

G12

Simulation environment for point cloud scanning augmented reality application development

Asset information

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Version history

| Version | Date | Author | Description |
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Contents

| | | |
|-----|---|---|
| 1 | Introduction..... | 4 |
| 2 | Asset information | 4 |
| 2.1 | 25+ Free Realistic Textures - Nature, City, Home, Construction & More | 4 |
| 2.2 | Rock package | 4 |
| 2.3 | Conifers [BOTD]..... | 5 |
| 2.4 | Exaggerated and Unique Foliage | 5 |
| 2.5 | GamePad and Keyboard Input Sprites for TextMesh Pro..... | 6 |
| 2.6 | URP White Birch Tree (Mobile) | 6 |
| 2.7 | Sci-Fi Weapons..... | 6 |
| 2.8 | Skybox..... | 7 |
| | No Copyright | 7 |
| 2.9 | Fog | 7 |

1 Introduction

This document comprises the asset information for the GamiLiDAR point cloud scanning simulation project, with the purpose of clarifying what assets come from where, with what licences, and what their uses are. There's a related branch "without-assets" on git.

2 Asset information

2.1 25+ Free Realistic Textures - Nature, City, Home, Construction & More

<https://assetstore.unity.com/packages/2d/textures-materials/25-free-realistic-textures-nature-city-home-construction-more-240323>

2.1.1 License

See asset store site, licence type: Extension Asset

2.1.2 Used in

Assets / Resources / Materials / ..

Dry_Ground_10
Forest_Ground_12

These assets are used for the materials of the road and the forest terrain.
The materials have been configured in editor to look better.

2.2 Rock package

<https://assetstore.unity.com/packages/3d/props/exterior/rock-package-118182>

2.2.1 License

This asset pack has been designated as deprecated by its creator. This means that new "purchases" of the package cannot be made through the Unity Asset Store, and only those users who downloaded the package before it was deprecated can download it again.

What does this mean? The license of this asset cannot be confirmed short of contacting the creator, and if indeed the Standard Unity Asset Store EULA mandates that assets cannot be distributed via repositories under it, then the rock assets are in-effect deprecated and must be either replaced or removed entirely.

The project group will not do further work towards this due to the project already being over at the time of discovery.

2.2.2 Used in

Assets / Rock Package

Assets / Resources / Prefabs / Rocks

Assets / Resources / Prefabs / Unused / Big rock

These assets are used as and for rock prefabs that are placed during vegetation generation. We recall the rock prefabs have been tweaked in relation to their colliders somehow.

2.3 Conifers [BOTD]

<https://assetstore.unity.com/packages/3d/vegetation/trees/conifers-botd-142076>

2.3.1 License

See asset store site, licence type: Extension Asset

2.3.2 Used in

Assets / Forst conifer asset pack

Assets / Resources / Prefabs / Trees

Assets / Tree_Textures

These coniferous trees are used as tree assets in terrain generation. Some configuration has been done for the prefabs to remove the idle sway they have even with no wind, and also their colliders have possibly been changed.

2.4 Exaggerated and Unique Foliage

<https://assetstore.unity.com/packages/3d/vegetation/plants/exaggerated-and-unique-foliage-145037>

2.4.1 License

See asset store site, licence type: Extension Asset

2.4.2 Used in

Assets / Foliage various asset pack

Assets / Resources / Prefabs / Plants

These assets are used as ground vegetation in vegetation generation. Some of their prefabs have been changed, specifically colliders.

2.5 GamePad and Keyboard Input Sprites for TextMesh Pro

<https://assetstore.unity.com/packages/2d/gui/icons/gamepad-and-keyboard-input-sprites-for-textmesh-pro-310114>

2.5.1 License

See asset store site, licence type: Extension Asset

2.5.2 Used in

Assets / Resources / Sprites / input sprites

These are used for the Legend.

2.6 URP White Birch Tree (Mobile)

<https://assetstore.unity.com/packages/3d/vegetation/trees/urp-white-birch-tree-mobile-281448>

2.6.1 License

See asset store site, licence type: Extension Asset

2.6.2 Used in

Assets / Birch asset pack

Assets / Resources / Prefabs / Trees

These birch trees are used for terrain generation. Their prefabs have been changed to have better colliders.

2.7 Sci-Fi Weapons

<https://devassets.com/assets/sci-fi-weapons/>

2.7.1 Licence

<https://devassets.com/guidelines/>

“Using assets from this site is extremely permissive:

- You are free to use any of the assets made available for download on this site in your projects.
- You can use the assets in both commercial and non-commercial projects
- You do NOT need to credit this website or any person contributing thereto although anything that helps spread the word is always much appreciated.

Make sure that any assets downloaded from this site are only distributed as part of your creation and not as a standalone product. Simply redistributing the assets is NOT allowed.”

2.7.2 Used in

Assets / Resources / Prefabs / Unused / Rifle

Used as a visual object to represent the weapon used to shoot the UFOs in the UFO game.

2.8 Skybox

[Table Mountain 2 \(Pure Sky\) HDRI • Poly Haven](#)

2.8.1 License

Falls under the CC0 1.0 No Copyright Licence

[Deed - CC0 1.0 Universal - Creative Commons](#)

No Copyright

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2.8.2 Used in

Assets / Resources / Materials / Skybox_Textures

Assets / Scenes / Terrain / ReflectionProbe-0.exr

Assets / Scenes / Terrain / LightingData

2.9 Fog

2.9.1 License

Under MIT License

Created by a project member, Anton Rantamäki

[TheTragones/Fog_PNG: Fog PNG file for free usage](#)

2.9.2 Used in

Assets / Resources / Materials / Fog