

Moba Forest Pack

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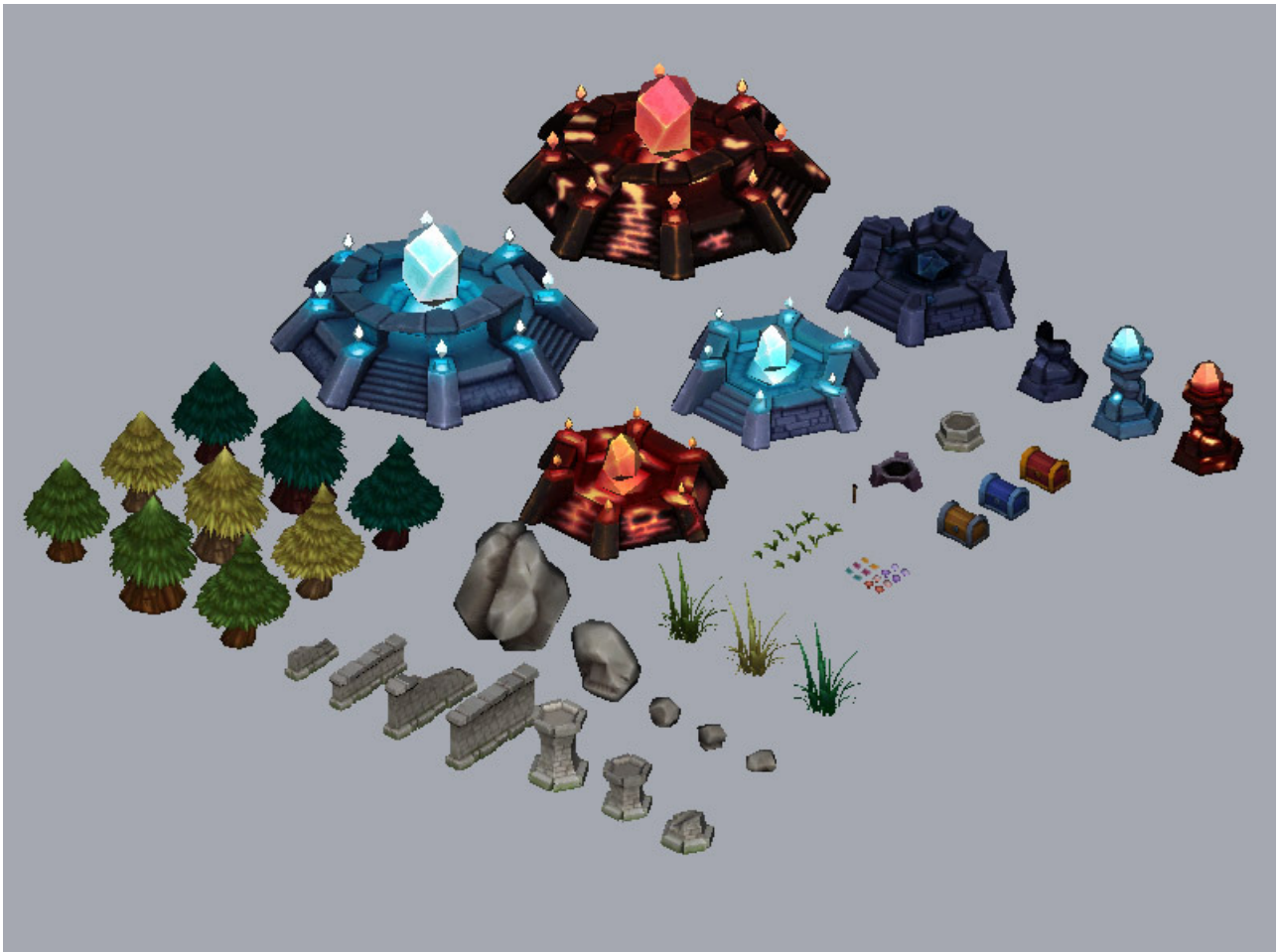
This is a complete set of 3d objects that will allow you to develop or prototype a Moba or adventure/fantasy game.

The tower set contains both blue and red team textures.

Try the demo fly-through scene located inside the folder **Assets > Moba > level_moba.unity**
The .fbx models, texture and materials are located inside the folder **3d > asset_name > model**
and there is prefabs for easy level design on each **3d > asset_name** folder.

Any doubt feel free to contact me through the email tropicblocks@gmail.com
Visit the web site www.tropicblocks.com to check new products.

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Assets included in this package

Moba Wall Set

The Moba Wall Set comes with:

Wall big

- 294 tris, (1024x1024) diffuse texture;

Wall big broken

- 210 tris, (1024x1024) diffuse texture;

Wall small

- 270 tris, (1024x1024) diffuse texture;

Wall small broken

- 106 tris, (1024x1024) diffuse texture;

Wall link big

- 204 tris, (1024x1024) diffuse texture;

Wall link small

- 192 tris, (1024x1024) diffuse texture;

Wall link broken

- 96 tris, (1024x1024) diffuse texture;

Chest

- 324 tris, 3 diffuse texture variations (1024x1024);
- Animated - includes an "open" animation

Moba Rock Set

The Moba Rock set comes with:

Rock big

- 222 tris, (1024x1024) diffuse texture;

Rock Medium

- 176 tris, (512x512) diffuse texture;

Rock Small 1

- 68 tris, (256x256) diffuse texture;

Rock Small 2

- 58 tris, (256x256) diffuse texture;

Rock Small 3

- 78 tris, (256x256) diffuse texture;
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Moba Torchs

The moba torch set comes with:

Torch big

- 132 tris, (1024x1024) diffuse texture;

Torch Small

- 134 tris, (512x512) diffuse texture;
-

Moba Brush

The Moba Brush comes with:

Brush

- 297 tris, 3 texture variations (256x256);
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Moba Tree Set

The Moba Tree Set comes with:

Tree 01

- 96 tris, (1024x1024) diffuse texture;

Tree 02

- 72 tris, (1024x1024) diffuse texture;

Tree 03

- 112 tris, (1024x1024) diffuse texture;

3 textures x 3 models = 9 possible combinations

Vegetation Set

The Vegetation pack comes with:

Plant 01

- 24 tris, 2 texture variations (256x256)

Plant 02

- 18 tris, 2 texture variations (256x256)

Plant 03

- 12 tris, 2 texture variations (256x256)

Plant 04

- 18 tris, 2 texture variations (256x256)

Plant 05

- 12 tris, 2 texture variations (256x256)

Flower 01

- 04 tris, 2 texture variations (128x128)

Flower 02

- 04 tris, 2 texture variations (128x128)

Mushroom 01

- 12 tris, 4 texture variations (128x128)

Mushroom 02

- 12 tris, 4 texture variations (128x128)
-

Moba Tower Set

This set contains two 3d models:

- Tower Model

- 278 triangles
- 1 blue diffuse texture (1024x1024) + 1 blue self-illumination texture (1024x1024)
- 1 red diffuse texture (1024x1024) + 1 red self-illumination texture (1024x1024)

- Broken tower

- 229 triangles
 - 1 diffuse texture (1024x1024).
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Moba Inhibitor Set

This set contains two 3d models:

- Inhibitor

- 568 triangles
- 1 blue diffuse texture (1024x1024) + 1 blue self-illumination texture (1024x1024)
- 1 red diffuse texture (1024x1024) + 1 red self-illumination texture (1024x1024)

- **Broken Inhibitor**

- 502 triangles
- 1 diffuse texture (1024x1024).

Moba Nexus Set

Nexus Model - 1100 triangles, 2 diffuse textures (2048x2048) 2 self-illumination textures (2048x2048).

Plus:

- Unity project scene environment fly-through
- 7 (seven) 512x512 terrain textures
- 1 background mp3 music