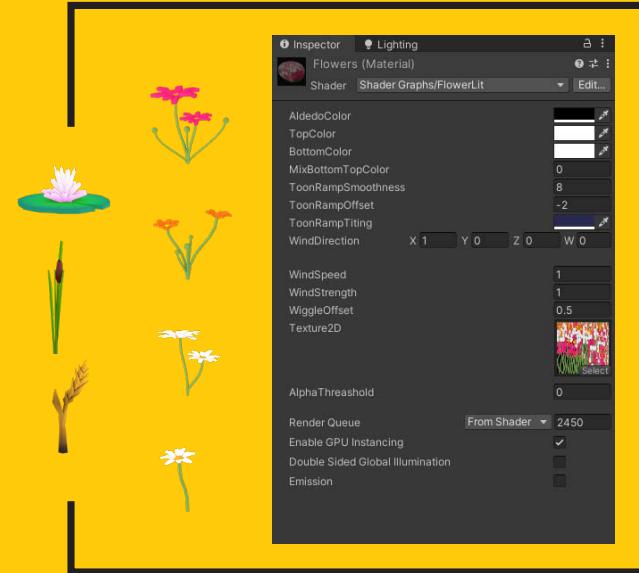


- **Extra features:** Easily tweak custom shaders

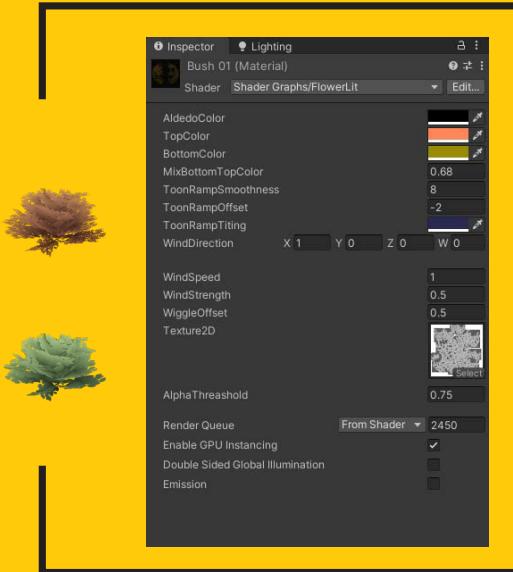
Shader: GrassLit



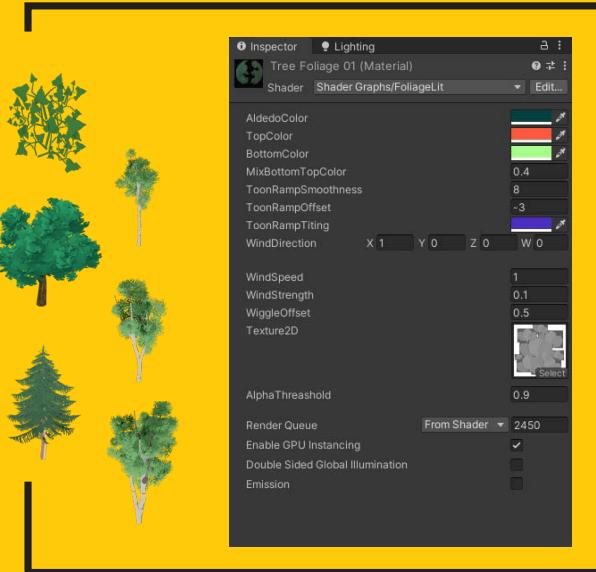
Shader: FlowerLit can contain a basecolor map



Shader: FlowerLit can contain an alpha map too



Shader: FoliageLit can contain an alpha map





Stylized village buildings

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Well PBR map 2048 x 2048 px	Fountain PBR map 4096 x 4096 px Water Custom Shader	Buckets PBR map 4096 x 4096 px	Crate PBR map 4096 x 4096 px	Tree PBR map 4096 x 4096 px	Rock PBR map 2048 x 2048 px	Flag PBR map 4096 x 4096 px	Cobblestone01 46 tri	Cobblestone02 188 tri	Cobblestone03 347 tri
StreetLamp01 5 224 tri	StreetLamp02 2 704 tri	StreetLamp03 1 544 tri	StreetLamp04 920 tri	CastleFence01 2 918 tri	CastleFence02 2 918 tri	CastleFence03 3 090 tri	WallStone01 10 302 tri	WallStone02 6 060 tri	WoodFence tri



17th - Stylized Enviro

DOCUMENTATION 1/2

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- 3D models, prefab assets & custom shaders.
All stylized graphics that you require to create an original and attractive environment.

Description

Create your own 3D landscape with a collection of models, bring it to life with custom shaders and water effects.

17th - Stylized Environment is compatible with **Universal Render Pipeline**.

Package Content:

- x88 single 3D model
- x170 prefabs
- x1 huge environment demo scene

Other features:

- Blazon and Tents main color customisation

Custom Shaders and fx:

- Water
- Waterfall
- Water ripples
- Windy Grass / Foliage
- Triplanar projection for ground and path mask
- Triplanar projection for rocks and PBR textures



17th - Stylized Enviro

DOCUMENTATION 2/2



TEXTURES

- PBR Unity textures:
AlbedoTransparency, MetallicSmoothness, Normal
- 4096 x 4096 px
- 2048 x 2048 px
- UV mapping: Yes

ASSETS LIST & POLYCOUNTER (triangles):

ROCKS/STONES

Rock_03_01: 162
Rock_03_02: 398
Rock_03_03: 90
Rock_03_04: 62
Rock_03_05: 304
Rock_03_05_LP_L: 304
Rock_03_05_LP_R: 304
Rock_03_06: 212
Rock_03_07: 44
Rock_03_08: 598
Rock_03_09: 2 520
Rock_03_10: 1 416

WATER

WaterFall: 1 248
WaterRipplesCircle: 80
WaterRipplesCircleTwist: 80
WaterRipplesRectangle: 2
WaterSplash01: 2 080

VEGETATION

Birches01: LOD0 : 10 130 / LOD1 : 3 253 / LOD2 : 729
Birches02: LOD0 : 17 112 / LOD1 : 5 967 / LOD2 : 1 591
Birches03: LOD0 : 18 937 / LOD1 : 9 881 / LOD2 : 1 890
Bush: LOD0 : 4% / LOD1 : 248 / LOD2 : 99
Blackbird: 440
Butterfly: 4
Daisypink: LOD0 : 1 042 / LOD1 : 168 / LOD2 : 97
Daisyorange: LOD0 : 1 042 / LOD1 : 162 / LOD2 : 68
Daisywhite01: LOD0 : 404 / LOD1 : 75 / LOD2 : 28
Daisywhite02: LOD0 : 808 / LOD1 : 142 / LOD2 : 53
Firs: LOD0 : 3 904 / LOD1 : 1 886 / LOD2 : 556
Grass01: 864
Grass02: 572
Grass03: 538

GRASS

Ivy: 24
Reed: LOD0 : 136 / LOD1 : 45 / LOD2 : 32
Tree: LOD0 : 9 114 / LOD1 : 2 244 / LOD2 : 658
Waterlily: LOD0 : 1 008 / LOD1 : 185 / LOD2 : 51
Wheat: LOD0 : 17 892 / LOD1 : 432 / LOD2 : 81

BRIDGES

Bridge Hanging: 3 584
Bridge Pontoon: 2 828
Bridge Rock: 2 044
Bridge Rock Broken: 8 159
Scaffolding: 2 532
CAMP

TENTS

Tent01: 375
Tent02: 1 668
Tent03: 978
Flag: 914

BUILDINGS

Building17th01: 55 652
Building17th01Extension: 9 302
Building17th02: 26 144
Building17th03: 16 380
Building17th04: 17 716
Building17thStable: 45 878
Building17thTower: 11 776
CountryHouse: 35 534
WaterMill: 51 120
WindMill: 28 238
Well: 8 810
Fountain: 2 672

FENCES

CastleFence01: 2 918
CastleFence02: 2 918
CastleFence03: 3 090
WallStone: 10 302
WallStoneVariante: 6 060
WoodFence: 304
WoodenRampart: 5 880
WoodenGate: 15 788
WoodPick: 7 449
Cobblestone01: 46
Cobblestone02: 188
Cobblestone03: 347

VARIOUS PROPS

Barrels: 648
Bucket: 396
Caldron: 1 048
CampFire: 1 038
Cart: 3 236
Crate: 2 216
FlowerPot: 6 596
Pitchfork: 376
Haystack: 2 508
Medikit: 340
PileOfHay: 3 424
SmallBoat: 1 764
TrainingDummy: 2 808
StreetLamp01: 5 224

WEAPONS

Cannon: 3 056
CannonBullet: 192
Catapult: 19 916
CatapultRockAmmunition: 376