ASSET BY HIPERNT

UNIVERSAL RENDER PIPELINE

MILITARY VEHICLES

Contents

Getting Started:

In order to get the best visual results please make sure that your project is set to use the linear color space in: Edit → Project Settings → Player

2021.2.8f1 or above

Unity 2018.2 changed the way crossfading is handled by shaders. As the package has been submitted using Unity 2021.2.8f1 you have to import it in the latest version first.Want to insert a picture from your files or add a shape, text box, or table? You got it! On the Insert tab of the ribbon, just tap the option you need.

Demo:

The included demo lets you explore the prefabs

Models:

There is total 10 different Building Models. Here is the Poly-count of every single prefab:

MODELS	TRIANGLES	VERTEX
Tank	308	2.3K
A10	4.2K	2.1K
B2	808	399
AH64	5.2K	2.7K
F35	931	587
Truck	1.6K	1.1K
Sr71	1.2K	698
Su57	1.7K	909
Missle	176	114

Textures:

All the Diffuse and Normal Maps are in PNG format Here is the list of textures and their details:

NAME	DIMENSION
MilSim	1024x1024
Grid00_BasseMap	1024x1024
Grid01_Normal	1024x1024

Rendering:

For better rendering add a Global Volume and use the "Sample Scene Profile" provided in the scenes folder. Be sure to enable Post Processing in the Camera setting.

Optimization:

Trees are expensive to render as leaves usually produce a lot of overdraw putting a lot of pressure on the raster units of the GPU (fill rate) and the memory bandwidth. At least latter can easily be addressed.

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