

About Z ! Low Poly Cave Pack

This is an Asset for building huge and exquisite underground cave environment easily.

There are 30 modular caves which, like building blocks, could be assembled into complicated ones. Moreover, there are more than 300 prefabricated bodies, 8 kinds of rock&cliffs totaling 54 pieces, and 250 kinds of ore hole props suitable for underground scenes such as woodworks, stairs, street lamps, tree roots, rubbles, stalagmite, wooden bridges, iron chains, chandeliers, dragons, torches, candles, wooden ladders, miner's trucks, tracks, crystals, rags, etc.

Pack contains:

Modular cave: 26 groups

Stone/cliff: 54 groups

Other wooden props: 104 types

Crystal species: 56 groups

Mushroom: 15 types

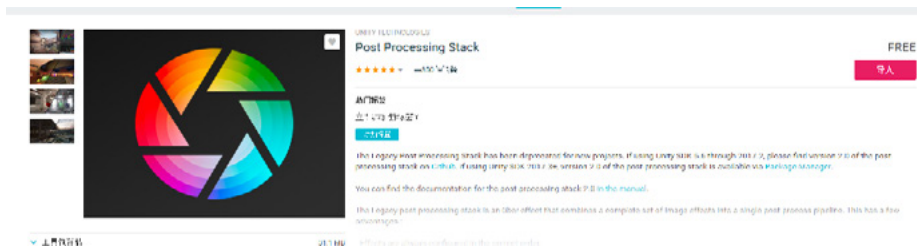
Roots / vines: 25 types

Street lamp / chandelier: 10 types

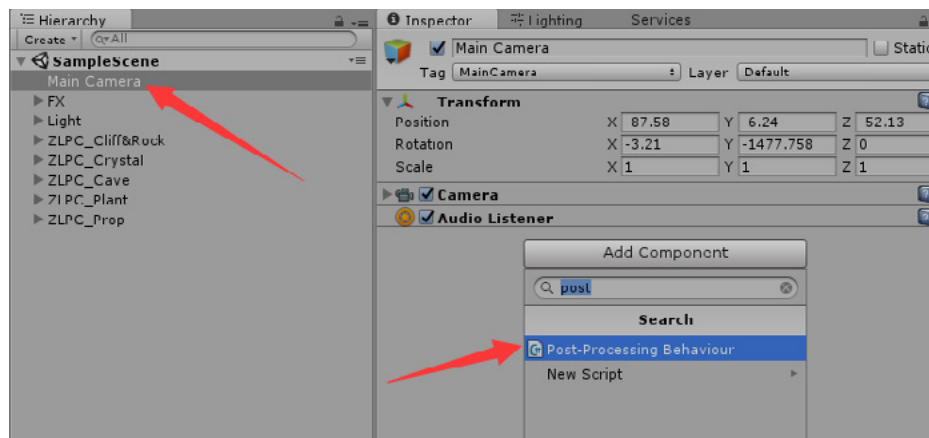
Questions you might ask :

A, How keep my camera scene consistent with that in video(<https://youtu.be/3S-cdJ2Kcx8>) ?

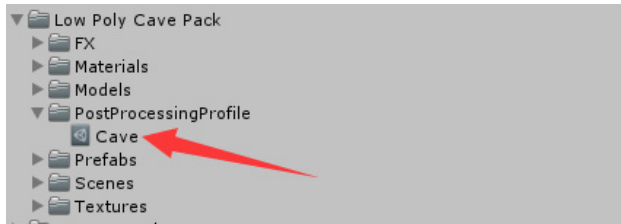
1, Find Post Processing Stack at Asset Store and then input you project.



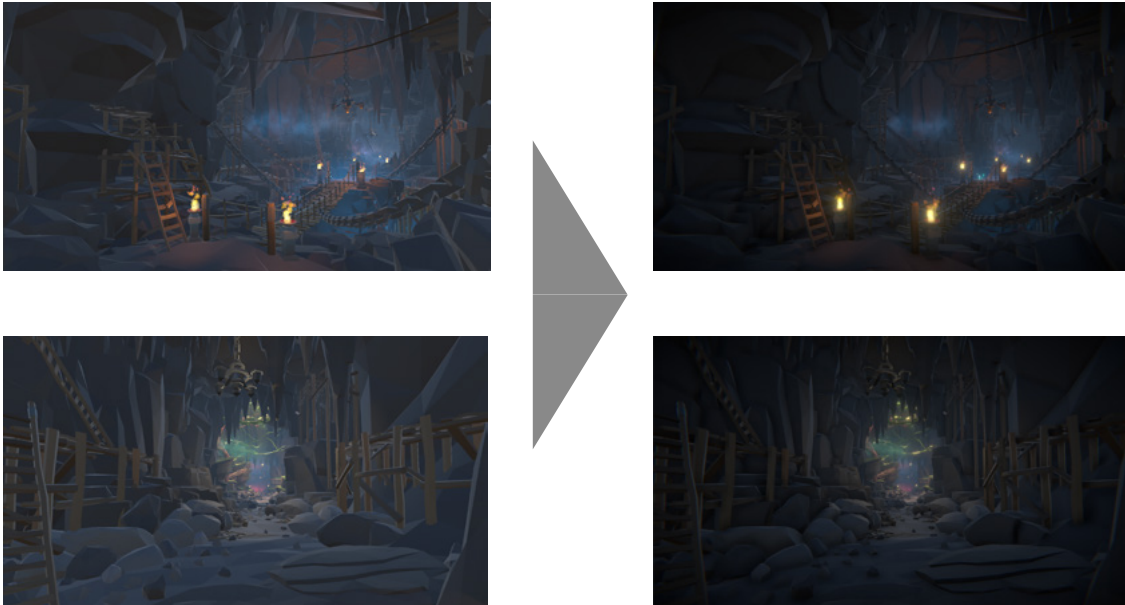
2, Choose Main Camera and loading Post Processing Behaviour.



3,Choose corresponding Post Processing Profile.



4,Choose 'Cave' in cave or else Choose 'Demo'.



B,I find some bugs or hope for adding some desired models in this asset.

Please send your questions or demands to:

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