

# 3D Low Poly Worlds



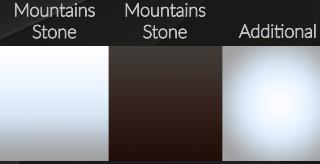
## Mountain



Final image is **Baked GI + Final Gather**, with using: **Beautify, SSAO Pro, Amplify + LUT Pack**

Sorting folders in scene:

- Fbx - Original 3D model \*.fbx format.
- Materials - Materials used for scene
- Prefabs - Prefabs used for scene
- Scenes - Completed scene
- Textures - Textures (atlas) and Skybox (\*.hdr format)



“Beautify” settings

**General Settings**

Quality: Best Quality  
Preset: Custom  
Compare Mode:

**Tonemapping & Color Grading**

Tonemapping: Linear  
Vibrance: 0  
Daltonize: 0.5  
Tint:   
Contrast: 1  
Brightness: 1

**Lens & Lighting Effects**

Bloom:   
Layer Mask: Nothing  
Intensity: 1  
Threshold: 1  
Depth Attenuation: 0.1  
Reduce Flicker: Ultra  
Customize:

**Artistic Choices**

Vignetting:   
Circular Shape:   
Mask Texture (feature disabled in build options)

**Noise Texture**: noise (radio button selected)  
Sample Count: Medium  
Downsampling: 1  
Intensity: 4  
Radius: 0.01  
Distance: 0.1  
Bias: 0.1  
Lighting Contribution: 0.5  
Occlusion Color:   
Blur Type: High Quality Bilateral  
Blur Downsampling:   
Blur Passes: 4  
Threshold: 20  
**Distance Cutoff**: Max Distance: 500, Falloff: 50

**HDR Control**: Tonomapper: Disabled, Exposure: 1, Linear White Point: 11.2, Apply Dithering:

**Color Grading**: Quality Level: Standard, Blend Amount: 0.5, Lut Texture: Warm Purple, Lut Blend Texture: Blue Contrast, Mask Texture: None (Texture), Use Depth Mask: , Depth Mask Curve:

**Effect Volumes**: Use Volumes: , Exit Volume Blend Time: 1, Trigger Volume Proxy: None (Transform), Volume Collision Mask: Everything

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