Casual Coins
Instructions

3D casual style coins for your games. The pack contains both a high-quality version of coins and also low, optimized version of coins (good for mobile games). There is also optimized materials, Built-In-materials, and URP-materials. You can customize coins with different symbols and colors or make and edit your own symbols and colors with Adobe Photoshop. Here some more information about coins.

Symbols

Materials & Models

Unlit material
Base Texture
No light effects

URP material
Only Ramp
Diffuse + Specular + Light Color

URP material
Base Texture
Specular + Light Color

URP material
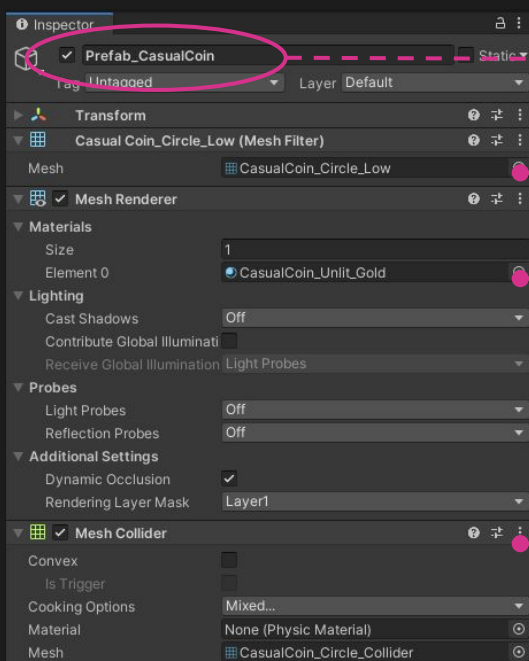Base Texture (includes Ramp)
Diffuse + Specular + Light Color

44 tris
Low quality model

140 tris
Medium quality model

236 tris
High quality model

380 tris
Very High quality model

You can find this prefab from:
Assets > PUROPORO > Casual Series > Prefabs > Casual Coins

You can change this to these:
CasualCoin_Circle_Low
CasualCoin_Circle_Medium
CasualCoin_Circle_High
CasualCoin_Circle_VeryHigh

Here you can change ready-made or your own-made material. More about the materials on the next page.

Prefab already includes a optimized Collider that can be disabled if desired.

Materials

The pack contains pre-made Unlit-materials, Built-In-materials, and URP-materials which are made with Shader Graph for Universal Render Pipeline -projects. Built-In-materials and URP-materials respond to the main light and use Ramp-texture to display light effects. Unlit material is the most optimized and is well suited for mobile games. You can also make your own materials using other shaders.
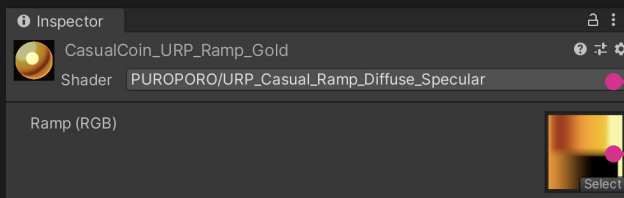
Unlit Material
Base texture, No light effects

Inspector	🔒 ⋮
CasualCoin_Unlit_Gold	❓ ⇄ ⚙
Shader	Unlit/Texture

Base (RGB)

Tiling	X	1	Y	1
Offset	X	0	Y	0
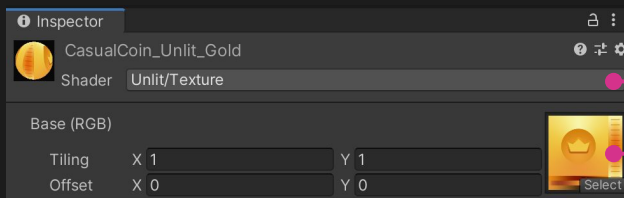
Unlit/Texture

Base_CasualCoin_[Symbol]_[Color].psd

PUROPORO's Built-In/URP material
Only Ramp, Diffuse + Specular + Light Color

| Inspector	🔒 ⋮
CasualCoin_URP_Ramp_Gold	❓ ⇄ ⚙
Shader	PUROPORO/URP_Casual_Ramp_Diffuse_Specular

Ramp (RGB)

PUROPORO/[Built-in/URP]/
[Built-in/URP]_Casual_Ramp_Diffuse_Specular

Ramp_Diffuse_Specular_[Color].psd

PUROPORO's Built-In/URP material
Base Texture, Specular + Light Color

| Inspector	🔒 ⋮
CasualCoin_URP_Texture_Specular_Gold	❓ ⇄ ⚙
Shader	PUROPORO/URP_Casual_Texture_Specular

Base (RGB)
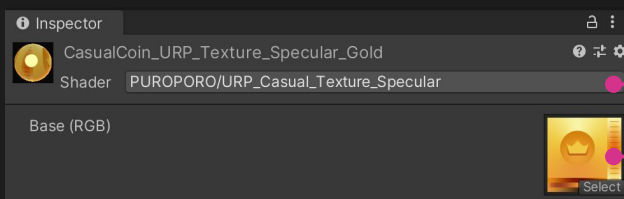
PUROPORO/[Built-in/URP]/
[Built-in/URP]_Casual_Texture_Specular

Base_CasualCoin_[Symbol]_[Color].psd

PUROPORO's Built-In/URP material
**Base Texture (includes Ramp), Diffuse + Specular + Light Color**

Inspector	🔒 ⋮
CasualCoin_URP_Texture_Ramp_Gold	❓ ⇄ ⚙
Shader	PUROPORO/URP_Casual_Texture_Diffuse_Specular

Base (RGB)
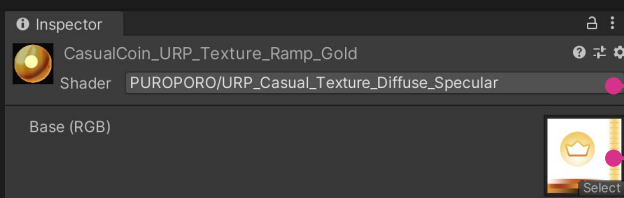
PUROPORO/[Built-in/URP]/
[Built-in/URP]_Casual_Texture_Diffuse_Specular

Base_Ramp_CasualCoin_[Symbol]_[Color].psd

Textures

If you have Adobe Photoshop, you can easily edit the coin texture. For example, change the coin symbol or colors.

Ramp texture
(Diffuse and Specular)

Symbol
(Vector shape, white-color with layer effects)
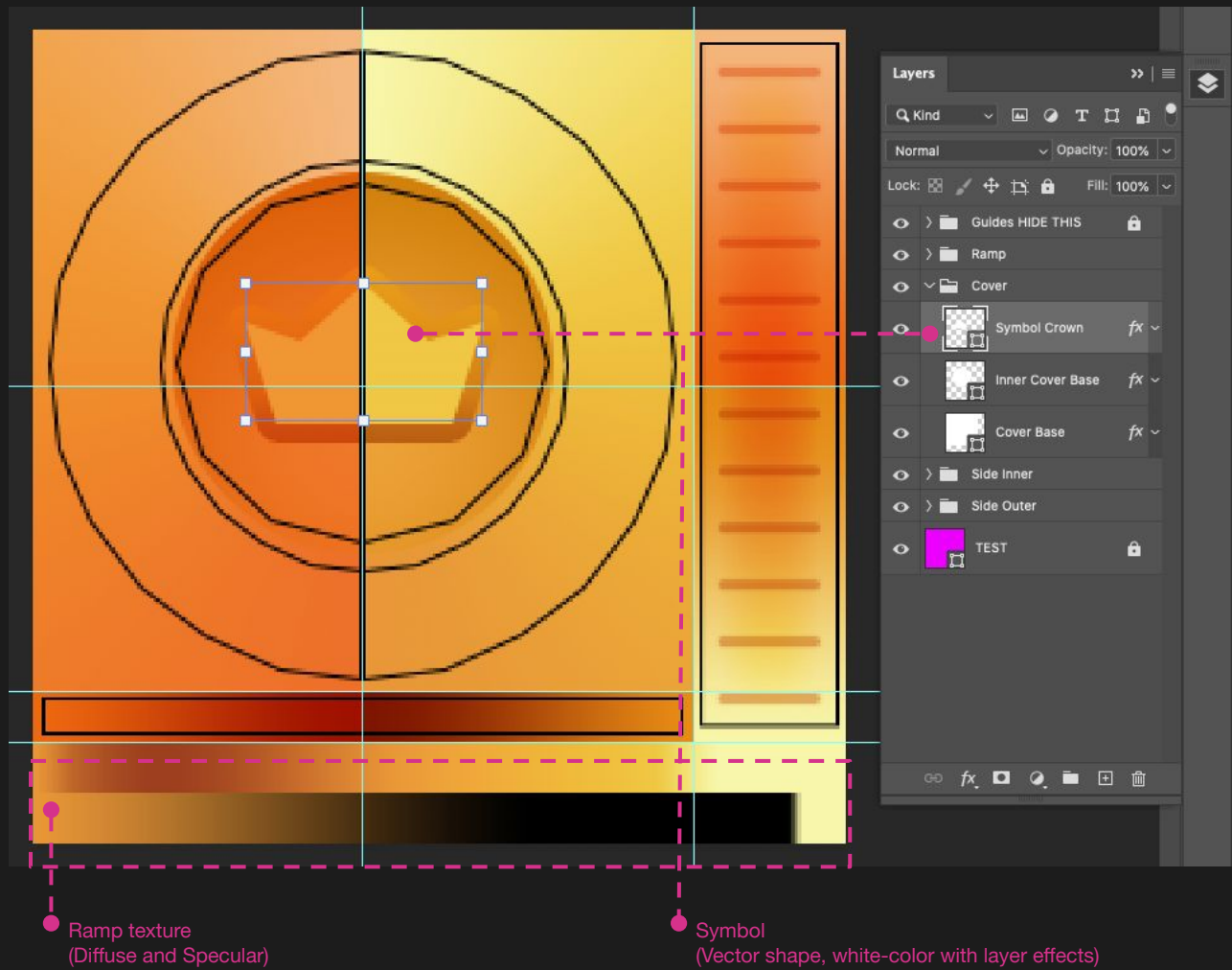
Changelog

2020.12.15
- **ADDED:** Built-in shaders and pre-made materials
- **UPDATED:** DEMO-Showroom

1.0.0
- First release (includes models, prefabs, textures, shaders, and pre-made materials)