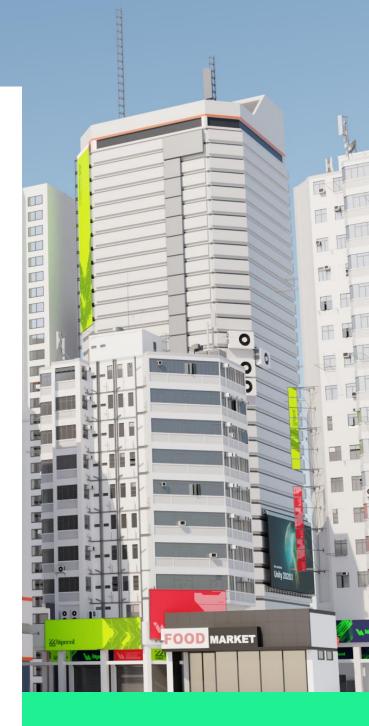# Low Poly Modern City

UNITY ASSET

Hipernt
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hipernt

Thanks for downloading this package. In order to get your started right away please go to Getting Started.

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Getting started:

In order to get the best visual results please make sure that your project is set to use the linear color space in: Edit → Project Settings → Player

2021.2.8f1 or above

Unity 2018.2 changed the way crossfading is handled by shaders. As the package has been submitted using Unity 2021.2.8f1 you have to import it in the latest version first.Want to insert a picture from your files or add a shape, text box, or table? You got it! On the Insert tab of the ribbon, just tap the option you need.

Demo:

The included demo lets you explore the prefabs

Models:

There is total 9 different Building Models.

Every single model has *LOD(Level of Details)*

Here is the Poly-count of every single prefab:

Models	Triangles	Vertex
Shop	1.7K	5.1K
Market	3.4K	10.2K
ResidentialOne	704K	1.1M
ResidentialTwo	142K	241K
ResidentialThree	440K	546K
ResidentialFour	150K	188K
Tower	107K	99K
CyberOne	494K	905K
CyberTwo	293K	543K

Textures:

All the Diffuse and Normal Maps are in .png format Here is the list of textures and their details:

Maps	Dimensions	Types
AirConditioner	4096x4096	.png
Banner_01	1000x333	.png
Banner_02	1902x640	.png
Banner_03	1902x640	.png
Banner_04	1902x640	.png
Shop_Tile	512x1536	.png
Unity	1280x720	.png

Rendering:

For better rendering add a Global Volume and use the "SampleSceneProfile" provided in the scenes folder. Be sure to enable Post Processing in the Camera setting.

Optimizations:

Trees are expensive to render as leaves usually produce a lot of overdraw putting a lot of pressure on the raster units of the GPU (fill rate) and the memory bandwidth. At least latter can easily be addressed.

For more info visit: sites.google.com/view/hipernt