<p> Poly Art Studios ; presents one our most ambitious packs .</p>

<p>This pack contains **3 scenes** easy-to-use </p>

<p>Features:</p>

<p>- Model is scaled correctly</p>

<p>- material with custom unlit toony colors shader **:** </p>

<p>* **Toony Colors Regular:** Base effect where you can choose the color of highlights and shadows. </p>
<p>* **Toony Colors Rim Lighting:** Adds a rim light to the model (fake backlighting), color controllable. </p>
<p>* **Toony Colors Rim Outline:** Similar to rim lighting but blends the rim color instead of adding it. </p>
<p>***Toony Colors Rim Alpha:** The rim power defines the transparency of the object</p>

<p>- textures toon quality: 1024x1024 (You can change the size of the texture on your own)</p>

<p> - Polycounts:</p>

<p>- Jacuzzi (1082 vertices)</p>

<p>- a chair (2400 vertices)</p>

<p>- a Lampshade (129 vertices)</p>

<p>- Bed (174 vertices)</p>

<p>- kitchen Table 3 Pieces (1200 vertices)</p>

<p>- library box (48 vertices)</p>

<p>- tv (76 vertices)</p>

<p>- tv table (394 vertices)</p>

<p>- Sofa 1 (832 vertices)</p>

<p>- Toillet (1700 vertices)</p>

<p>- etc …… </p>

<p>■ Unity Compatibility ■ </p>

<p>Works in Unity 2018.4 and above. </p>