

<p> Poly Art Studios ; presents one our most ambitious packs .</p>

<p>This pack contains 39 Pieces </p>

<p>Features:</p>

<p>- Model is scaled correctly</p>

<p>- material with custom unlit shader fog . and standar material</p>

<p>- textures building quality: 1024x1024 (You can change the size of the texture on your own)</p>

<p>Polycounts:</p>

<p>- a chair (104 vertices)</p>

<p>- a Lampshade (129 vertices)</p>

<p>- Bed (174 vertices)</p>

<p>- a book (84 vertices)</p>

<p>- bottle (240 vertices)</p>

<p>- closet 1 (108 vertices)</p>

<p>- closet 2 (76 vertices)</p>

<p>- Door (4556 vertices)</p>

<p>- kitchen chimney (24 vertices)</p>

<p>- kitchen Table 3 Pieces (1200 vertices)</p>

<p>- library box (48 vertices)</p>

<p>- mirror (80 vertices)</p>

<p>- Refrigerator (139 vertices)</p>

<p>- Sofa 1 (832 vertices)</p>

<p>- Sofa 2 (640 vertices)</p>

<p>- table (32 vertices)</p>

<p>- the bathroom wash (578 vertices)</p>

<p>- Toilet (1700 vertices)</p>

<p>- tv (76 vertices)</p>

<p>- tv table (394 vertices)</p>

<p>- wall clock (192 vertices)</p>

<p>- 12 building (7747 vertices)</p>

<p>- Note : </p>

<p>- With fog shaders you will not get any additional drawcalls and overdraw. They support lightmaps, lightprobes and unity default fog. **They do not support realtime shadows and orthographic camera!** </p>

<p>- Asset also contains scripts for making fog management easier. Demo scene has all examples you will need. </p>

<p>■ Unity Compatibility ■ </p>

<p>Works in Unity 2018.4 and above. </p>

