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Fabled Rose - Cozy Low-Poly Baking - Starter Kit- v1.0

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Thank you for downloading Fabled Rose - Cozy Low-Poly baking - Starter kit! This

package contains a collection of low-poly, stylized assets perfect for creating a warm

and charming baking scene.

How to Use

The best way to get started is to check out the included demo scene, which showcases

all the assets with recommended lighting and post-processing.

1. Open the Demo Scene:

You can find it in `Assets/Cozy Low-Poly Baking - Starter kit/DemoScene/DemoScene

Scene

2. Use the Prefabs:

All assets are ready to be used as prefabs. Simply drag and drop them from the

`Assets/Cozy Low-Poly Baking - Starter kit/Prefabs` folder directly into your scene.

Key Features

* Low-Poly: All models are cleanly modeled with a low polygon count, making them

ideal for mobile, VR, and stylized PC games.

* Highly Optimized: The entire collection uses a single material and one 2048x2048

texture atlas. This is excellent for performance as it reduces draw calls significantly.

* Ready to Use: The package includes a complete demo scene with lighting and postprocessing already set up.

Technical Details

* Number of Prefabs: 24

* Polygon Count: Varies from 6 to 1570 for stand mixer other than that its 912 triangles.

* Number of Materials: 1

* Texture Resolution: 2048x2048

Setup for Demo Scene

This asset is built using the Universal Render Pipeline (URP). For the demo scene to

look as intended, please ensure your project is configured correctly:

1. URP is Required: Your project must be using the Universal Render Pipeline. If you are

starting a new project, you can use the "3D (URP)" template. If you are adding this to an

existing project, please make sure you have URP installed and configured.

2. Post-Processing: The demo scene's visual style is achieved using the integrated

Post-Processing system in URP. All the settings are saved in the `Global Volume`

object within the scene. If the effects are not visible, please check the following:

* In `Edit > Project Settings > Graphics`, make sure your URP Asset is assigned.

* On your `Main Camera` object, ensure the "Post Processing" checkbox under the

"Rendering" section is enabled.

Support

If you have any questions, feedback, or run into any issues,
please feel free to contact

me at fabledroseassets@gmail.com

Thank you again, and I hope you enjoy the asset!