

# FANTASY CRYSTALS KIT

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## First steps understanding the asset:

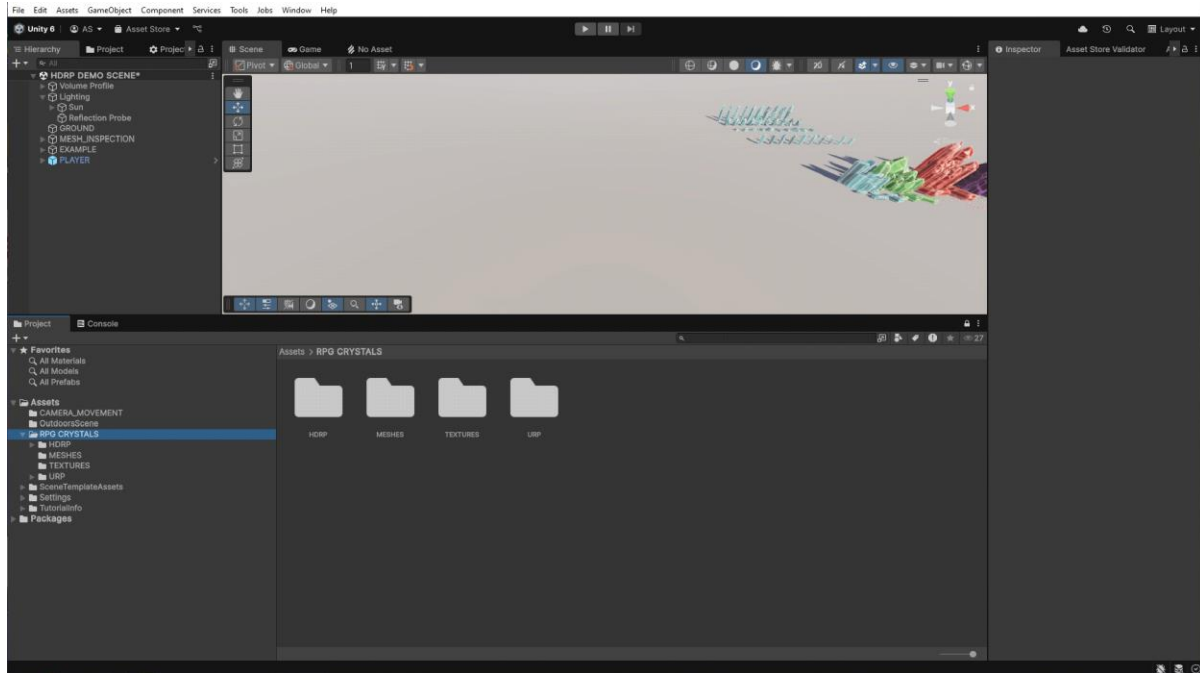
You will find a DEMO scene ready with all the materials and textures setup for your convenience.

Some examples will be provided to help understand how the asset works.

If you have any difficulties or problems you can contact us [support@pixellifestudio.com](mailto:support@pixellifestudio.com)

## Folder structure:

The content included on this package is organized as follows.



ASSETS/

FANTASY\_CRYSTAL\_KIT/

BUILD-IN/ (Built in render pipeline)

MATERIAL (Materials for the current renderer)

PREFAB (Meshes prefabs with collision and material)

TEXTURE (Textures for the current renderer)

DEMO-SCENE (scene for the current renderer)

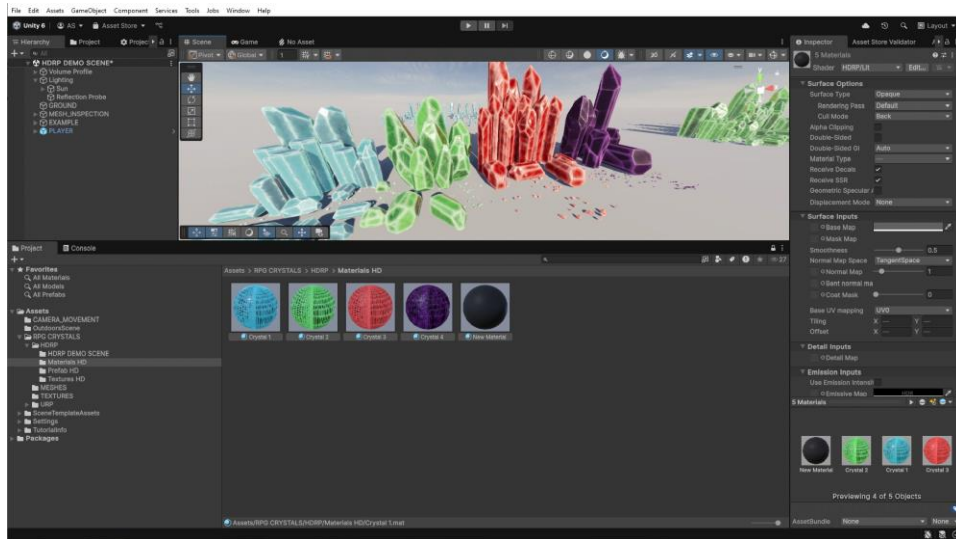
HDRP/ (High definition render pipeline)

URP/ (Universal render pipeline)

MESH / (static meshes)

## Materials:

This asset brings a series of materials for each of the renderers pipelines available ready for use, just select what renderer folder your project uses.



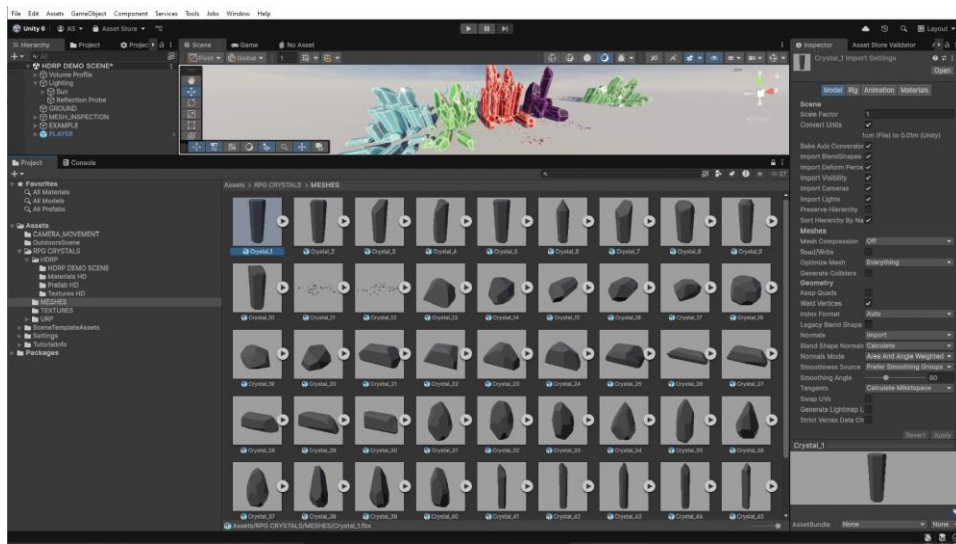
Small props shares UV's and Textures to improve performance on larger projects/games;

## Meshes:

This folder holds all the meshes, custom colliders provided for each object.

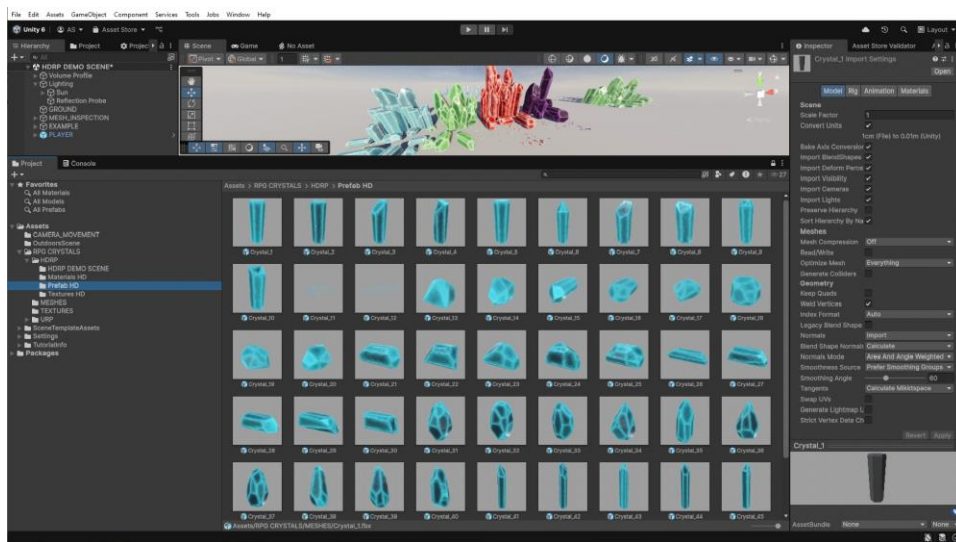
All the meshes are in FBX format.

Quad topology workflow for better optimization



## Prefabs:

This folder holds a good variety of prefabs built to help decorate and create new scenes.



## Textures:

This folder holds all the textures separated by its renderer pipeline.

All renderers have their own sets of texture to maximize performance and to facilitate exporting separated parts of the asset to other projects.

