Low Poly Series: Pirate Cove

Overview

Thanks for purchasing the Low Poly Series: Pirate Cove asset package! I hope it works well for your project.
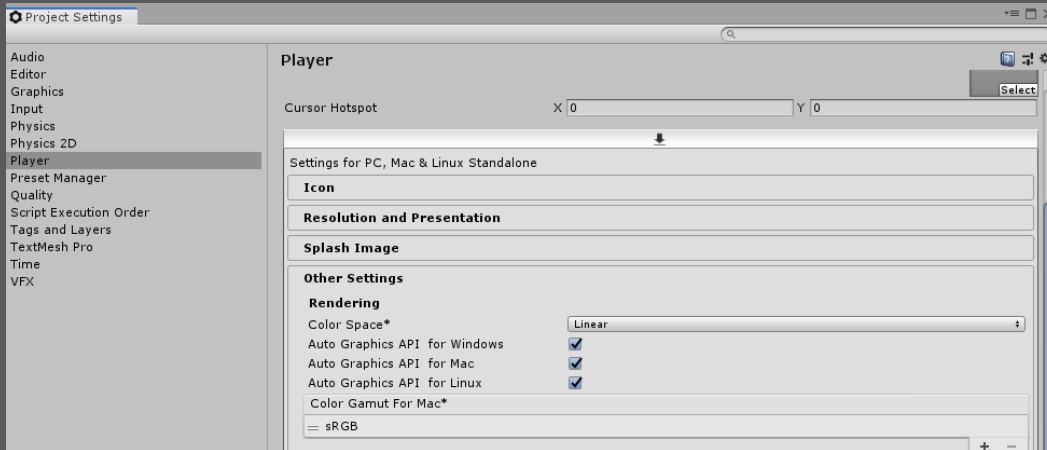
If you encounter any issues please contact me at:

Stoolfeathergames@gmail.com

Setup

The assets are usable just by importing the scene but if you would like to replicate the look that is presented on the asset store you will need to follow these steps.
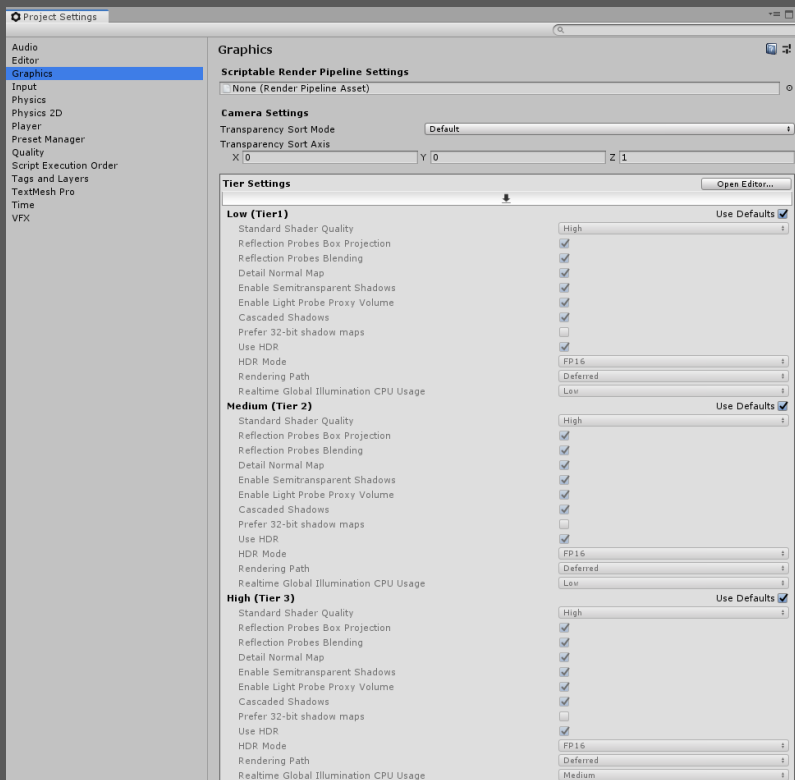
Adjusting Color Space

I use linear color space for my scenes. To set this for your project go to Edit->Project Settings->Player Expand the "Other Settings" tab and change your settings to match the following:

Rendering Path

I use Deferred Rendering for my scenes. To set this for your project go to Edit->Project Settings->Player Expand the "Graphics" tab and change your settings to match mine. By defauly Unity should be set to deferred rendering but if its not, uncheck "use defaults" and change the setting.

Note: Deferred rendering has pros and cons, be sure to fully understand how it works before switching over your project.

Contents

This package includes the following:

Assets
Note: All assets include exported FBX Files and prefabs. Each mesh has been lightmapped using Unity import unwrapper. Each mesh also has a prefab with a mesh collider.

Boardwalks (58 Total)
- 6 Planks
- 11 bridge assets
- 41 modular Boardwalk assets

Building Structures (86 Total)
- 22 modular Roof assets
- 15 modular walkway assets
- 28 modular wall/frame/ assets
- 13 wood pillars, beams and supports
- 8 window assets

Props (40 total)
- Large Pirate Ship
- 1 Rowboat and 1 Broken Rowboat
- 4 barrels
- 3 bottles
- 1 Cannon, 1 Cannon Ball, 1 Cannon ball stack
- 14 Create assets/variations
- 1 Lantern, 1 Lantern on a post, 1 Lantern on hook
- 1 Sac and 1 Hanging Sac
- 1 hook
- 2 posts
- 3 flags/posts

Ropes (17 Total)
- 4 floor rope assets
- 12 hanging ropes
- 1 pulley

Rocks (21 Total)
- 3 rock cliffs
- 4 large rock formations
- 3 ocean rocks

- 3 rock clumps
- 8 small, med, and large rocks

Foliage (23 Total)
- 2 flowers
- 3 stubby palm bushes
- 7 palm trees
- 3 shrubs
- 2 dead trees
- 6 trees
- 3 reed assets

Skeletons (13 Total)
- 2 skeletons in poses
- 1 skull
- 8 cages on posts (empty)
- 2 cages on posts (with skeletons)

Treasure (13 Total)
- 1 chalice
- 2 coins
- 4 gems
- 1 treasure pile
- 1 closed treasure chest
- 1 open treasure chest (with treasure)
- 1 treasure chest bottom, 1 treasure chest top

Sky (5 total)
- 4 cloud assets
- 1 moon asset

Textures
Note: All assets are created using one texture assets. Only the flag assets have multiple materials.

- PirateTextures_A
This texture is utilized by most assets and serves as the base color

- PirateTextures_A_emissive and _Metal
These textures are for the glow and metal/roughness

- Pirate_Flag_A
This texture is the two cross bones textures for flags

Scenes

PirateCove and PirateCove_Night

This is a level used to showcase the assets. It comes in two lighting sets to showcase variation.

- Levels contain cameras and animations used to take screenshots/videos

Dioramas Folder

This folder contains diorama scenes used to take individual screenshots of the assets.

Thanks for picking up this pack, please leave a review if you can and check out my other packages in the Low Poly Series. Use anything in this package for your work, just please don't resell anything.

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