

Unity Icon Collective: Volume 1

Yggdrasil

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Introduction

The Unity Icon Collective is a collaborative partnership with renowned industry artists, publisher Icons and partners from the Unity community, to create paid high-end art content through the lens of an original intellectual property, "[Buried Memories](#)".

"Unity Icon Collective: Volume 1 Yggdrasil" is the first Icon's package. It includes a comprehensive art bundle: an environment, a fully rigged and animated character, shaders, textures, lighting, and audio. All assets are created to be modular and highly customizable. This allows for a nearly infinite number of variations.

If you are new to Unity, we recommend you go through our [Interactive Tutorials](#) and [Interface Essentials](#) to familiarise yourself with the Unity interface and concepts. It is also recommended to go through a [Substance in Unity](#) tutorial and learn how to modify the materials presented in the package.

Buried Memories

Buried Memories takes place in a dystopian future. Back in the day, people heavily relied on technology. Everyday tasks, medical emergencies, education, transportation, access to information - everything was in the hands of a human created tech. It was widely believed that technology would be the answer to our problems. But nothing could prepare the world for what really happened.

Years of creative destruction in the name of progress put humanity on a collision course with The Event. An inevitable disaster fell upon humanity, leaving no one behind. But even then people put their trust in technology, believing it will continue what humanity has started and help save, preserve and continue humanity's work. What survived, or emerged, was far different from anything anyone ever imagined.

Yggdrasil was born when a seed-vault in the Northern Hemisphere suffered a critical breach due to The Event. This set the stage for the newly liberated seeds to co-mingle with the surrounding landscape and an AI mainframe core facility that led to the birth of a new species - a giant hybrid tree with an AI core.

Yggdrasil is held as a place of enlightenment where the machines journey to understand the mysteries the 'masters' left behind.

Package content

Unity Icon Collective: Volume 1 Yggdrasil includes:

- **1 high fidelity character model with 4 accessories**
- **1 fully rigged model of character with 40 unique animations**
All characters are fully rigged and ready for animation!
- **More than 250 3D models** of environment and props built in a modular way to allow creative freedom and scalability
- **Raw files of all 3D meshes**
Meshes triangle count ranges from 1000 triangles up to 20k triangles. All meshes have LOD built for them.
- **Complete source files** of shaders, textures, and lighting setup
Materials and shaders are fully customizable. All textures have 2 different resolutions: 4k and 2k.
- **VFX** for mood and tone (atmospherics) of sample scene
- **SFX** for character animations and ambience of environment
- **1 music track** that is crafted to allow creation of multiple alternate mixes
Compose and mix your own music tracks from our provided music mixes and all final stems.
- **40 concept art and sketches**
For reference and inspiration, we have included a flattened images of the project's concept art and sketches.

There are also multiple options an user can choose from while purchasing a "Volume 1: Yggdrasil" asset package. Options differs for its prices and contents.

Standard Offer

A complete all-in-one package featuring the character, environment, and audio. Does not come with pre-order bonus content.

Character Pack

A package featuring the fully rigged character from the standard offer with all attachments, accessories, and animations.

Environment Pack

A package containing the environment from the standard offer including models, meshes, textures, and materials.

Bonus content

When buying a Limited Edition Icon's bundle, you can additionally get a bonus content package. Limited Edition bonus content includes:

- Additional character skins with multiple custom animations
- Registration in exclusive Unity Icon Collective training webinar

Installing Unity Icon Collective: Volume 1 Yggdrasil

Before importing the package:

1. Set your project to 3D template in 2018.3 or higher
2. [Import Icon Volume 1 here](#)

Commercial uses

Once you have bought "Unity Icon Collective: Volume 1 Yggdrasil", you are free to use it in your project. You can build, publish and sell a game or an application with the Icon's content in it. However, you cannot resell the contents of the package to any other digital marketplace.

For more information about Icon Collective content's license, check out [Asset Store Terms of Service and EULA](#).

Team members

Volume 1 team

Volume 1 Icon

The first Icon's volume is led by the artist [Johnson Ting](#).

Born in Malaysia, Johnson Ting is a concept artist with several years of experience in the entertainment industry. He's been a huge fan of video games since early childhood, which had a very big impact on his career.

He's currently a fulltime freelance concept artist and art director with a focus on the games industry. His past experiences include working with companies such as Sony, Legendary, NCsoft, NetEase, Tencent, Activision, creating concept art and designing collectibles for titles such as Gears of War 4 & 5, Mortal Kombat X, Paragon, the Call of Duty franchise, Halo 5, Resident Evil 7, Tom Clancy's Ghost Recon: Wildlands, and Horizon: Zero Dawn.

Credits

Character artist

[Mufizal Mokhtar](#)

Animator

[Cyrus Lam](#)

Music

[Nathan Cleary](#)

Patti Rudisill

Andrew Dunn

Cinematic artist

[Matteo Grossi](#)

Sound design // [Pinewood](#)

Glen Gathard

Sophia Leader

Jed Milton

Steve Whetman

Pete Burgis

Zoe Freed

Environment Art // [Arts United](#)

Sean Zhang

Zhao Jingyi

Liu Tianyu

Wei Chengxuan

Li Hui

Cai Jiajun

Chen Junhua

He Mingfeng

Huang Yimin
Jia Xirui
Liang Shiping
Luo Huanxin
Wang Tianming
Wang Yujie
Xiao Linfang
Yao Jipeng
Zeng Yixin

Upcoming volumes

Each new Icon's volume will have a different team and a new iconic artist leading it. If you want to be part of the team, please submit your portfolio to assetstore-icons@unity3d.com.

Partners

[Quixel](#)
[Allegorithmic](#)
[Pinewood](#)
[Rokoko](#)

Technical details

Requirements

Here is a list of requirements for the Icon Vol. 1:

1. **Unity version 2018.3 or higher.** Icon Collective: Volume 1 was created using Unity 2018.3, thus, to take a full advantage of the package, it must be imported in Unity Editor version 2018.3 or higher.
2. **System requirements.** The hardware must meet [Unity Editor's minimum System requirements](#).

Document revision history

Date	Reason
Dec 19, 2018	Document created. Matches package version 1.0.