

Realistic Skyscrapers URP

UNITY ASSET

Hipernt

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hipernt

Thanks for downloading this package. In order to get your started right away please go to Getting Started.

Table of Content:

Getting started -----	02
Demo -----	03
Models -----	03
Textures -----	05
Rendering -----	06
Optimizations -----	06

Getting started:

In order to get the best visual results please make sure that your project is set to use the linear color space in: Edit → Project Settings → Player

2021.2.8f1 or above

Unity 2018.2 changed the way crossfading is handled by shaders. As the package has been submitted using Unity 2021.2.8f1 you have to import it in the latest version first. Want to insert a picture from your files or add a shape, text box, or table? You got it! On the Insert tab of the ribbon, just tap the option you need.

Demo:

The included demo lets you explore the prefabs

Models:

There is total 12 different Building Models, Every Building has three different variations.

All the models are already optimized so you may not need any LOD for that. But if you need them you have to make them your own.

Here is the Poly-count of every single prefab:

Models	Triangles	Vertex
Building_01_V1	408K	694K
Building_01_V2	834K	1.4M
Building_01_V3	1.4M	2.4M
Building_02_V1	282K	449K
Building_02_V2	784K	1.3M
Building_02_V3	1.4M	2.2M
Building_03_V1	1.5M	2.4M
Building_03_V2	4.0M	6.3M
Building_03_V3	6.7M	10.4M
Building_04_V1	1.6M	2.5M
Building_04_V2	2.3M	3.6M
Building_04_V3	3.4M	5.3M
Beech_01	24.1K	28.4K

Beech_02	24.1K	28.4K
Beech_03	27.2K	32.8K

Textures:

All the Diffuse and Normal Maps are in .png format Here is the list of textures and their details:

Maps	Dimensions	Types
building_v1_day_diffuse	2048x2048	.png
building_v2_day_diffuse	2048x2048	.png
building_v3_day_diffuse	2048x2048	.png
building_v4_diffuse	2048x2048	.png
building_v5_day_diffuse	2048x2048	.png
building_v6_day_diffuse	2048x2048	.png
building_v7_day_diffuse	2048x2048	.png
Concrete_normal	2048x1024	.png
Concrtae_diffuse	2048x1024	.png
bark01	1024x1024	.png
bark01_normal	1024x1024	.png
beech leaf	1024x1024	.png
beech leaf_Normal	1024x1024	.png

Rendering:

For better rendering add a Global Volume and use the “SampleSceneProfile” provided in the scenes folder. Be sure to enable Post Processing in the Camera setting.

Optimizations:

Trees are expensive to render as leaves usually produce a lot of overdraw putting a lot of pressure on the raster units of the GPU (fill rate) and the memory bandwidth. At least latter can easily be addressed.

For more info visit: sites.google.com/view/hipernt