

Ultimate Garbage Pack Documentation

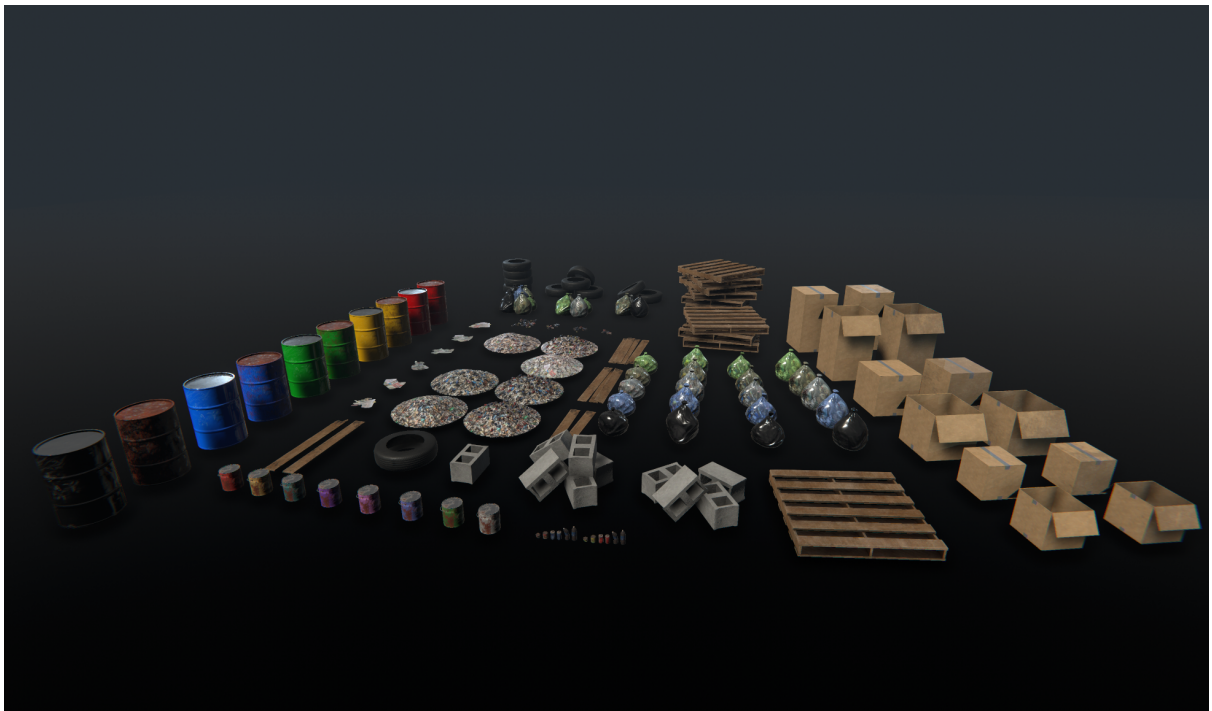
Package Contents

Thank you for buying this package! We hope it provides endless possibilities for your games and experiences! In this package you will find the following.

- FBX files for all garbage assets
- Built in Colliders
- 2K & 4K Texture maps compressed down to 2k through Unity's compression system
- PBR based materials using Unity's Standard Shader

FBX's

This modular kit of garbage is to provide the most variety and accessibility to building out scene that may need multiple levels of fidelity. You can simply start putting assets together and it will provide quick results!



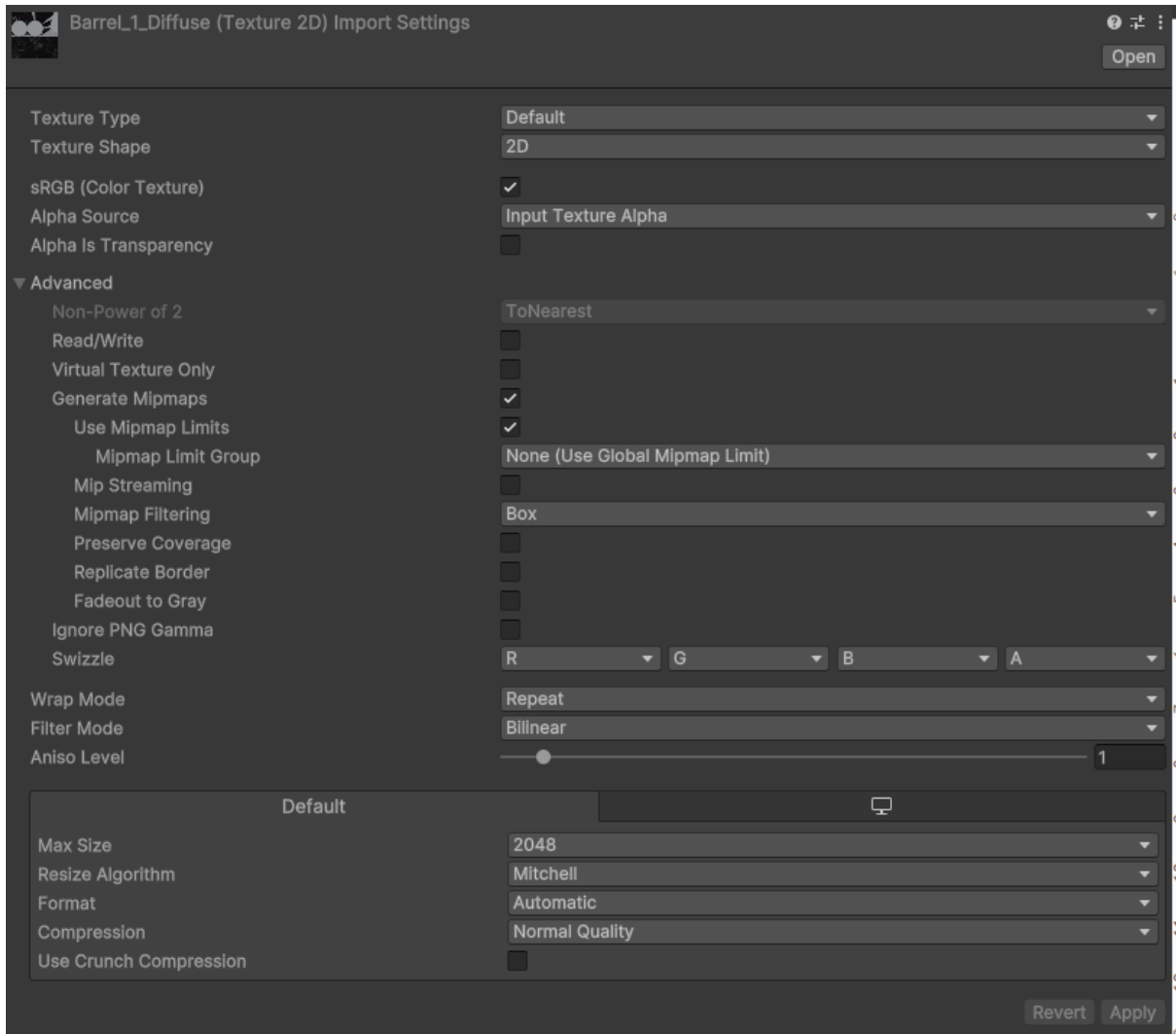
This package is provided by North Peak Entertainment.

Colliders

Each prefab has mesh colliders either using primitive shapes or their original meshes.

Textures

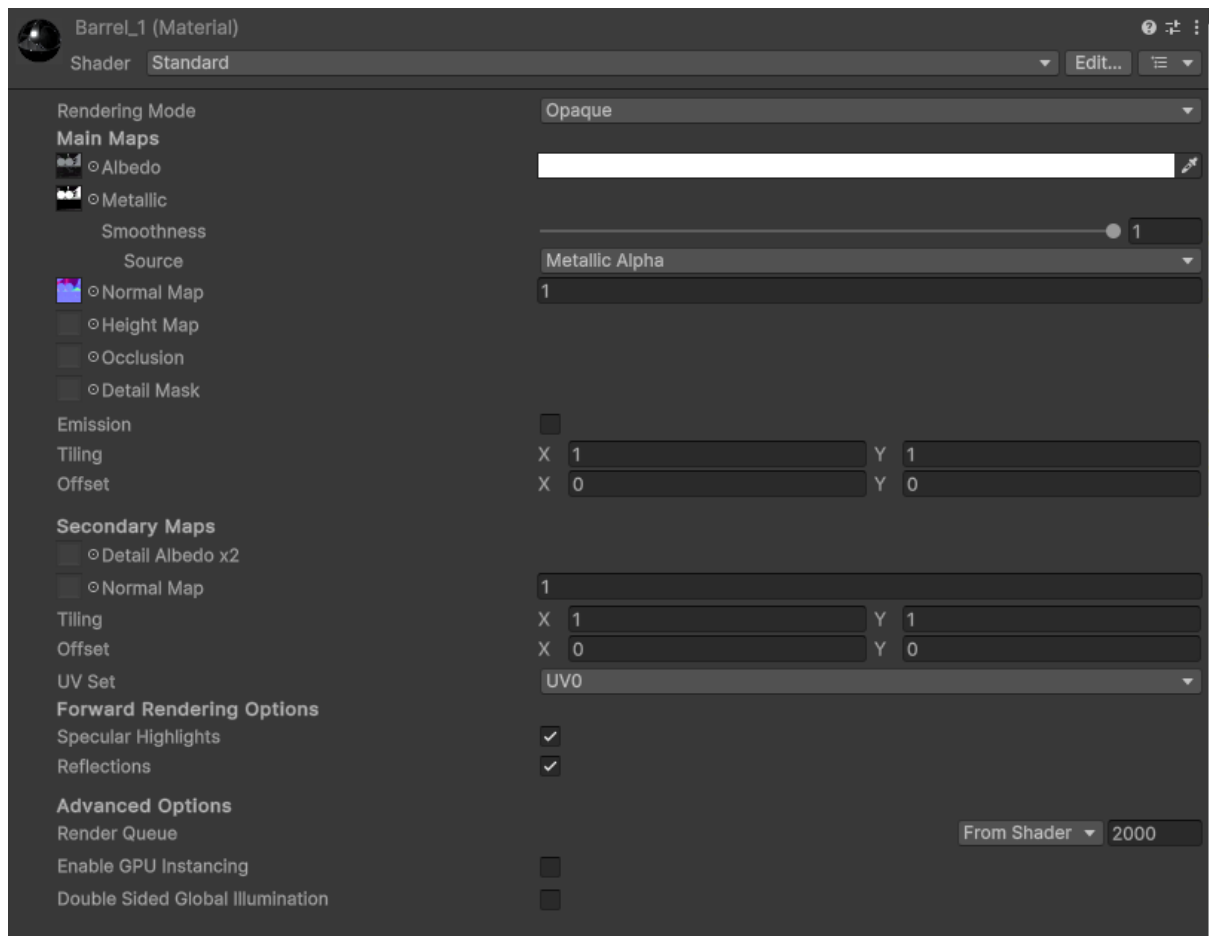
Each asset is provided with 4096x4096 texture sets using the PBR/MetallicSmoothness pipeline. For optimization purposes you can set these texture to 2048X2048.



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Materials

Each asset is using Unity's Standard Shader for accessibility but you can change the shader to fit your situation.

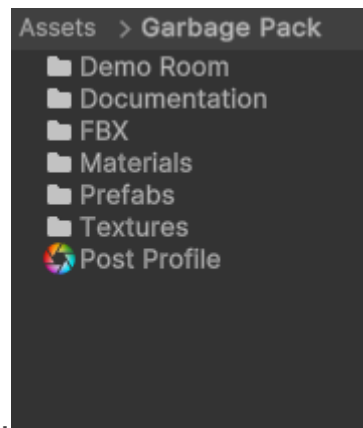


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File Structure

This package is structured in a clear system so you can see all contents and access everything needed for each asset

This package also contains a demo scene where you can view both a created level and the entire modular kit laid out.



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