

3D Low Poly Worlds



Snowy



Final image is **Baked GI + Final Gather**, with using: **Beautify, SSAO Pro, Amplify + LUT Pack**

Sorting folders in scene:

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“Beautify” settings

General Settings

Quality	Best Quality
Preset	Custom
Compare Mode	<input type="checkbox"/>
Build Options	

Tonemapping & Color Grading

Tonemapping	Linear
Vibrance	0
Daltonize	0.8
Tint	0.8
Contrast	1
Brightness	1.05

Lens & Lighting Effects

Bloom	<input checked="" type="checkbox"/>
Layer Mask	Nothing
Intensity	2
Threshold	0.8
Depth Attenuation	0.1
Reduce Flicker	<input type="checkbox"/>
Ultra	<input type="checkbox"/>
Customize	<input type="checkbox"/>

Artistic Choices

Vignetting	<input checked="" type="checkbox"/>
Circular Shape	<input checked="" type="checkbox"/>
Mask Texture	(feature disabled in build options)

Noise Texture

noise	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Sample Count	Medium	1	
Downsampling	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Intensity	<input type="radio"/>	<input checked="" type="radio"/>	3
Radius	<input type="radio"/>	<input checked="" type="radio"/>	0.01
Distance	<input type="radio"/>	<input checked="" type="radio"/>	0.1
Bias	<input type="radio"/>	<input checked="" type="radio"/>	0.1
Lighting Contribution	<input type="radio"/>	<input checked="" type="radio"/>	0.5
Occlusion Color	<input type="radio"/>	<input checked="" type="radio"/>	
Blur Type	High Quality Bilateral	<input type="radio"/>	<input checked="" type="radio"/>
Blur Downsampling	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Blur Passes	<input type="radio"/>	<input checked="" type="radio"/>	2
Threshold	<input type="radio"/>	<input checked="" type="radio"/>	20
Distance Cutoff			
Max Distance	500	<input type="radio"/>	<input checked="" type="radio"/>
Falloff	50	<input checked="" type="radio"/>	<input type="radio"/>

HDR Control

Tonemapper	Disabled
Exposure	1
Linear White Point	11.2
Apply Dithering	<input type="checkbox"/>

Color Grading

Quality Level	Standard
Blend Amount	0.6
Lut Texture	Blue Contrast
Lut Blend Texture	Blue Hero
Mask Texture	None (Texture)
Use Depth Mask	<input type="checkbox"/>
Depth Mask Curve	<input type="checkbox"/>

Effect Volumes

Use Volumes	<input type="checkbox"/>
Exit Volume Blend Time	1
Trigger Volume Proxy	None (Transform)
Volume Collision Mask	Everything

R-58 G-15 B-14



R-90 G-55 B-84 A-17

“Amplify” settings

HDR Control

Tonemapper	Disabled
Exposure	1
Linear White Point	11.2
Apply Dithering	<input type="checkbox"/>

Color Grading

Quality Level	Standard
Blend Amount	0.6
Lut Texture	Blue Contrast
Lut Blend Texture	Blue Hero
Mask Texture	None (Texture)
Use Depth Mask	<input type="checkbox"/>
Depth Mask Curve	<input type="checkbox"/>

Effect Volumes

Use Volumes	<input type="checkbox"/>
Exit Volume Blend Time	1
Trigger Volume Proxy	None (Transform)
Volume Collision Mask	Everything

3D Low Poly Worlds



Forest



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"Beautify" settings

General Settings

Quality: Best Quality
Preset: Custom
Compare Mode:

Tonemapping & Color Grading

Tonemapping: Linear
Vibrance: 0
Daltonize: 0.12
Tint: 0.12
Contrast: 1
Brightness: 1.15

Lens & Lighting Effects

Bloom: Layer Mask: Nothing
Intensity: 0.2
Threshold: 0.6
Depth Attenuation: 0.1
Reduce Flicker: Ultra
Customize:

Artistic Choices

Vignetting: Circular Shape:
Mask Texture (feature disabled in build options)

"SSAO Pro" settings

Noise Texture: noise
Sample Count: Medium
Downsampling: 1
Intensity: 5
Radius: 0.01
Distance: 0.1
Bias: 0.1
Lighting Contribution: 0.5
Occlusion Color:
Blur Type: High Quality Bilateral
Blur Downsampling:
Blur Passes: 3
Threshold: 20
Distance Cutoff: Max Distance: 500
Falloff: 50

"Amplify" settings

HDR Control

Tonemapper: Disabled
Exposure: 1
Linear White Point: 11.2
Apply Dithering:

Color Grading

Quality Level: Standard
Blend Amount: 0.65
Lut Texture: Strong_Blue_Tint
Lut Blend Texture: Warm_L
Mask Texture: None (Texture)
Use Depth Mask:
Depth Mask Curve:

Effect Volumes

Use Volumes:
Exit Volume Blend Time: 1
Trigger Volume Proxy: None (Transform)
Volume Collision Mask: Everything

R-56 G-48 B-13

R-0 G-19 B-21 A-10

3D Low Poly Worlds



Mountain



Final image is **Baked GI + Final Gather**, with using: **Beautify, SSAO Pro, Amplify + LUT Pack**

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Mountains
Stone

Mountains
Stone



Materials - Materials used for scene

Prefabs - Prefabs used for scene

Scenes - Completed scene

Textures - Textures (atlas) and Skybox (*.hdr format)

"Beautify" settings

General Settings

- Quality: Best Quality
- Preset: Custom
- Compare Mode:
- Build Options | Help

Tonemapping & Color Grading

- Tonemapping: Linear
- Vibrance: 0
- Daltonize: 0.5
- Tint: #00FFFF
- Contrast: 1
- Brightness: 1

Lens & Lighting Effects

- Bloom:
- Layer Mask: Nothing
- Intensity: 1
- Threshold: 1
- Depth Attenuation: 0.1
- Reduce Flicker: Ultra:
- Customize:

Artistic Choices

- Vignetting:
- Circular Shape:
- Mask Texture (feature disabled in build options)

Noise Texture: noise

- Sample Count: Medium
- Intensity: 4
- Radius: 0.01
- Distance: 0.1
- Bias: 0.1
- Lighting Contribution: 0.5
- Occlusion Color: #000000
- Blur Type: High Quality Bilateral
- Blur Downsampling:
- Blur Passes: 4
- Threshold: 20

Distance Cutoff

- Max Distance: 500
- Falloff: 50

Show AO

HDR Control

- Tonemapper: Disabled
- Exposure: 1
- Linear White Point: 11.2
- Apply Dithering:

Color Grading

- Quality Level: Standard
- Blend Amount: 0.5
- Lut Texture: Warm Purple
- Lut Blend Texture: Blue Contrast
- Mask Texture: None (Texture)
- Use Depth Mask:
- Depth Mask Curve:

Effect Volumes

- Use Volumes:
- Exit Volume Blend Time: 1
- Trigger Volume Proxy: None (Transform)
- Volume Collision Mask: Everything

R-47 G-50 B-70

R-83 G-70 B-113 A-14

3D Low Poly Worlds



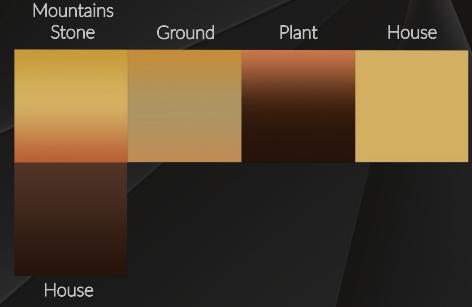
Canyon



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"Beautify" settings

General Settings

Quality: Best Quality
Preset: Custom
Compare Mode: Build Options Help

Tonemapping & Color Grading

Tonemapping: Linear
Vibrance: 0
Daltonize: 0.3
Tint:
Contrast: 1
Brightness: 1

Lens & Lighting Effects

Bloom: Layer Mask: Nothing
Intensity: 1.2
Threshold: 0.5
Depth Attenuation: 0.05
Reduce Flicker: Ultra
Customize:

Artistic Choices

Vignetting: Circular Shape:
Mask Texture (feature disabled in build options)

Noise Texture: noise (D N)
Sample Count: Medium
Downsampling: 1
Intensity: 5
Radius: 0.74
Distance: 0.7
Bias: 0.1
Lighting Contribution: 0.5
Occlusion Color:
Blur Type: High Quality Bilateral
Blur Downsampling:
Blur Passes: 4
Threshold: 10
Distance Cutoff: Max Distance: 500
Falloff: 50
Show AO

HDR Control

Tonemapper: Disabled
Exposure: 1
Linear White Point: 11.2
Apply Dithering:

Color Grading

Quality Level: Standard
Blend Amount: 0.6
Lut Texture: Bleach_Alternative
Lut Blend Texture: Blue Contrast
Mask Texture: None (Texture)
Use Depth Mask:
Depth Mask Curve:

Effect Volumes

Use Volumes:
Exit Volume Blend Time: 1
Trigger Volume Proxy: None (Transform)
Volume Collision Mask: Everything

R-0 G-0 B-0

R-27 G-19 B-58 A-10

"SSAO Pro" settings

HDR Control

Tonemapper: Disabled
Exposure: 1
Linear White Point: 11.2
Apply Dithering:

Color Grading

Quality Level: Standard
Blend Amount: 0.6
Lut Texture: Bleach_Alternative
Lut Blend Texture: Blue Contrast
Mask Texture: None (Texture)
Use Depth Mask:
Depth Mask Curve:

Effect Volumes

Use Volumes:
Exit Volume Blend Time: 1
Trigger Volume Proxy: None (Transform)
Volume Collision Mask: Everything

HDR Control

Tonemapper: Disabled
Exposure: 1
Linear White Point: 11.2
Apply Dithering:

Color Grading

Quality Level: Standard
Blend Amount: 0.6
Lut Texture: Bleach_Alternative
Lut Blend Texture: Blue Contrast
Mask Texture: None (Texture)
Use Depth Mask:
Depth Mask Curve:

Effect Volumes

Use Volumes:
Exit Volume Blend Time: 1
Trigger Volume Proxy: None (Transform)
Volume Collision Mask: Everything

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Sunset



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"Beautify" settings

General Settings

Quality: Best Quality
Preset: Custom
Compare Mode: Build Options Help

Tonemapping & Color Grading

Tonemapping: Linear
Vibrance: 0.5
Daltonize: 0.008
Tint:
Contrast: 1
Brightness: 1.1

Lens & Lighting Effects

Bloom: Layer Mask: Nothing
Intensity: 0.15
Threshold: 1
Depth Attenuation: 0
Reduce Flicker: Ultra
Customize:

Artistic Choices

Vignetting: Circular Shape:
Mask Texture (feature disabled in build options)

Noise Texture

noise: noise
Sample Count: Medium
Downsampling: 1
Intensity: 2.5
Radius: 0.8
Distance: 0.03
Bias: 0.03
Lighting Contribution: 0.7
Occlusion Color:
Blur Type: High Quality Bilateral
Blur Downsampling:
Blur Passes: 3
Threshold: 20

Distance Cutoff

Max Distance: 500
Fall-off: 50

Show AO

About Help

HDR Control

Tonemapper: Disabled
Exposure: 1
Linear White Point: 11.2
Apply Dithering:

Color Grading

Quality Level: Standard
Blend Amount: 0.5
Lut Texture: Contrast_A
Lut Blend Texture: Blockbuster 12
Mask Texture: None (Texture)
Use Depth Mask:
Depth Mask Curve:

Effect Volumes

Use Volumes:
Exit Volume Blend Time: 1
Trigger Volume Proxy: None (Transform)
Volume Collision Mask: Everything

R-88 G-18 B-48

R-50 G-29 B-49 A-20

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Night



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"Beautify" settings

General Settings

Quality: Best Quality
Preset: Custom
Compare Mode: Build Options Help

Tonemapping & Color Grading

Tonemapping: Linear
Vibrance: 0.5
Daltonize: 0.1
Tint:
Contrast: 1
Brightness: 1

Lens & Lighting Effects

Bloom: Layer Mask: Nothing
Intensity: 0.8
Threshold: 0.6
Depth Attenuation: 0
Reduce Flicker: Ultra
Customize:

Artistic Choices

Vignetting: Circular Shape:
Mask Texture (feature disabled in build options)

Noise Texture: noise (D, N)
Sample Count: Medium
Downsampling: Intensity: 3.2
Radius: 0.3
Distance: 0.03
Bias: 0.03
Lighting Contribution: 0.7
Occlusion Color:
Blur Type: High Quality Bilateral
Blur Downsampling:
Blur Passes: 1
Threshold: 1
Distance Cutoff: Max Distance: 500, Falloff: 50
Show AO

HDR Control: Tonomapper: Disabled
Exposure: 1
Linear White Point: 11.2
Apply Dithering:
Color Grading: Quality Level: Standard
Blend Amount: 0.65
Lut Texture: Kuato
Lut Blend Texture: Bleach_M
Mask Texture: None (Texture)
Use Depth Mask:
Depth Mask Curve:
Effect Volumes: Use Volumes:
Exit Volume Blend Time: 1
Trigger Volume Proxy: None (Transform)
Volume Collision Mask: Everything

R-22 G-1 B-47

R-34 G-6 B-65 A-15