

# CITADEL: Desert Town & Palace Environment Pack

In this package you will find a folder 'CITADEL' containing several folders and files:

- '\_materials' folder containing the bulk of the material assets for the project.
- '\_palace' folder containing the models and prefabs used to create the palace in the demo scene. These prefabs and models can also be used to create other variations of palaces.
- '\_terrain' folder containing the heightmap, terrain data and textures for the different terrain objects in the demo scene.
- '\_textures' folder containing the bulk of the texture files for the project.
- '\_town' folder containing the models and prefabs used to create the desert town in the demo scene. These prefabs and models can also be used to create other variations of desert towns.
- '\_vegetation' folder containing the vegetation models and prefabs used in the demo scene.
- 'palace+town' folder containing the lighting and post-processing settings used in the demo scene.
- 'palace+town' demo scene, as showcased on the asset store page.
- 'CITADEL\_standardMaterials' unitypackage, containing Built-in RP (Standard shader) materials

Thank you for purchasing this package! We would really appreciate it if you left a review on the asset store.

Many thanks,  
MacAlpine Ventures