

LEVEL BUILDER

LOW POLY PACK



Polygon Level Building Pack

Quick Start Guide

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Thank you for purchasing & supporting Polygon Level Building Pack.
SoulGames Studio,
Malith Withanage.



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Overview

Polygon level building pack is a set of highly optimized sets of 3D assets that can be used in a wide range of games. In this pack all the assets can be used in Normal non-grid based environments and also they can be used in Square and Hexagonal grid based environments.

All the models use 1 material with two textures (Base Albedo and an Emission texture). If you want custom colors simply change the Albedo texture colors using a software like photoshop or Paint.

Render Pipeline Conversion (Pink material fix)

If you are on a Scriptable Render Pipeline Project (SRP) you may need to convert "Base Mat" material in Polygon Level Builder Pack to your render pipeline.

If you are using URP,

Select the "Base Mat" material located in *Polygon Level Builder Pack > Materials*. Then go to *Edit > Rendering > Materials > Convert Selected Built-in Materials to URP*.

If you are using HDRP,

Select the "Base Mat" material located in *Polygon Level Builder Pack > Materials*. Then go to *Edit > Rendering > Materials > Convert Selected Built-in Materials to HDRP*.

Double Sided Material

Tree leaves, grass and most of the vegetation has a single side surface, when you look at these objects from below you can see the leaves are not visible. This is designed for more performance. However if you need to fix this you can simply use a Double Sided material for this.

If you are on URP or HDRP you can simply **Render Face** to **Both** in your "Base Mat" material to fix this.