Introduction

This low poly asset is designed with a unique concept. Most of the prefabs are designed as clean polygon models. There are baked textures for leaves, ground and grass that makes up for the truly awesome looking scenes.

Package content

Prefabs

- 70 model prefabs
- 11 ground texture prefabs
- 4 water prefabs

Textures

Ground textures are baked with size 2048x2048 and have the following maps: Albedo/diffuse, normal map and ambient occlusion. Layers for terrain are premade and can simply be reused - find them in this folder: BOKI/LowPolyNature/Terrain/layers

Grass billboard textures are 512x1024 in size with alpha transparency.

Tree/bush leaves are baked with size 2048x2048 and have the following maps: Albedo/diffuse, normal map and ambient occlusion.

Shaders

- Skybox shader - choose any color for the sky, horizon and ground
- Wind shader for tree branches (moving branches)
- Liquid/water shader with customizable top/bottom and foam color
- Waterfall shader
- Water ripples shader

Scripts

- SimpleCameraController - This is taken from Unitys Template Projects for easy navigation in the scene.
- FadeInOut - UI overlay that can fade scenes in and out.
- WaterfallAudio - Delay script for audio playback.

Audio
- A simple music melody
- Waterfall sfx
- Water flow sfx

Character
- Simple low poly fisherman character
- Fishing idle animation included (from mixamo.com)
- Fishing pole with physically simulated string

How To Use

Prefab models: BOKI/LowPolyNature/Prefabs/models

Prefab vfx: BOKI/LowPolyNature/Prefabs/vfx

Terrain layers: BOKI/LowPolyNature/Terrain/layers

Remember to check out the demo scenes with all prefabs and shaders in use.

Support & Updates

You can always contact us if you find any bugs or challenges while using this package. Keep in mind that this documentation will be updated and the most recent version can be found at http://www.boki.dk/low-poly-nature

Contact

Product Support: support@boki.dk