



Shaded
Spectrum

Forgotten Realms: Free Example

Publisher: Shaded Spectrum

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Introduction

Thank you for downloading the Forgotten Realms: Free Example pack! This free collection includes 6 high-quality, tileable materials designed to showcase the authentic, aged fantasy realism you can expect from the full pack. Whether you're exploring worn stone surfaces, twisted roots, cracked earth, or weathered wood, these demo textures offer a glimpse of the rich detail and seamless blending that will elevate your dark fantasy or medieval scenes with immersive, atmospheric charm.

Contents

This pack includes the following materials, totalling 6 materials:

1. Ancient Plaster
2. Echoes of Clay
3. Gloamwall Mortarwork
4. Runebreak Pavement
5. Veiled Crypt Flagstone
6. Whispering Grove Floor
7. Wurmroot-Infused Stone

Texture Formats

Each material includes the following texture maps to ensure maximum visual fidelity:

- **Albedo Map (Base Color)**
- **Normal Map**
- **Occlusion Map**
- **Specular Map**
- **Height Map/Displacement Map**

These textures are designed to work well with Unity's Standard Shader (PBR) and provide excellent results with real-time lighting.



How to Use

1. Importing the Pack:

- Import the package using the Unity Package Manager.
- All materials will automatically appear under a folder named Forgotten Realms Free Example inside of the Shaded Spectrum folder.

2. Assigning Materials:

- Select any 3D object in your scene, then drag and drop the desired material from the Materials folder onto the object in the Inspector window.
- Modify the material properties (e.g., height, smoothness) directly from the material inspector in Unity.

3. Tiling & Scaling:

- All materials in this pack are seamless and can be tiled across large surfaces without visible seams.
- You can adjust the tiling and offset values in Unity by navigating to the material settings in the Inspector and modifying the "Tiling" values to match the desired scale of your object.

Recommended Settings

To get the best visual results, we recommend the following Unity settings:

- **Shader:** Use Unity's Standard (PBR) shader for optimal performance. These materials are also compatible with other shaders that support PBR.
- **Lighting:** Ensure proper scene lighting to highlight material details such as reflection and roughness. Consider using HDRI images and reflection probes to enhance realism.
- **Tiling:** Adjust the tiling values based on the object's size. For large surfaces, increase the tiling amount to maintain sharp detail without visible repetition.

Support & Feedback

If you encounter any issues or need assistance, please don't hesitate to reach out via email at shadedspectrumunity@gmail.com. We value your feedback and would love to see how you're using our materials in your projects! Suggestions for future updates are also welcome.

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