

# Store Props Vol. 1



## Content/Features

Models: 32

Materials: 23

Prefabs: 29

Textures: 83

Unique:

- 9 sets of 1024x1024
- 11 sets of 2048x2048
- 1 set of 1024x512
- 1 set of 512x512

Tiling:

- 1 set of 1024x1024

Optimized game-ready models

Includes an asset zoo scene

Support for all render pipelines

Objects include manually authored lightmap UVs

Objects contain LODs

Objects contain collision meshes

Uses standard Unity shaders

## **Support**

**Support email: [support@cyberneticwalrus.com](mailto:support@cyberneticwalrus.com)**

The package works best with Color Space set to Linear

Standard render pipeline scenes use Unity's post processing stack (v2)

.unitypackages included for HDRP and URP support