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| **NO** | **Unity Package Name** | **Details** | **Tags** | **Import Name** |
| **1** | Advanced Dissolve.unitypackage | 局部隐形消失特效 | **BUG 插件 特效** | VacuumShaders/Advanced Dissolve |
| **2** | Alien Planet Pack.unitypackage | 外星植物场景 | **BUG** **低模 场景** | Alien\_planet |
| **3** | Alien Planets Vol2.unitypackage | 外星植物场景扩展 | **低模 场景** | Alien\_planets\_Vol2 |
| **4** | Aura 2 - Volumetric Lighting Fog 2.0.3.unitypackage | 光源插件,包含很多场景光源 | **插件 特效** | Aura 2 |
| **5** | Baphomet Stylized Character 1.0.unitypackage | 人物模型[镰刀怪物],动画[跳,坠落等] | **动画** | **[Akishaqs]** Baphomet |
| **6** | Bird Flock Crow v2.3.unitypackage | 鸟类飞翔动画 | **动画** | Bird Flocks |
| **7** | Bottles pack - 3D models.unitypackage | 瓶子模型 |  | Bottles pack - 3D models |
| **8** | Character Creator SimP Series 1.5.unitypackage | 丛林魔法武器人物模型 | **低模 特效 动画** | Customize Head Accessories Scene |
| **9** | City Adventure 1.0.unitypackage | 完整城市地图,城市素材,载具动画 | **动画** **低模 场景** | City Adventure |
| **10** | Color Box - UV Free Unlit Color Gradient Shader v1.3.0.unitypackage | Shader表面渐变色渲染 | **Shader** | Digicrafts |
| **11** | Cube World 1.0(u2017.3.1).unitypackage | 方块风格的地图模型素材,房屋烟雾特效 | **场景** | Cube\_World |
| **12** | DirectX 11 Low Poly Shader 2018.3.unitypackage | 将高模模型转化为低模模型的Shader代码 | **插件Shader** | VacuumShaders/DirectX 11 Low Poly Shader |
| **13** | DungeonTraps.unitypackage | 陷阱机关素材 | **动画** | DungeonTraps |
| **14** | Dynamic Sword Animset 1.0.unitypackage | 打斗动画素材,砍跳冲刺剑士技能 | **动画** | Dynamic Sword Animset |
| **15** | Egyptian Cartoon Pack Interior Exterior v1.1.unitypackage | 西部沙漠模型素材 | **场景** | Pack\_AncienEgypt |
| **16** | Epic Toon FX 1.4.unitypackage | 2D,烟花,表情技能等特效 | **特效** | Epic Toon FX |
| **17** | Epic Toon FX 1.5(u5.3.4).unitypackage | 技能,血迹等特效 | **特效** | Epic Toon FX |
| **18** | European Castle Vol.2.unitypackage | 欧洲城堡城镇场景 | **低模 场景** | European Castle Vol.2 |
| **19** | Fighting Animset Pro.unitypackage | 拳击格斗动画 | **动画** | FightingAnimsetPro |
| **20** | Footwear.unitypackage | 各种鞋子模型 |  | Footwear |
| **21** | Forgotten Island.unitypackage | 岛屿场景 | **低模 场景** | Island |
| **22** | Fracturing Destruction v1.15.unitypackage | 物体碎裂效果 | **Shader** | Ultimate Game Tools |
| **23** | FT Slasher Volume01.unitypackage | 无法使用 | **BUG** | FT\_Slasher\_volume01 |
| **24** | **PROCEDURAL WORLDS场景地形搭建工具全家桶** | | | |
| Gaia - Terrain Scene Generator v1.9.3.4.unitypackage | 插件的主体中心 用于制作Terrain类型的地形地貌 | **插件** | Gaia |
| CTS 2019 - Complete Terrain Shader v2019.1.3.unitypackage | 增强Terrain材质表现的插件 **必要的** | **插件** | Procedural Worlds\CTS |
| Path Painter.unitypackage | 在Terrain地形上制作路径，用途单一 | **插件** | Path Painter |
| GeNa 2 - Terrain Scene Spawner v2.0.0.unitypackage | 在Terrain地形[尤其是Gaia地形]上生成各种游戏对象，类似细节物体笔刷 | **插件** | GeNa |
| Ambient Skies - Skies Post FX Lighting v1.5.4.unitypackage | 给场景添加天空、后期效果、灯光效果等 | **插件** | Procedural Worlds\Ambient Skies |
| Ambient Sounds - Interactive Soundscapes v1.2.3.unitypackage | 用于给场景添加环境音效 | **插件** | Procedural Worlds\Ambient Sounds |
| SECTR COMPLETE 2019 v2019.0.2.unitypackage | 将大场景切割成多部分 根据需要动态加载卸载所需部分而非完整场景 提高运行效率 | **插件** | Procedural Worlds\SECTR |
| Pegasus v2.5.2.unitypackage | 制作路径动画 让相机或游戏物体沿路径运动 获得场景漫游摄影机[Fly+Through+Camera]及游戏过场动画 类似Timeline系统 | **插件** | Pegasus |
| Real Ivy - Procedural Ivy Generation 1.2.1.unitypackage | 用于程序化生成蔓藤 | **插件** | 3Dynamite |
| **25** | Hand-painted island pack.unitypackage | 海岛场景素材 | **场景** | Island Pack |
| **26** | AQUAS 2020 1.1.unitypackage | 用于制作水体[江河湖海] | **插件** |  |
| **27** | Hans Stylized Character 1.0.unitypackage | 人物模型[成年男性]动画 | **低模 动画** | **[Akishaqs]** Hans |
| **28** | HQ Fighting Animation vol.1-10 assortment.unitypackage | 高质量格斗动画 | **动画** | Multiple Files |
| **29** | Isometric Pack 3d 1.01.unitypackage | 半低模森林场景素材 | **场景** | Isometric Pack 3d |
| **30** | Kira Stylized character 1.1.unitypackage | 人物模型[成年女性]动画 | **低模 动画** | **[Akishaqs]** Kira |
| **31** | KUBIKOS - World 1.0.unitypackage | 卡通场景素材 | **场景 BUG** | KUBIKOS - World |
| **32** | Liam Stylized character 1.0.unitypackage | 人物模型[男孩]动画 | **低模 动画** | **[Akishaqs]** Liam |
| **33** | Volumetric Objects v1.1.unitypackage | 着色器插件 | **插件** |  |
| **34** | Time of Day v3.1.0.unitypackage | 动态天空插件 | **插件** |  |
| **35** | CastlePackUNITY.unitypackage | 低模海岛桥以及灯塔场景 | **低模 场景** | Ventuar |
| **36** | Master Audio AAA Sound v3.5.8.3.unitypackage | 声音类插件 | **插件** |  |
| **37** | Localized Dialogs Cutscenes LDC v4.4.unitypackage | 对话插件 | **插件** |  |
| **38** | Flow v1.7.unitypackage | 着色器插件 可制作流动的光影水流特效 | **插件** |  |
| **39** | Character System v5.5.unitypackage | 角色系统插件 | **插件** |  |
| **40** | Alzheimer Lightshafts v2.0.unitypackage | 灯光插件 | **插件** |  |
| **41** | Liquid Physics 2D 1.2.unitypackage | 制作物流流体 | **插件** |  |
| **42** | Substance Database-121.unitypackage | 设计开发用Substance材质贴图包 | **材质贴图** |  |
| **43** | Cinema Mocap 2 - Markerless Motion Capture 2.0.4.0.unitypackage | 动作捕捉插件 | **插件** |  |
| **44** | Dudeforce - Low Poly Action Heroes 1.2.unitypackage | 低模超级英雄模型带动画 | **低模 场景 BUG 动画** | Dudeforce - Low Poly Action Heroes |
| **45** | Game Concept Starter Pack Low Poly v1.4.unitypackage | 船只飞机模型 人物移动 黑夜城市场景 巡逻灯 人物拖尾 | **低模 场景 动画** | Game-Concept-Starter-Pack |
| **46** | Liquid Physics 2D 1.2.unitypackage |  |  |  |
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