

# Hani Jahan Design – Free Modular 3D Platformer Pack

**Version:** 1.1

**Unity Version:** 2020.3 LTS or newer

**Supported Render Pipelines:** Built-in RP, URP

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## 1. Overview

This free modular 3D tile pack is designed for quick prototyping of platformers, puzzle games, and block-based environments. Every asset is lightweight, stylized, and optimized using a shared color palette texture and unified materials to keep performance high and draw calls low.

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## 2. Package Contents

### Models & Prefabs:

- 13 Platforms – flat, block, ramp/slope, floating, bridge
- 2 Hazards – spikes ×2
- 10 Interactables – crate, key, coin, door, 2 buttons, ladder, lever, torch

### Materials:

- HJD\_BuiltIn\_Normal.mat – Single shared material for Built-in Render Pipeline
- HJD\_URP\_Normal.mat – Single shared material for Universal Rendering pipeline (URP)

### Textures:

- HJD\_ColorPal\_Normal\_01/02.png – 1024×1024 PNG (~3 KB) shared palette, 2 variations
- HJD\_Cloud00 – 1024×1024 PNG (decorative cloud with alpha)
- HJD\_SkyGradient – 1024×1536 PNG (vertical gradient background)

## Scenes:

- HJD\_FP\_ContentPreview – Full prefab overview
- HJD\_FP\_SampleScene\_01 – Sample demo scene

## Editor Tools:

- MyAssetWelcome.cs – opening Welcome Window with quick links to docs, support, and updates
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## 3. Quick Start

1. Open any Unity 2020.3+ project.
  2. Drag prefabs from `Assets/HaniJahanDesign/FreePack/Prefabs` into your scene.
  3. Apply the correct material based on your render pipeline:
    - **URP** – Use the `HJD\_URP\_Normal` material.
    - **Built-in RP** – Use the `HJD\_BuiltIn\_Normal` material.
  4. All tiles are pivot-centered and grid-aligned for easy snapping.
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## 4. Technical Highlights

- Models provided in **.fbx** format
  - Pivot-centered, grid-aligned geometry for easy snapping
  - **Ultra low-poly** (28–288 tris; most under 200)
    - Platforms: 28–52
    - Slopes/Bridges: 36–168
    - Hazards: 180–196
    - Interactables: Coin 116, Crate 188, Torch 261, Key 276, Lever 288
  - UVs: non-overlapping, packed for efficiency
  - Uses a **single shared material and palette texture** (2 variations)
  - Supports **Built-in + URP** (materials included)
  - No external dependencies or custom shaders
  - Compatible with Unity 2020.3 LTS or newer
  - Designed for **clarity, speed, and early gameplay testing**
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## 5. Contact & License

**Created by:** Hani Jahan Design (HJD)

**License:** Free to use in commercial or personal Unity projects.

(Attribution not required, but always appreciated. Redistribution of the pack itself is not permitted.)

**Credits & Thanks:**

If this pack helps your project, a simple mention of Hani Jahan Design in your work or socials goes a long way. ✨

### **Community & Support:**

Join the HJD Discord to:

- Share feedback & ideas
- Ask questions & get support
- See upcoming tools and packs

👉 [discord.gg/7pk5Je9bFT](https://discord.gg/7pk5Je9bFT)

### **More Info & Contact:**

🌐 [www.hanijahan.com](http://www.hanijahan.com)

✉️ Contact details available on the website

Thank you for using the Hani Jahan Design – Modular 3D Platformer Pack!

Keep creating 💛