

Don't miss these other cool assets brought to you by **kronnect**

BEAUTIFY



Beautify is an acclaimed full-screen image processing effect that **improves the image quality in real time producing incredibly crisp and vivid scenes.**

In addition to this unique image enhancement filter, you will find in Beautify additional effects like high quality Bloom, dirty lens effect, vignetting, night & thermal vision and more!

Get it on the Asset Store:

<https://www.assetstore.unity3d.com/#!/content/61730>

DYNAMIC FOG & MIST

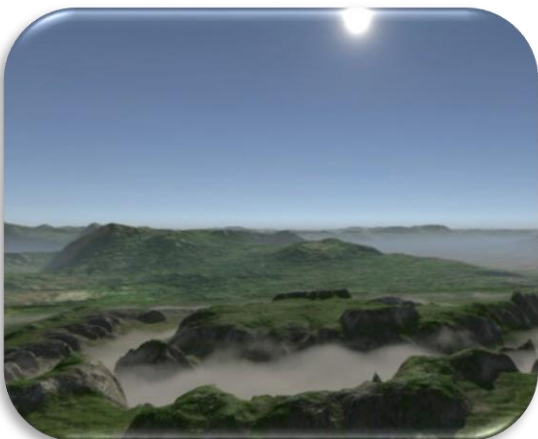


Dynamic Fog & Mist is a full-screen image effect that adds live, moving Fog, Mist and Sky Haze to your scenes making them less dull and boring.

Get it on the Asset Store:

<https://www.assetstore.unity3d.com/en/#!/content/48200>

VOLUMETRIC FOG & MIST



Volumetric Fog & Mist is the enhanced version of **Dynamic Fog & Mist (which is also included in the package)** and has been designed to provide a better looking fog and **cloud formations with support of lighting and glow effects.**

It's feature rich with options like fog of war, Sun tracking, better transparent and sprite support, sun shafts and more.

Get it on the Asset Store:

<https://www.assetstore.unity3d.com/en/#!/content/49858>

WORLD POLITICAL MAP SERIES



World Political Map series is a collection of profesional mapping assets for Unity (2D and Globe Editions). Used by many companies and agencies across the world to visualize data, resources, interact with the user, etc.

Get it on the Asset Store (Globe Edition):

<https://www.assetstore.unity3d.com/#!/content/41890>

Get it on the Asset Store (2D Edition):

<https://www.assetstore.unity3d.com/#!/content/43180>

WORLD MAP STRATEGY KIT



World Political Strategy Kit is a complete framework for building AAA strategy games, including all world countries and provinces, +7000 cities, cool 3D PBS dynamic viewport for map, hexagonal grid, path-finding, real elevation, and much more.

Get it on the Asset Store:

<https://www.assetstore.unity3d.com/en/#!/content/55121>

COMPASS NAVIGATOR PRO

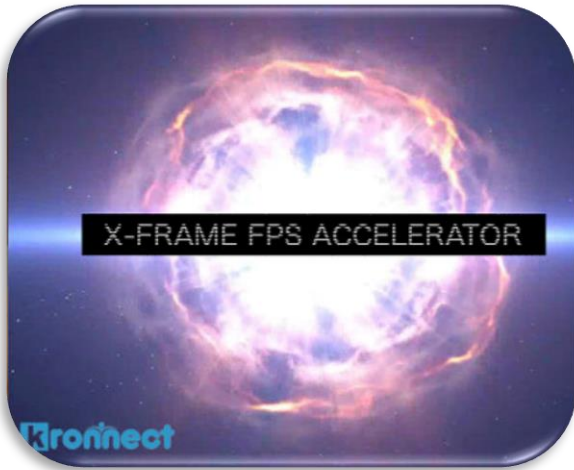


Compass Navigator Pro adds a "Skyrim"-like compass bar to your UI, including smooth fade in/out, various bar designs, +11 icons in two variations (+22 icons) and nice features like beam lights!

Get it on the Asset Store:

<https://www.assetstore.unity3d.com/en/#!/content/59519>

X-FRAME FPS ACCELERATOR

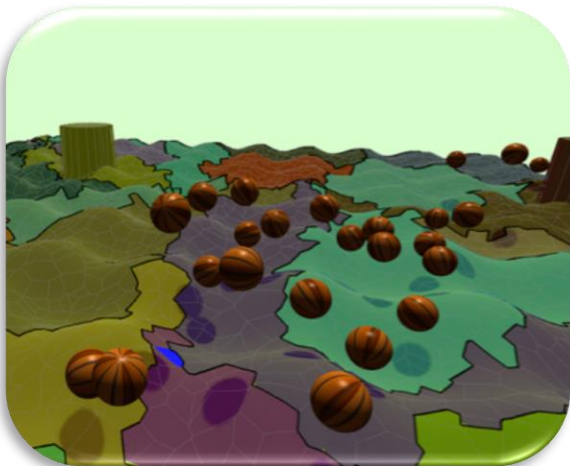


X-Frame FPS Accelerator provides you extra frames per second in your mobile games (iOS and Android). It takes advantage of the huge screen resolution of these devices to sacrifice some pixels in Exchange of performance with flexible and dynamic quality options.

Get it on the Asset Store:

<https://www.assetstore.unity3d.com/en/#!/content/63965>

TERRAIN GRID SYSTEM



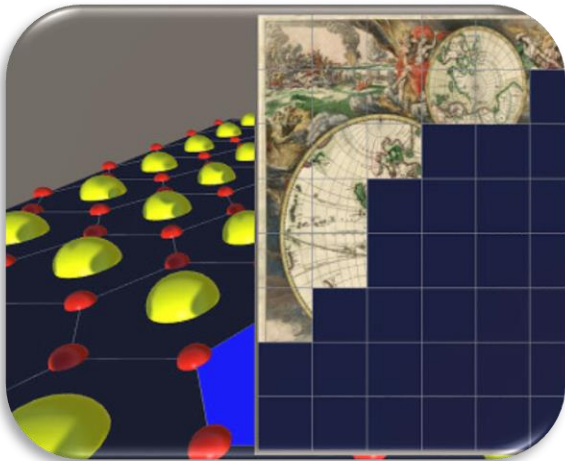
Terrain Grid System is an advanced grid generator and territory/cell highlighter/fader for both **Terrain and 2D grids**.

It can generate voronoi, hexagonal and boxed grids dynamically on your terrain, with flexible position options.

Get it on the Asset Store:

<https://www.assetstore.unity3d.com/#!/content/47215>

GRIDS 2D



Grids 2D is similar to Terrain GRid System but only for flat 2D grids. It's fast, convenient and easy to use.

It can also generate voronoi, hexagonal and boxed grids dynamically on your terrain, with flexible API to integrate with your game.

Get it on the Asset Store:

<https://www.assetstore.unity3d.com/en/#!/content/59981>

TUNNEL FX



Tunnel FX is a full-screen post image effect that creates stunning, colorful 3D animated tunnels. It does not create any real tunnel but just draw the tunnel as a post-effect behind any geometry or UI.

Get it on the Asset Store:

<https://www.assetstore.unity3d.com/#!/content/68564>

LIQUID VOLUME



Liquid Volume is a powerful and highly customizable shader that simulates realistic and animated liquid containers. Can be used in 3D scenes and 2D UI (demos included).

Liquid Volume is super easy and fun to use: just add the main script to any primitive (sphere, box, cylinder and similar shape models) to convert it into a liquid container!

Get it on the Asset Store:

<https://www.assetstore.unity3d.com/#!/content/70992>

SHADER CONTROL



Shader Control is a tiny but powerful tool that will allow you to identify and manage shader keywords usage in your project, taking more control over the build size and compilation time.

Quickly locates and helps you disable keywords not needed, learn about the shaders used in your project and their keywords!

Get it on the Asset Store:

<https://www.assetstore.unity3d.com/#!/content/74817>