

## Free Texture pack by VertexView

This package includes 16 textures with materials

Textures are: 6 woods, 4 plasters, 2 fabrics, 2 grounds, 1 corkboard and 1 stone  
Each Texture group is provided with 5 maps: Diffuse (\_DIF files), Normal (\_NORM), Displacement (\_DISP), Specular (\_SPEC) and Ambient occlusion (\_AO)

All textures are tileable (seamless). They are provided in High Quality PNG file format, 1024 x 1024 pixels

One scene is included to show the different materials with an animated directional light (Unity Bumped specular shader. Diffuse and Normal maps used)

Feel free to use these textures in your games

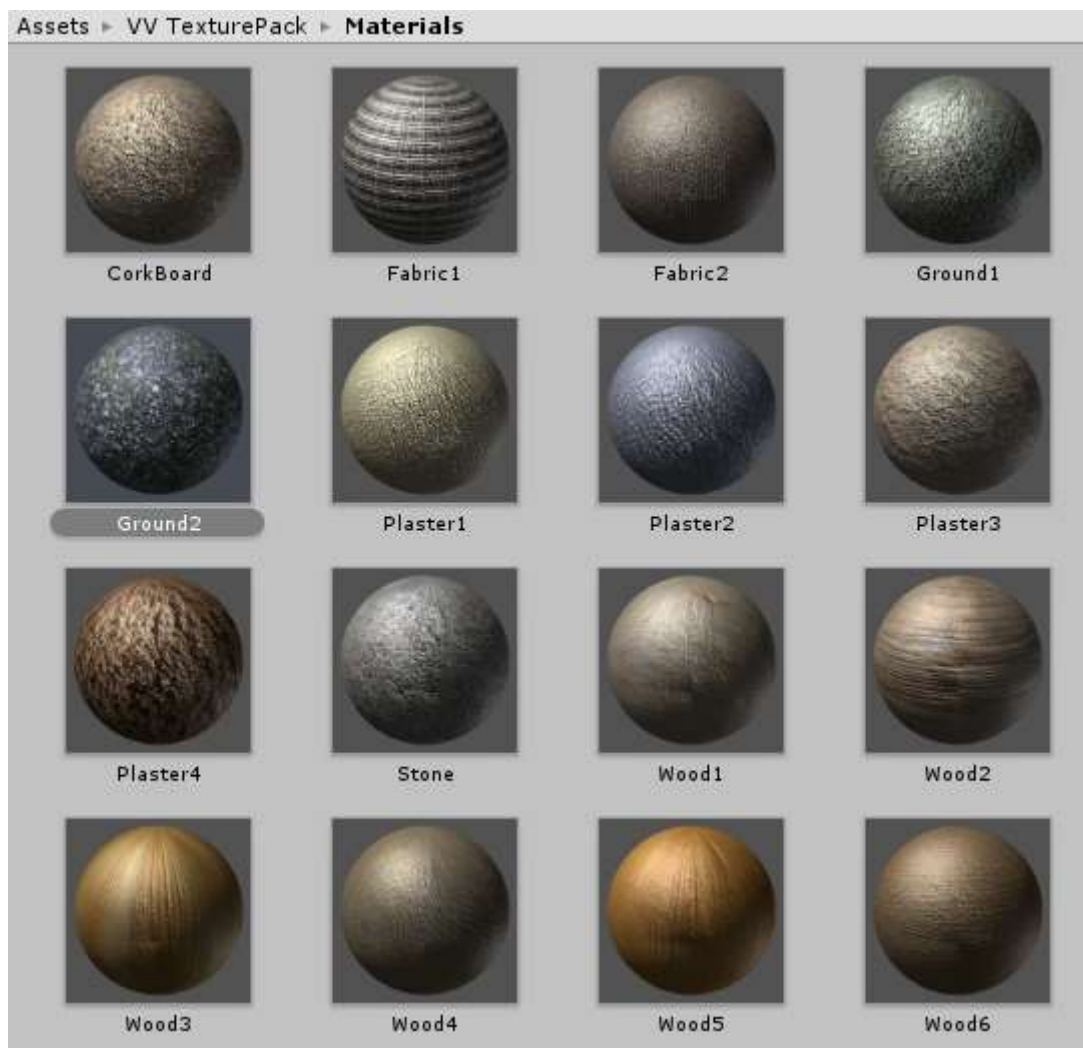
### Releases

v1.2

. Unity 6 validation

v1.1

. Initial version Scene with C# script.



Website: <http://www.vertexview.com>