MONSTERS SERIES BUNDLE

MONSTERS

Thanks for purchasing a Polygonmaker Pack!

Please leave a feedback at Unity asset store if you liked! This is important for us.

In case of any issue, question or suggestion please contact us at polygonmaker.com

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MONSTERS SERIES:

Those Monsters works great with [MEDIEVAL SERIES](#) and [SCI-FI SERIES](#)

How to Use it

Please visit each package to download for free:

Monsters - Alien Assassin
Monsters - Alien Spider
Monsters - Centaur Demon
Monsters - Giant Spider
Monsters - Golem
Monsters - Mummy
Monsters - Night Crawler
Monsters - Wraith
Monsters - Zombies

URP and HDRP

It is simple to convert the pack to Unity render pipelines.
For HDRP you can follow this video:
How to convert materials to HDRP
Some packs has already been updated to allow simple conversion to URP or HDRP, (we are working to make this feature available to all packs).

Mobile Use

MESHES

Our LODs are handmade, thus they can be used as main LOD without losing much of the quality.
Use LOD1 or LOD2 depending of your budget, for example LOD0 for FPS games, LOD1 for third person games or LOD2 for RTS games.

MATERIALS

Change from Standard to Mobile Diffuse or Bumped depending of your budget.

TEXTURES

Set the Max Size according your budget, for example 512 for third person games or 256 for RTS games.

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POLYGONMAKER:

We have been helping developers achieve their dreams since 2011.
Our packs should works out of the box and have no glitches.
Please contact us here if you find any issue and we will solve it ASAP.

Due to the amount of packs it might take some time for some big update, but our goal is to keep all our packs to the same standards.

Feel free to contact us in case of any doubt, issues, suggestions or anything that come to your mind.

www.polygonmaker.com