

LOW POLY

# ultimate pack

by [polyperfect](#)



# Thanks!

First of all, thank you for purchasing our pack. We appreciate that! We are putting a lot of effort into this.

We are also planning to expand the list of characters and their animations in the future with free updates of the pack. Check out our [Discord](#) for any news.

# Handy Links ;)

## Other Low Poly Packs

[Low Poly Animated Animals](#)  
[Low Poly Animated Dinosaurs](#)  
[Low Poly Animated Fantasy Creatures](#)  
[Low Poly Animated People](#)  
[Low Poly Animated Prehistoric Animals](#)  
[Low Poly Epic City](#)  
[Low Poly Ultimate Pack](#)  
[Low Poly War Pack](#)

## Poly Series

[Poly Universal Pack](#)  
[Poly Cars Pack](#)  
[Poly Fantasy Pack](#)  
[Poly Farming Pack](#)  
[Poly Halloween](#)  
[Poly Movie Set](#)  
[Poly Steampunk Pack](#)

## Toolkits

[Ultimate Crafting System](#)

## **2D Packs**

[Low Poly Icon Pack](#)

[Low Poly Coffee Icons](#)

[Fancy Icon Pack](#)

[2D SDF Nodes](#)

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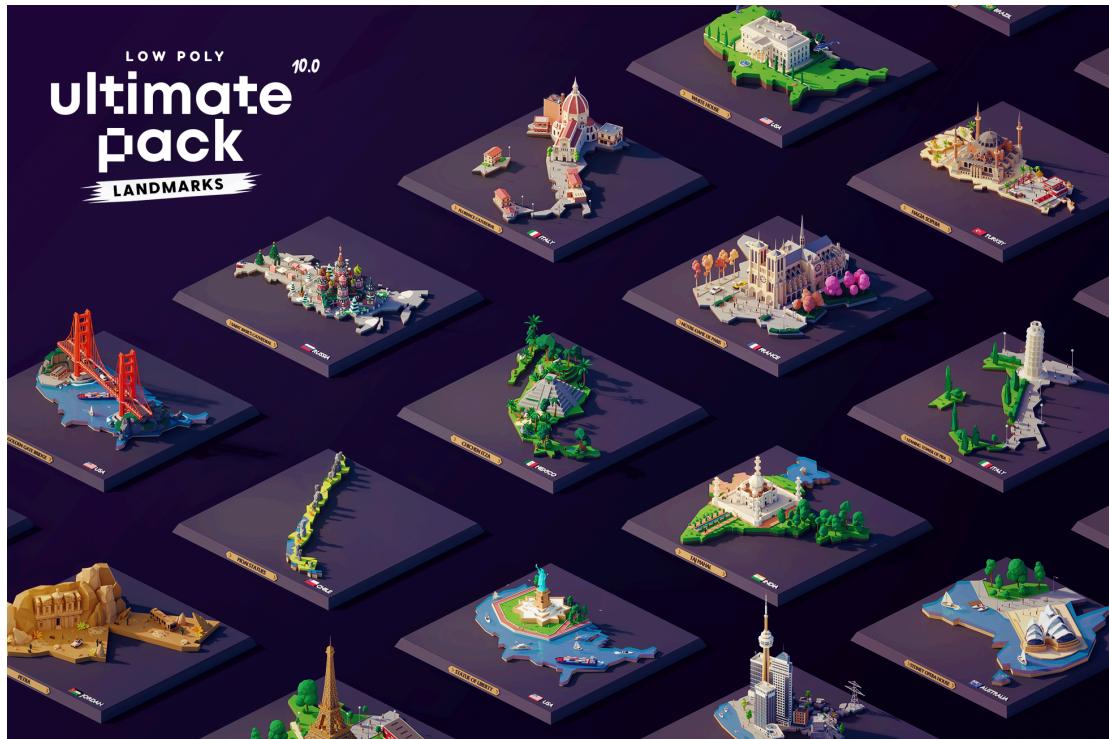
# License

- <https://unity.com/legal/as-terms>
- It's prohibited to resell or redistribute these assets
- Modifying an Asset does not mean you own that Asset, or that you can do anything with that Asset beyond what is specifically allowed in the Asset Store EULA.
- It's prohibited to use these assets for the following products:
  - Creation of Non-Fungible-Tokens (NFT) or use in Blockchain-based projects or products.
  - Creation of content for Metaverse-related and/or game-creation software and products.
  - Inclusion in datasets utilized by Generative AI Programs; in the development of Generative AI Programs; or as inputs to Generative AI Programs.

# Updates

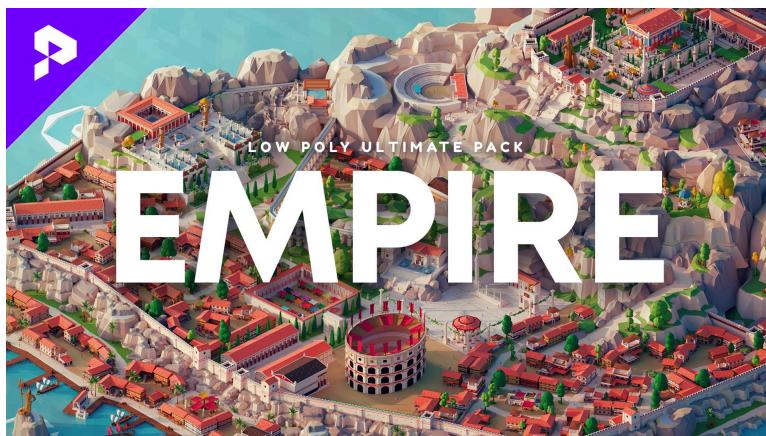
## VERSION 10.0: Empire

- Landmarks (x18)
- Landmarks Islands (x18)
- New Cool Landmarks Scene
- New Weapons models (x26)
- New Military Models (x8)
- New Farming Models (x5)
- Planet Earth (x1)
- **BIG Cleanup and Name Fixing.** If you are already using the pack, please download only the new stuff. We are trying to unify our pack naming across platforms and releases.



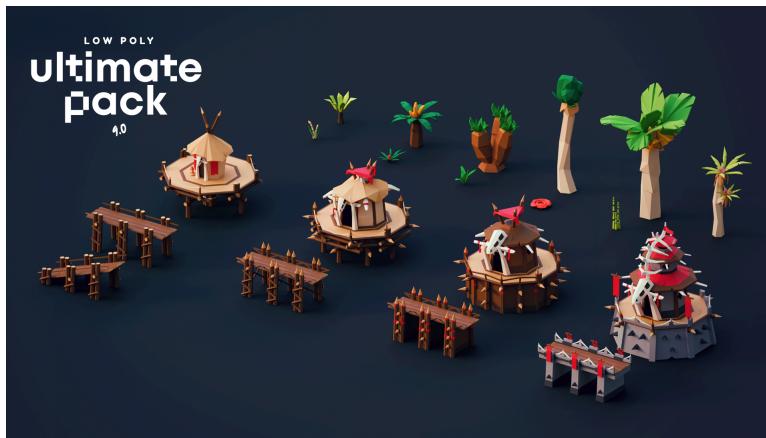
## **VERSION 9.5: Empire**

- Empire Models (x291)
- Empire People (x18)
- New Amazing Empire Scene



## **VERSION 9.0: Tribal Update**

- New Tribal Models (x36)
- Prehistoric Nature (x14)
- Tribal People (x4)



## **VERSION 8.5**

- Medieval buildings update (x7)
- Tattoo (x7)

- Nature (x13)



#### **VERSION 8.4**

- Modular building parts (x62)

#### **VERSION 8.3**

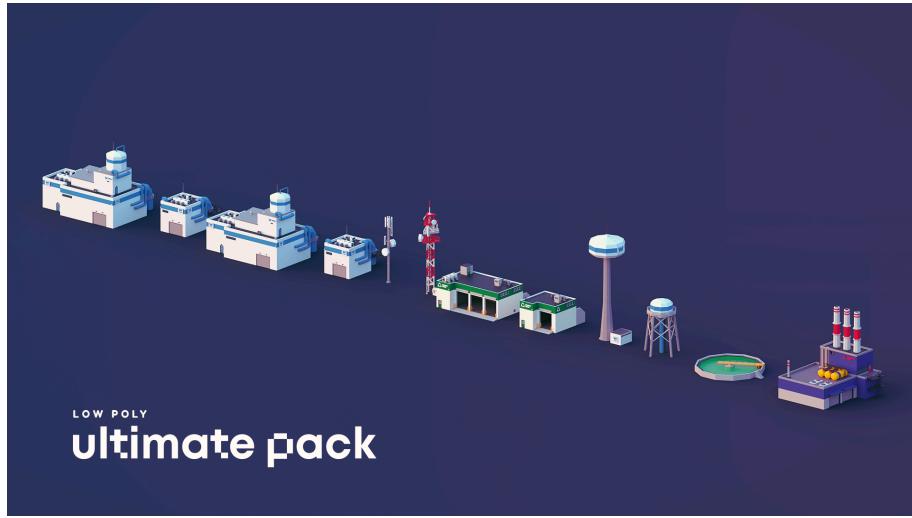
- Props Party (x23)
- Props Camping (x12)
- Drink (1x)

#### **VERSION 8.2**

- URP materials package
- Supercool LUTs textures

#### **VERSION 8.1**

- New Service Buildings (x10)



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## VERSION 8.0

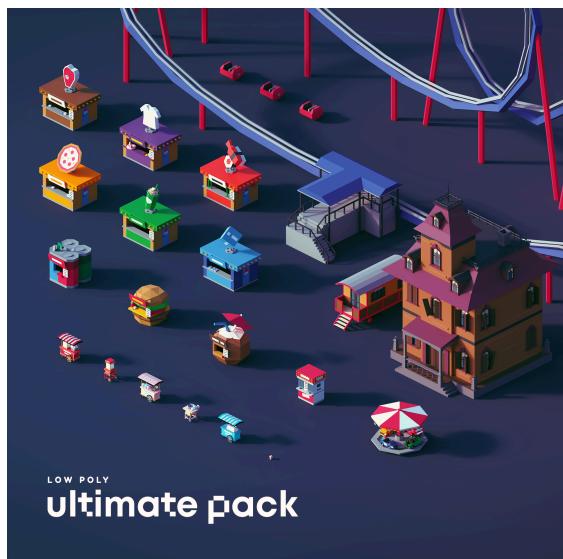
- Construction (x58)
- Tools (x10)



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## VERSION 7.9

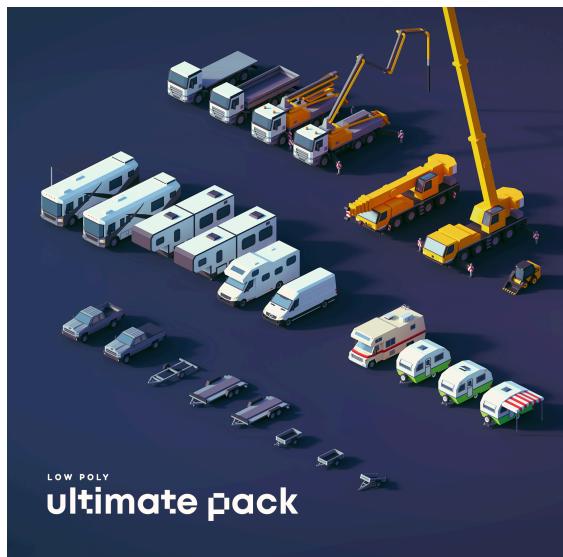
- Amusement Park (x23)
- New Building Parts (x8)



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## **VERSION 7.8**

- Vehicles (x25)



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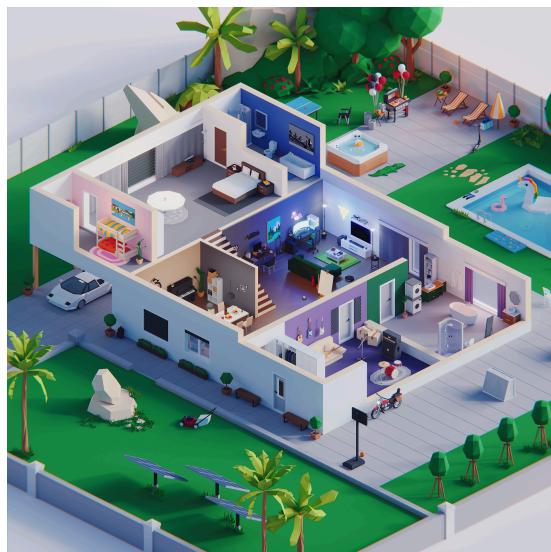
## **VERSION 7.7**

- Dishes (x32)
- Drinks (x20)
- Electronics (x32)

- Food (x6)
- Furniture (x62)
- Music (x10)

## **VERSION 7.6**

- One of the biggest updates so far
- New Demo Scene (Dream House)
- Improved Buildings Parts modular system
- New furniture models (x106)
- New electronic models (x22)
- New building parts models (x18)
- New sports models (x5)
- New tools models (x19)
- New people models (x4)
- Small tweaks



## **VERSION 7.5**

- New sci-fi city props and furniture (x94)
- New people models (x6)

## **VERSION 7.4**

- New apocalypse models: props, trains, and buildings (x30)
- New beach models (x3)
- New weapons models (x14)
- New sci-fi furniture (x17)

## **VERSION 7.3**

- New apocalypse models: props, buildings, and people (x64)
- New beach models (x9)
- New Tiles without bottom (x89)
- Other few models and tweaks



## **VERSION 7.2**

- New apocalypse models: props and rubble (x40)
- A few additional models that you have requested

## **VERSION 7.1**

- New apocalypse models: vehicles and boats (x20)

- New nature models: broken trees and debris (x30)
- Few fixes

## **VERSION 7.0**

- Generic animation system
- 4 people animations
- New wedding models
- New apocalypse models (x35)
- New furniture
- Other small items (Gas grill, anvil, camera, et.)

## **VERSION 6.2**

- Scifi: Second update



## **VERSION 6.15**

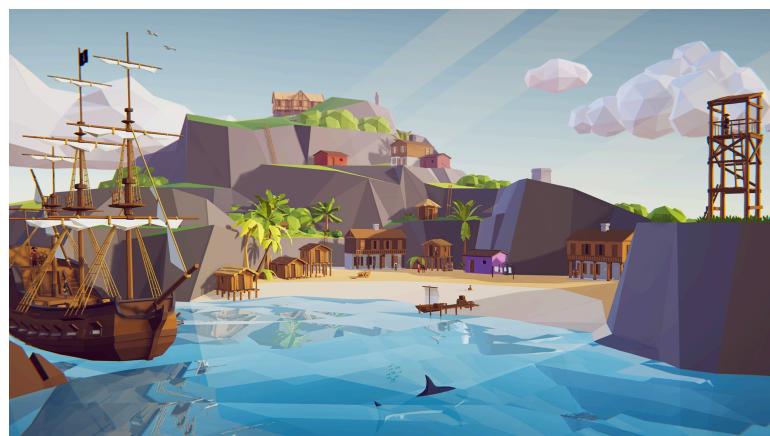
- A few models that our lovely users requested

## **VERSION 6.1**

- Scifi: First update

## **VERSION 6.0**

- Pirates, YARGH!!!
- Some other new models.



## **VERSION 5.6**

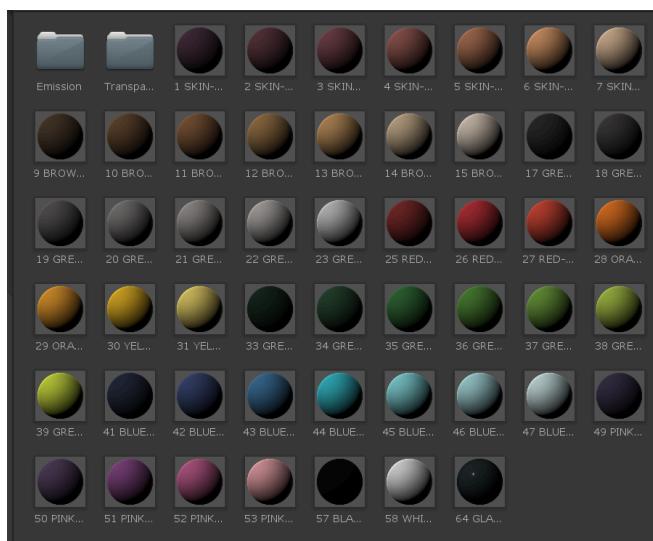
- Lots of new stuff! Cheers

# Material vs Textures

There are two versions of our models. Feel free to use the ones that fit your workflow the best. Demo Scenes are made with material prefabs.

## “M” Models (Material)

- Each color is a single material.
- Great for prototyping
- Easy to use



## “T” Models (Texture)

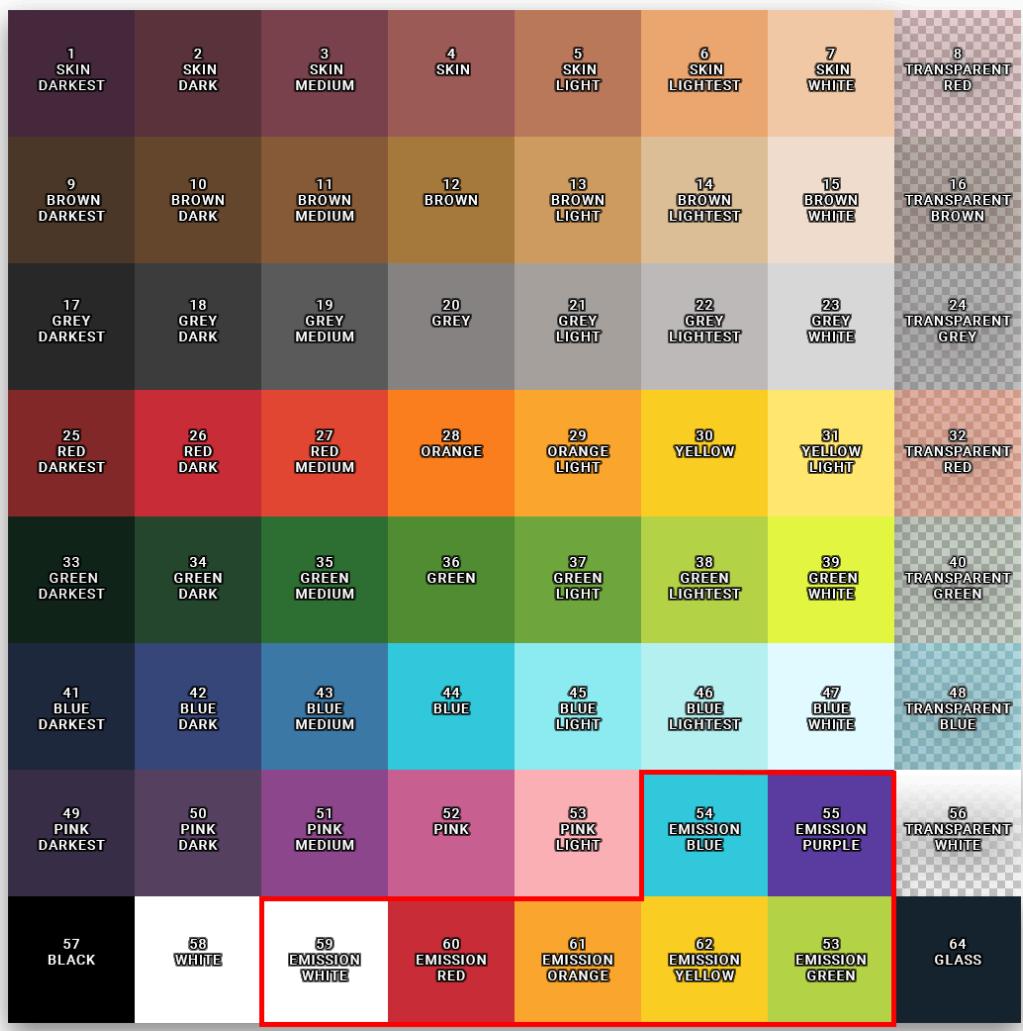
- The color of an object is influenced by texture
- All prefabs share one atlas texture
- Good for speed and mobile

**“This texture is not perfect, but it's ours.” We are using one big atlas texture and one material for all our meshes. It's great for speed - or so they say :))**



Left column is reserved for transparent colors.

								TRANSPARENT VALUES
1 SKIN DARKEST	2 SKIN DARK	3 SKIN MEDIUM	4 SKIN	5 SKIN LIGHT	6 SKIN LIGHTEST	7 SKIN WHITE	8 TRANSPARENT RED	
9 BROWN DARKEST	10 BROWN DARK	11 BROWN MEDIUM	12 BROWN	13 BROWN LIGHT	14 BROWN LIGHTEST	15 BROWN WHITE	16 TRANSPARENT BROWN	
17 GREY DARKEST	18 GREY DARK	19 GREY MEDIUM	20 GREY	21 GREY LIGHT	22 GREY LIGHTEST	23 GREY WHITE	24 TRANSPARENT GREY	
25 RED DARKEST	26 RED DARK	27 RED MEDIUM	28 ORANGE	29 ORANGE LIGHT	30 YELLOW	31 YELLOW LIGHT	32 TRANSPARENT RED	
33 GREEN DARKEST	34 GREEN DARK	35 GREEN MEDIUM	36 GREEN	37 GREEN LIGHT	38 GREEN LIGHTEST	39 GREEN WHITE	40 TRANSPARENT GREEN	
41 BLUE DARKEST	42 BLUE DARK	43 BLUE MEDIUM	44 BLUE	45 BLUE LIGHT	46 BLUE LIGHTEST	47 BLUE WHITE	48 TRANSPARENT BLUE	
49 PINK DARKEST	50 PINK DARK	51 PINK MEDIUM	52 PINK	53 PINK LIGHT	54 EMISSION BLUE	55 EMISSION PURPLE	56 TRANSPARENT WHITE	
57 BLACK	58 WHITE	59 EMISSION WHITE	60 EMISSION RED	61 EMISSION ORANGE	62 EMISSION YELLOW	53 EMISSION GREEN	64 GLASS	



**EMISSION  
VALUES**

The bottom part is for emission ones.

# Tutorials

## **Low Poly Ultimate Pack - Animations**

<https://www.youtube.com/watch?v=Ww2EdzqxKYs>

## **Low Poly URP (Low Poly Ultimate Pack 8.2)**

[https://www.youtube.com/watch?v=6LuRfu56z\\_o](https://www.youtube.com/watch?v=6LuRfu56z_o)

## **Tutorial: Using Low Poly Ultimate Pack in URP / Unity 2021.2**

[https://www.youtube.com/watch?v=QsvmXpWxF\\_o](https://www.youtube.com/watch?v=QsvmXpWxF_o)

## **Stream#4: Building Low Poly Dream House**

<https://www.youtube.com/watch?v=gRp5iXZD9mU>

## **Auto-rigging and Animating lowpoly characters with Mixamo**

<https://www.youtube.com/watch?v=R9zmZZcmCvE>

# FAQ

## **1) Does Low Poly Ultimate Pack contain animations and scripts from other packs?**

The Low Poly Ultimate Pack is its own thing: An awesome collection of thousands of models without animations or scripts. There are rigged simple people characters with Mixamo support (not the same as Low Poly Animated People) and Animals are not rigged and animated.

## **2) Will your packs work with URP?**

All of our packs are made with standard Unity shaders, so it's pretty easy to upgrade them to the URP. Here is the video on how to do it:

<https://www.youtube.com/watch?v=YTJo3RnmPTw>

There is also a URP package in the root of the folder that you can unpack with all the stuff you need, called **URP\_LowPolyUltimatePack.unitypackage**

## **3) Can I use your assets with a different engine?**

Yes, but we will not be able to support you. As long as they are safely stored within the engine, and you are not reselling or redistributing them. No AI as well.

## **4) Can I use your assets commercially?**

Yes, as long as they are safely stored within your product and you are not reselling or redistributing them. No AI as well. Please carefully read this: [EULA and Terms of Service](#)

## **5) What is the difference between Ultimate and Universal packs?**

Ultimate is great for mobile top-down games and prototyping, while Universal offers more detail for 3rd and first-person stylized games. Each has a different set of models.

