

Rock Set 1 - Version 1.0

*Developed and tested on Unity Version: 6000.0.25f1
by Polished Surfaces 2024*

Title screen here

Thanks for choosing Polished Surfaces!

Welcome to Rock Set 1!

In this document you can find technical information about all of the package content
For latest version visit:

[**Join Discord**](#) for support, news about upcoming products and updates.

1.0 Content

[Meshes](#)

[Materials](#)

[Prefabs](#)

[Demo files](#)

2.0 Material

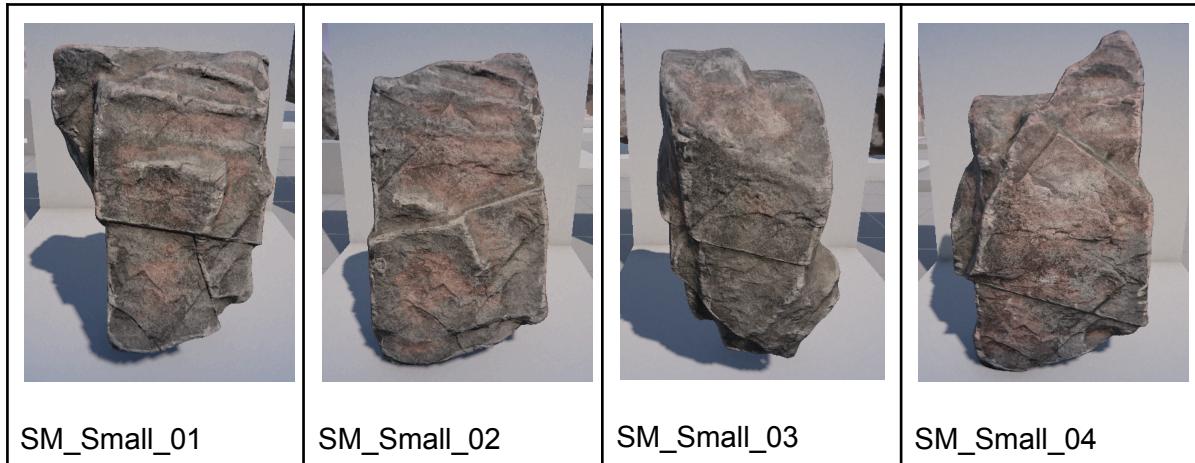
1.0 Content

Meshes feature:

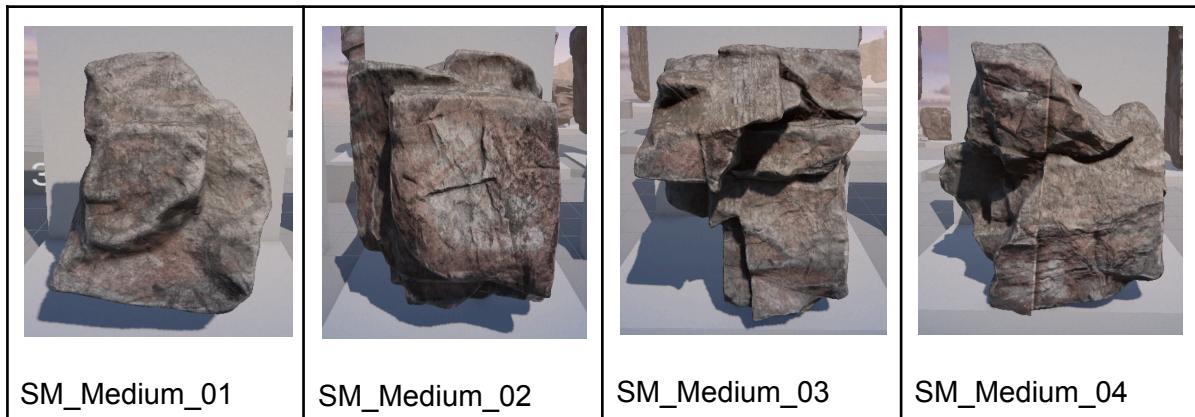
1. Precise collision shapes
2. LOD levels from 0 to 3
3. 2K texture sets
4. In-engine tagging: RockSet_01

Content - Meshes

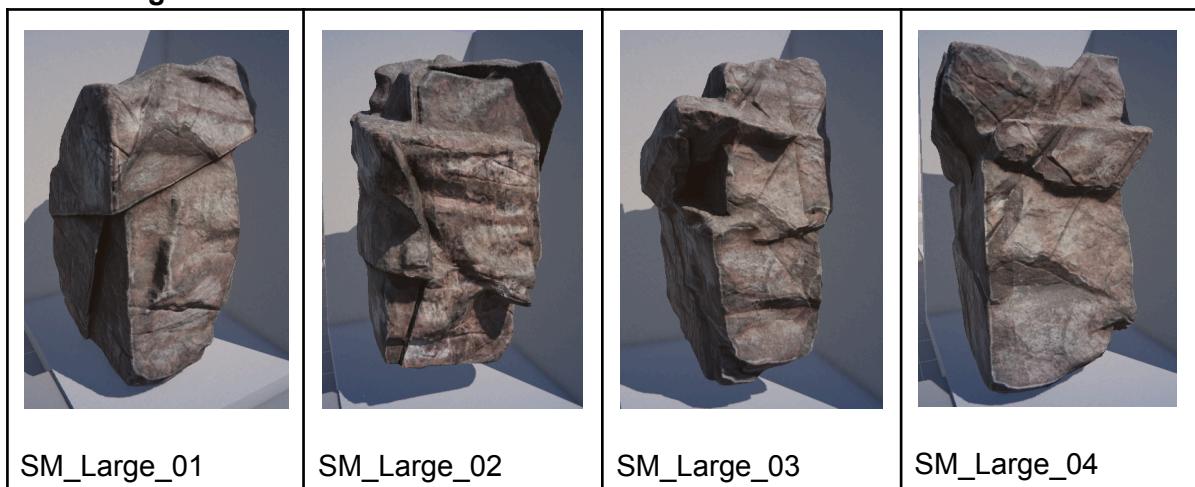
1. Small rocks



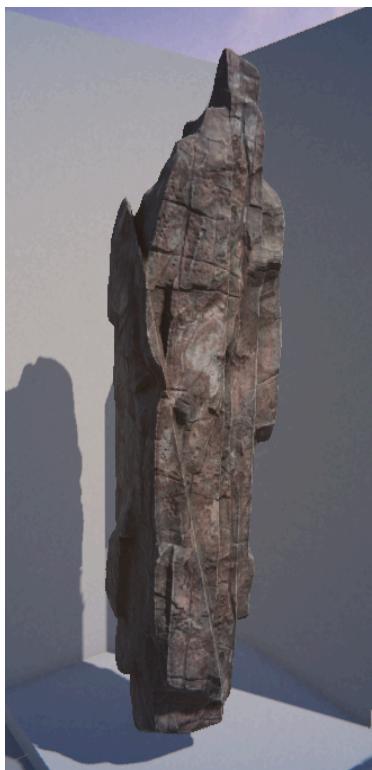
2. Medium rocks



3. Large rocks



4. Special rocks



SM_Special_01



SM_Special_02



SM_Special_03

5. Ground

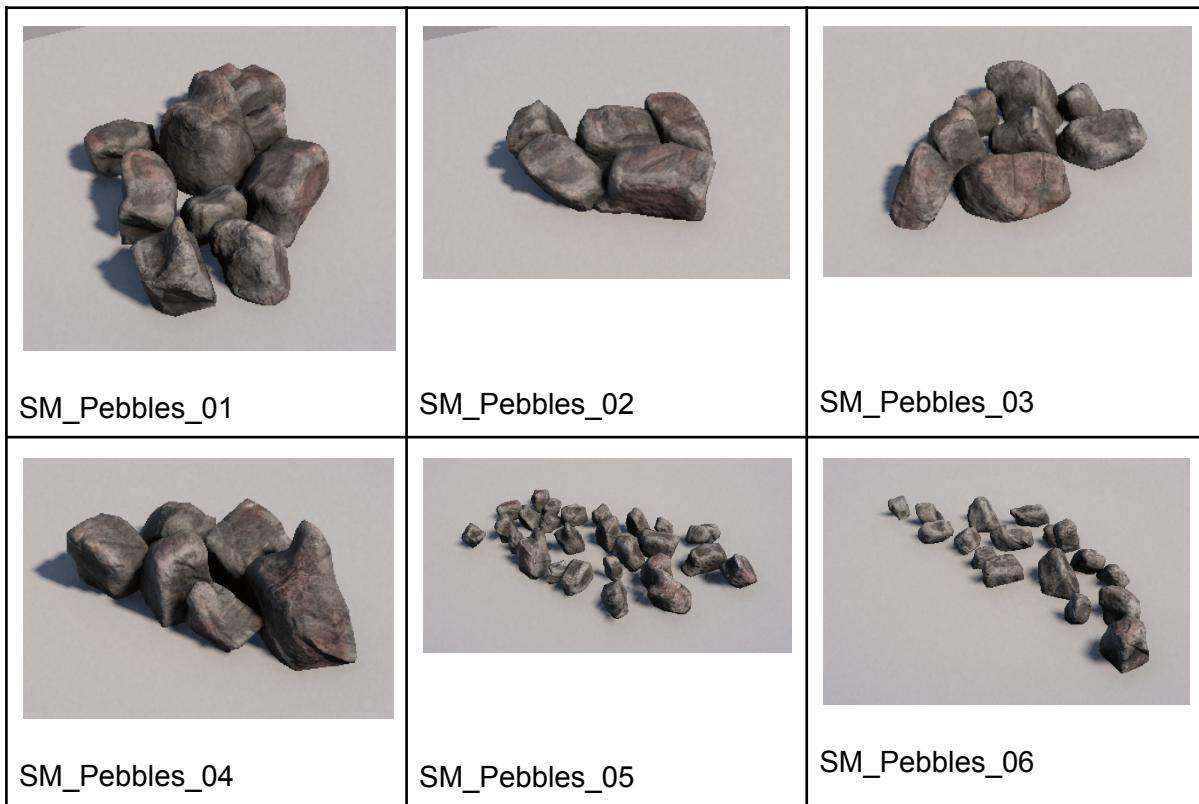


SM_Ground_01



SM_Ground_02

6. Pebbles



Content - Materials

Materials feature:

1. Custom shader (explained in other chapter)
2. Master material used control all pack visuals
3. Material variants for visuals control in specific niche

Material scheme:

Master material > Variant of master material > variants for specific models

Example names:

M_RockSet_01_Master_0_All
 > **M_RockSet_01_Master_1_Small**
 > **M_RockSet_01_Small_01**

To edit visuals of all assets at once change parameters in **M_RockSet_01_Master_0_All**

To edit visuals of selected category change parameters in **M_RockSet_01_Master_*(choice)**

To edit visuals of selected asset change parameters in **M_RockSet_01_*(choice)**

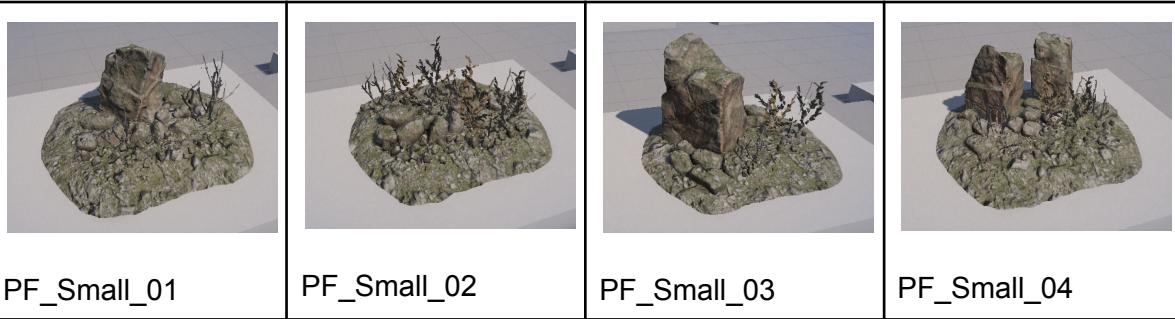
Content - Prefabs

Prefabs feature:

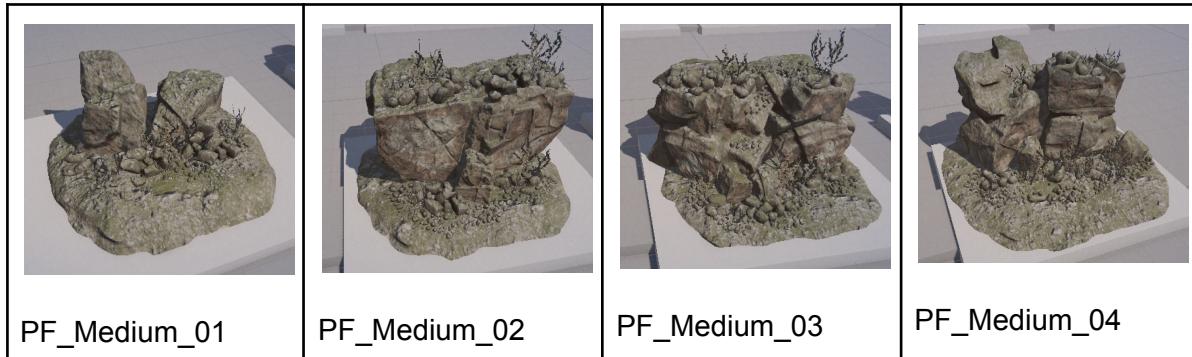
1. All static meshes in a form of prefabs
2. 4 small prefab sets
3. 4 medium prefab sets
4. 4 large prefab sets
5. 3 special prefab sets

They can be used to quickly fill up your scene.

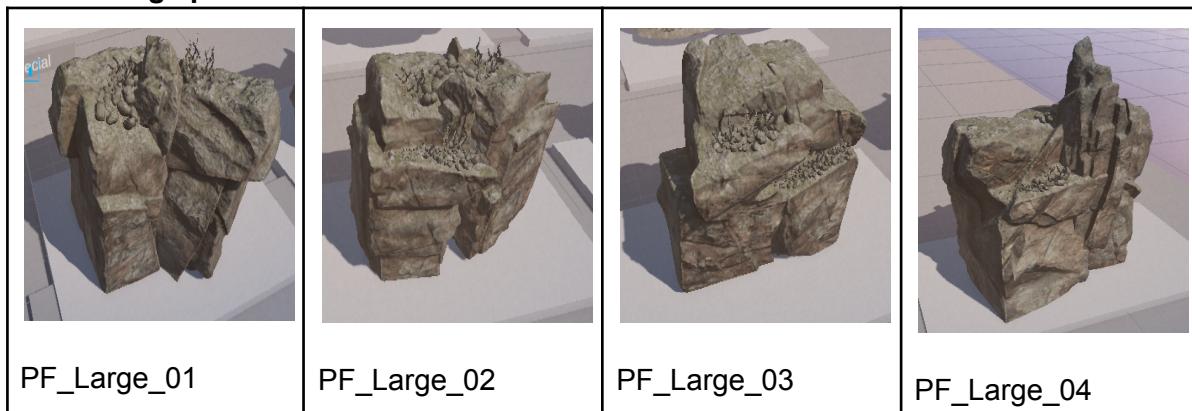
1. Small prefabs



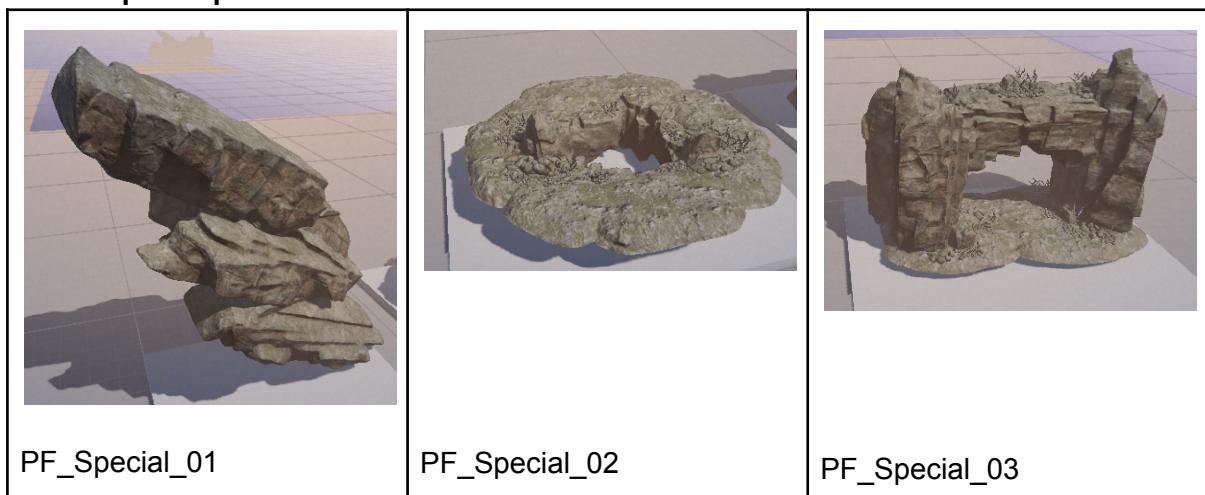
2. Medium prefabs



3. Large prefabs



4. Special prefabs



Content - Demo files

Demo files feature:

1. PDF documentation file
2. Demo scene with:
 - a) Scene used to render promo materials
 - b) All assets set up in a zoo
 - c) Demo particle effect with texture and material



LVL_PolishedSurfaces_System_RockSet_01

1.1 Features

2.0 Material

This addon has special shader designed to offer:

1. [Full mesh color adjustment](#)
2. [Edge color adjustment](#)
3. [Surface color adjustment](#)
4. [Top layer](#)
5. [Switchable texture sets](#)

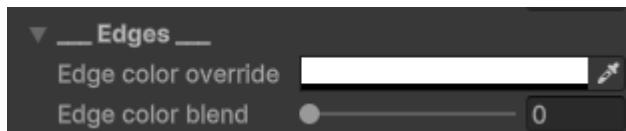
1. Full mesh color adjustment

Adjust color of the mesh textures using sliders.



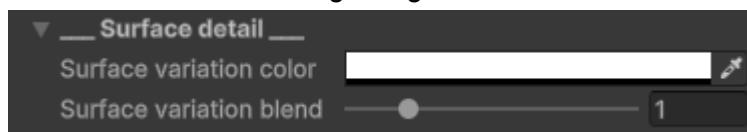
2. Edge color adjustment

Adjust color of rock edges using color selector and blend slider.



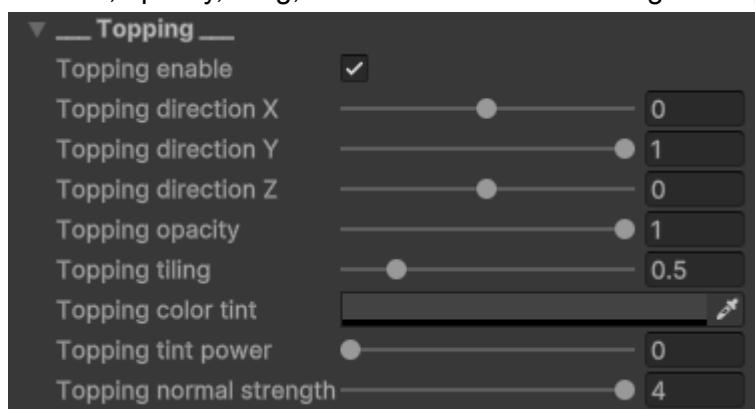
3. Surface color adjustment

Adjust color of additional detailing using color selector and blend slider.



4. Top layer

Adjust direction, opacity, tiling, color tint and normal strength of top detailing layer.



5. Switchable texture sets

Change the current set of textures using a simple switch.

