

Village Interiors Kit

Asset Store

This modular kit is just what you have been waiting for to construct all the Medieval Village & Town Interiors for your Fantasy RPG games.

Houses, Magic Shop, General Store, Fish Monger, Warehouses, Basements, Churches, Thief's Hideout, Jails, Inns & Taverns, Libraries, City Hall, Crafting Hall, Auction House, Guild Halls, Barracks, Cathedrals, Shrines, Temples, Castles and many more possibilities.
The package was designed for TopDown, FPS as well as 3rd person style game, both Desktop and Mobile.
** All screen shots taken from the 15 completed, ready to use, included demo scenes

Main Features:
With the 14 different wall texture sets you will be able to build a large variety of interiors with no two looking exactly the same. With 4 tileable wood and 4 stone floor textures the possibilities just keep on growing.
1633 Meshes and 1779 Prefabs. To populate the interiors, the set comes loaded with all the props you would need.

Base props included are:
Barrels, big & small (empty, closed & open with 4 food types each), Baskets, 2 styles with two sizes each (closed & open with 4 food types each), Crates, big & small (empty, closed and open with 4 food types each), Pots, 4 styles & sizes (empty & 4 food types each) Cloth Sacks (closed & open with 4 food types each), shop counters (modular in 4 texture sets), Fireplaces - large selection preloaded fire particle effects, Food (12 types)
furniture props included are:
Benches, pews, Bookshelves, 8 chairs types, cupboards, dressing tables(3) Wall mounted bookshelves, stools, tables (17), Mounted Horn trophies (10), bookstands, Wine racks (empty and populated), many beds

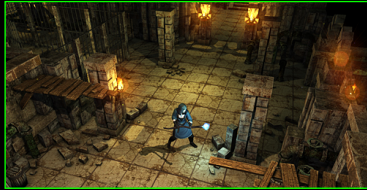
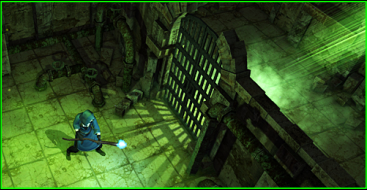


Tile-A-Dungeon Sewer Kit

Asset Store

With the unique, large-tile system you will easily build large dungeons in no time.

1 x 2048 Atlas texture to lower draw-calls.
Mobile & Desktop All-in-One. Seamlessly blend with Unity Terrain.
For Top-Down & FPS game play. *Demo level included for a Quick Start
28 - 6m x 6m tiles, 58 - 10m x 10m tiles, More than 818 Meshes, 990 Prefabs and 46 Particles effects to choose from. 11 Entrance & Exit tile designs.
Pipes, bridges, doorways, mushrooms, pillars, stairs, barrels, boxes, torches, candles, campsite items, furniture, pottery and many more ...



Cave Adventure Kit

Asset Store

This handcrafted package is a complete environment pack to bring your First Person Adventure, Top-Down Hack 'n' Slash Role-Playing game to life.

217 Prefabs from 76 meshes
24 terrain textures with normals
All assets - 1024 & 512 textures
All Rock prefabs are loaded with 3 texture sets
Shadow - Moss - Frozen
10 Larger prefabs to get you going quick & easy



Fast Travel Portal

Asset Store

With this modular kit you can build your game's point to point travel system.

Loaded with 138 prefabs and a teleport script.
Example setup included in demo scene.

Drag & drop the parts that you like to construct your own portal design, hit play, and watch the pulsating energy glyphs, rotating energy fields, swirling ruins and many more magical effects come to life.



ARPG Top Down Camera

Asset Store

Developing an ARPG or classic Top Down RPG game, then this is the camera you need. Intuitive controls in action, that lets you enjoy the game and not fight the controls

Fully customizable Keyboard input - Fully Customizable via Inspector or Scripting
Move, Rotate, Tilt, Zoom view - Click-and-Hold mouse following - Rotation around target
Dynamic transparency effect on objects that lies between the camera and target
The angle the camera looks at the target can be modified on the fly
The camera automatically moves to desired location on start
Left and right click to move player to the desired location
Player will stop when it hits obstacles or if the slope is bigger than the character controller's slope limit.



Tower Defense RTS Human Towers

Asset Store

High quality Fantasy Tower for your Tower Defense or Offensive and Defensive Towers in RTS games.

6 Tower types - 3 Upgrade stages each
3 Factions - 18 Towers per Faction, Destination Castle for TD games
One atlas texture per faction

Watch Tower - Cannon Tower, Ballista Tower, Mage Tower - Militia Tower - Command Tower

Ballista & Cannon Turrets separated for easy rotation.





3DForge



Developing 3D game assets for the Unity Asset Store

FANTASY KINGDOM MOBILE

FKM 4 Seasons Pine Forest

Asset Store

A high quality, low polygon, Pine Forest Environment pack that includes Summer, Autumn, Spring & Winter assets. Use just a few assets for a toon type game style or build a rich detailed environment.

4 Day & 4 Night demo scenes used for screen shots and web demos are included and ready to use.

Each season reads off 1 x 4mb 1024 .tga atlas texture for low draw calls.

301 Prefabs included in each season.

Season appropriate ground textures.

Trees, rocks, bridges, fences, flowers, logs, groundcover, mushrooms, signposts & lamps.

Particle effects included for that extra touch of magic are falling leaves, fireflies, insects, magical bursts and magical zones.

Meshes optimized for mobile devices.

BONUS!!! Winter comes with extra no snow texture sheet



PineForest - Autumn



PineForest - Winter



PineForest - Spring



PineForest - Summer

Blacksmith's Forge

Asset Store

FREE

This is a small sample of the Blacksmith's Forge FREE update that the Village Interiors Kit received

3DForge was 1 years old March 2014 and as a special thank you to you the Unity users, we would like you to have This Demo scene and all 55 meshes, 55 prefabs and all textures that populates it.

The scene is pre-baked with the Backed Lighting Made quick & easy user guide has also been added to this package.

