

# TDM Map 1 - FPS Game Environment - Low poly

## About Package:

- This map area includes very useful assets which can be used for FPS games.
- It includes various things like Drums, Barrels, Wooden Boxes, Ware House, garages, Containers, Chemical barrels, Explosive TNT Boxes, etc with very nice wall boundaries.
- All the models are low-poly models and were originally modeled in Blender.
- This pack included Fbx file format.
- For another format like blend, glb, obj you can prefer our Sketchfab Link.  
[https://sketchfab.com/logicgo\\_infotech/models](https://sketchfab.com/logicgo_infotech/models)

## Technical Details:

Geometry - <b>Triangles</b>	<b>22.4k</b>
Geometry - <b>Quads</b>	<b>103.4k</b>
Geometry - <b>Polygons</b>	<b>868</b>
Geometry - <b>Total triangles</b>	<b>237.1k</b>
Vertices	<b>148.2k</b>
PBR	<b>No</b>
Textures	<b>13</b>
Materials	<b>38</b>
UV Layers	<b>Yes</b>
Vertex Colors	<b>No</b>
Animations	<b>0</b>
Rigged geometries	<b>No</b>
Morph geometries	<b>0</b>
Scale transformations	<b>No</b>

## What is Included?

- Animation for Rotation of Map
- Prefabs for useful assets
- Lighting with Prefab
- Fbx file have separate prefabs folder, texture folder and Material Folder to make it easy to use.

## Important Notes:

- **Double Side Shader** is used in this package to Make some planes visible from both sides. In the Unity, plane can be visible from one side only that's why some object has visible from one side but from other side its look invisible. To resolve this, we have used Double Side Shader materials.