Publisher: Ethereal Grace
Package Name: Meeting Table & Chair Set – 3D Modern Stylish Furniture Collection (Low Poly)

About Package:
- Add a sleek, modern touch to your project with this beautifully crafted 3D Modern Table and Chair Set.
- Ideal for use in architectural visualizations, interior design renders, VR spaces, AR apps, or stylized game environments.
- Includes 5 designer chairs + 1 unique S-shaped modern table
- Bonus: Colorful books placed on the table for added realism
- Great for office, meeting room, library, or modern home setups

- Scale and Size maintained according to realistic sizes according to **1 Unit = 1 Meter = 1 Unity Cube**

Technical Details:
- **Geometry Triangles** 77.3k
- **Vertices** 38.4k
- **PBR** No
- **Textures** 1(PNG 512x512)
- **Materials** 1
- **UV Layers** Yes
- **Vertex Colors** No
- **Animations** 0
- **Rigged geometries** No
- **Morph geometries** 0
- **Scale transformations** No

Package Includes:
- Prefabs for useful assets
- Fbx file have separate prefabs folder, Model and Material Folder to make it easy to use.

Important Notes (Easy Resolve Pink Materials for URP and HDRP):
This package includes an **AutoSwitchMaterialShader** script in the **Editor folder** that detects the active render pipeline (HDRP, URP, or Built-in) and automatically switches the materials to the appropriate **SpeedTree8 shader** without manual adjustments.

- **For URP (Figure 1)**: Automatically switches to the Universal Render Pipeline ➤ Nature ➤ SpeedTree8 shader and enables **Two-Sided = Yes**.
- **For HDRP (Figure 2)**: Automatically switches to the HDRP ➤ Nature ➤ SpeedTree8 shader and enables **Double-Sided = Checked**.
- **For Built-in Pipeline (Figure 3)**: Automatically ensures **Two-Sided** rendering is enabled via the internal shader setting.

Once the package is imported, all **SpeedTree8 materials** in the **Materials** folder are correctly configured for the active render pipeline, no manual changes required.
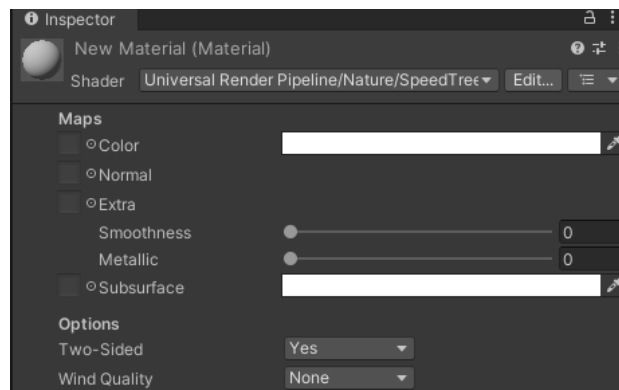

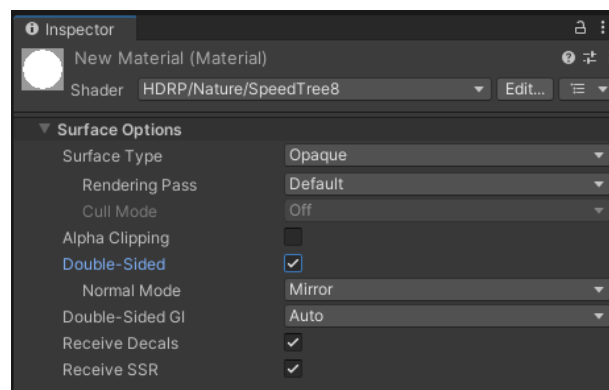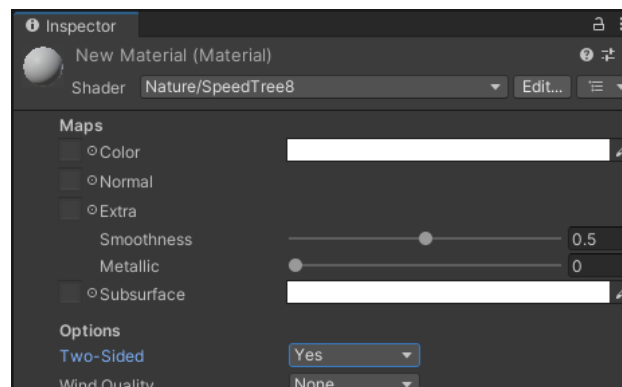Figure 1 : URP Material Settings

Figure 2: HDRP Material Settings

Figure 3: Built-in Pipeline Material Settings