

**Publisher: Laxminarayan Artistry**

**Package Name: Clay Vases Pack - Clay Color Variety - Low Poly**

**About Package:**

- This 3D model showcases a Clay Vases Pack, featuring a variety of clay-colored 4 vases in different shapes and sizes.
- These vases are designed in low poly style and have a simple yet charming look, perfect for adding a rustic and earthy touch to your scene or project.
- The low-poly design ensures great performance for games, animations, or creative digital work.
- Whether you need decorations for a cozy interior, a garden setting, or a fantasy world, this Clay Vases Pack will bring your creations a natural, handmade feel.
- Scale and Size maintained according to realistic sizes according to 1 Unit = 1 Meter = 1 Unity Cube

**Technical Details:**

- **Geometry Triangles** 42.8k (42820)
- **Vertices** 24.3k (24252)
- **PBR** No
- **Textures** 0
- **Materials** 8
- **UV Layers** Yes
- **Vertex Colors** No
- **Animations** 0
- **Rigged geometries** No
- **Morph geometries** 0
- **Scale transformations** No

**Package Includes:**

- Prefabs for useful assets
- Fbx file have separate prefabs folder, Model and Material Folder to make it easy to use.

**Important Notes (Easy Resolve Pink Materials for URP and HDRP):**

This package includes an **AutoSwitchMaterialShader** script that detects the active render pipeline (HDRP, URP, or Built-in) and automatically switches the materials to the appropriate **SpeedTree8 shader** without manual adjustments.

- **For URP (Figure 1):** Automatically switches to the Universal Render Pipeline ➤ Nature ➤ SpeedTree8 shader and enables **Two-Sided = Yes**.
- **For HDRP (Figure 2):** Automatically switches to the HDRP ➤ Nature ➤ SpeedTree8 shader and enables **Double-Sided = Checked**.
- **For Built-in Pipeline (Figure 3):** Automatically ensures **Two-Sided** rendering is enabled via the internal shader setting.

Once the package is imported, all **SpeedTree8 materials** in the **Materials** folder are correctly configured for the active render pipeline, no manual changes required.

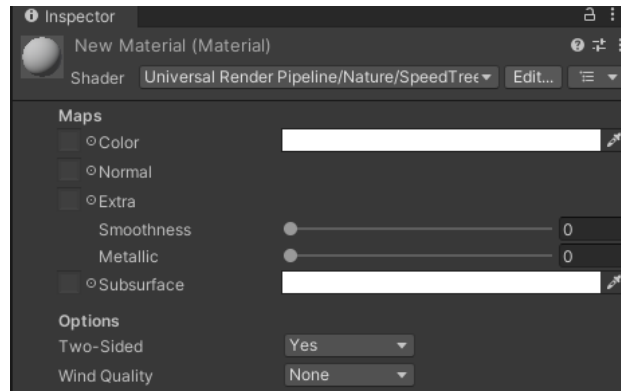


Figure 1 : URP Material Settings

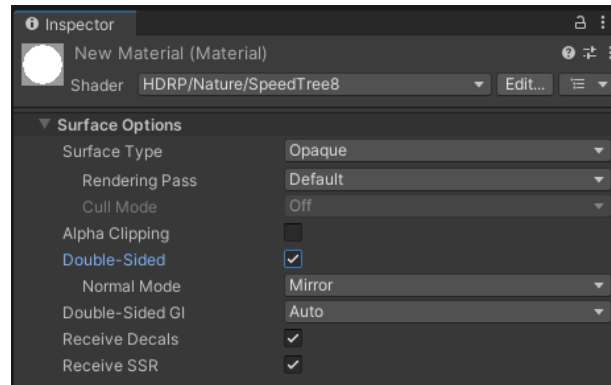


Figure 2: HDRP Material Settings

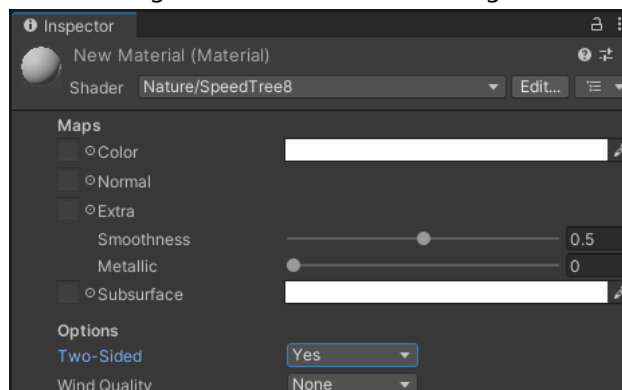


Figure 3: Built-in Pipeline Material Settings

**For Manual Fix: Tools → AutoSwitchMaterial (LNA) → FixMaterials**