

Cartoon Town and City

Created & imported into unity by Richard Lester

Features:

1. Low Polly, verts range from less than 2000 down to 18 with an average of 200 to 300 verts.
2. All models are setup as prefabs, just drag and drop.
3. Modular, all pieces snap together for easy world-building.
4. All materials except for leaves are 2048 x 2048 resolution.

Materials:

Materials contain 2048 x 2048 maps, including Albedo, Metallic, Normal. Please contact me if you require larger maps. The normals are baked from high poly meshes.

You do not have the right to sell or distribute the models, contents or package separate of your final Unity game or Unity application.

Contact me if @ richardlest@gmail.com you have questions.

