



Cliff Stone Pack L offers a curated collection of 10 unique stone assets, including 3 grass models — ideal for adding stylized natural variety to your environment design and pushing your project to the next level.

#### **Key Features:**

- ◆ 5 unique stone meshes for immediate use in stylized or semi-realistic scenes.
- ◆ Single material atlas: All stone models share one baked texture set, enabling efficient performance and easy scene optimization.

Optimized workflow with one material:**All stones are UV-packed and baked into a single** texture atlas, allowing for streamlined rendering, reduced material management, and better overall performance—especially useful in large scenes or lightweight projects.

#### **✓ Bonus ✓**

- 3 Grass variations;
- 6 Stone material variations (semi-stylized and semi-realistic);
- 3 materials dedicated for terrain painting to showcase the stone pack;
- 2 Example demo scenes.**

**Game-Ready** – Optimized geometry suitable for both real-time applications and pre-rendered scenes.

**Usage Guidelines:**

Simply drag and drop prefabs into your scene and make your levels more optimized choosing a set of stones that uses a single material.

**Commercial Use License:**

This asset may be used in commercial projects with mandatory attribution to "Algirdas Š." For commercial projects generating over \$10,000 in revenue, explicit written permission is required. Credits must include "Dzeruza." - Original Asset Creator".

**Contact:**

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Asset Package Content Overview

**3D Assets****Meshes:**

**10 Stone meshes ( 5 - 2 LODs) ;**

All stone meshes baked into single material;

3 Grass meshes dedicated for demo purposes.

All assets have a UV channel, 5–2 LOD levels and a collision mesh.

**Prefabs:**

62 Stone prefabs

3 Grass prefabs.

**Materials:**

6 Stone material variations;

1 Grass material

**Scenes:**

2 Example demo scenes.

**Textures:**

6 Stone variations of basemap;

2 Stone normal maps;

2 Stone maskmap;

1 Stone roughness, AO, metallic & Height maps

1 Grass Alpha; 1 Grass albedo; 1 Grass normal;

3 Terrain (Materials) Layers for pack demonstration;

3 basemap; 3 maskmap; 3 normal. 3 metallic, 3 AO, 3 roughness & 3 height maps

**Cliff Stone Pack L is potentially supporting the Standard render pipeline.**

## **Asset Package Content Overview**

Texture map sizes: **256x256, 1024x1024, 4096x4096;**

Texture map count: **44**

Total Mesh count: **13**

Prefab count: **65**

Number of materials: **7**

1. Scene with all 3D assets;

2. Demo scene pack presentation;

Polygon count: **4 - 2906** (triangles)

**(5 LODs are provided for most stones)**

**Colliders: mesh colliders**

**Current Unity version support: 6.000.0.11f**

