Publisher: Laxminarayan Artistry
Package Name: 12 Porcelain Vessels Pack- Low Poly Flower Pots

About Package:

- The timeless beauty of our 12 Porcelain Vessels Pack, features Low Poly Flower Pot Art crafted to perfection.
- This exquisite collection of 3D models adds a touch of elegance to your digital spaces, making it ideal for architectural visualizations, games, and artistic projects.
- Admire the delicate beauty of meticulously crafted Low Poly Flower Pot Art, designed to evoke the essence of porcelain showpieces.
- Each vessel in this pack is a testament to the artistry of digital craftsmanship.
- From architectural visualizations to game scenes, these Porcelain Vessels add a touch of sophistication to diverse projects.

- Scale and Size maintained according to realistic sizes according to **1 Unit = 1 Meter = 1 Unity Cube**

Technical Details:

- **Geometry Triangles** 83.6k
- **Vertices** 41.9k
- **PBR** No
- **Textures** 1 (Size: 256x256 PNG)
- **Materials** 1
- **UV Layers** Yes
- **Vertex Colors** No
- **Animations** 0
- **Rigged geometries** No
- **Morph geometries** 0
- **Scale transformations** No

Package Includes:

- Prefabs for useful assets
- Fbx file have separate prefabs folder, Model and Material Folder to make it easy to use.

Important Notes (Easy Resolve Pink Materials for URP and HDRP):

This package includes an **AutoSwitchMaterialShader** script in the **Editor folder** that detects the active render pipeline (HDRP, URP, or Built-in) and automatically switches the materials to the appropriate **SpeedTree8 shader** without manual adjustments.

- **For URP (Figure 1)**: Automatically switches to the Universal Render Pipeline ➤ Nature ➤ SpeedTree8 shader and enables **Two-Sided = Yes**.
- **For HDRP (Figure 2)**: Automatically switches to the HDRP ➤ Nature ➤ SpeedTree8 shader and enables **Double-Sided = Checked**.
- **For Built-in Pipeline (Figure 3)**: Automatically ensures **Two-Sided** rendering is enabled via the internal shader setting.

Once the package is imported, all **SpeedTree8 materials** in the **Materials** folder are correctly configured for the active render pipeline, no manual changes required.
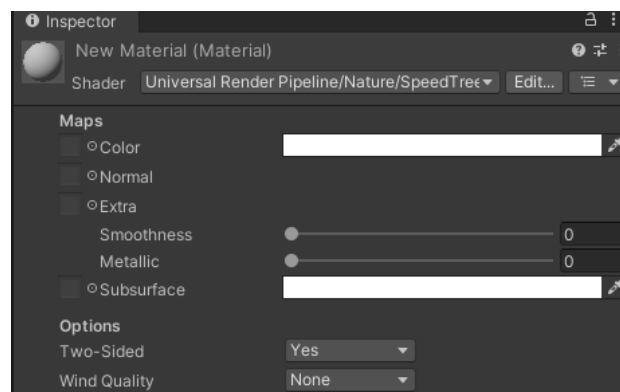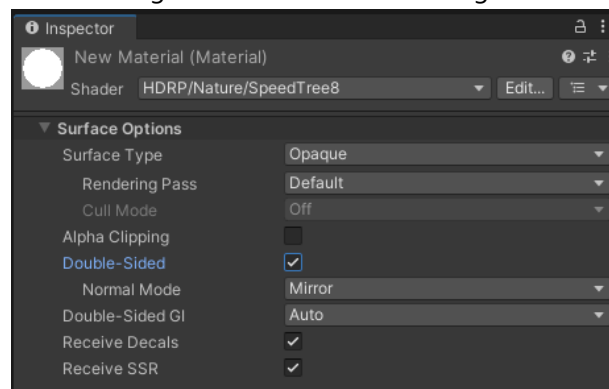

Figure 1 : URP Material Settings
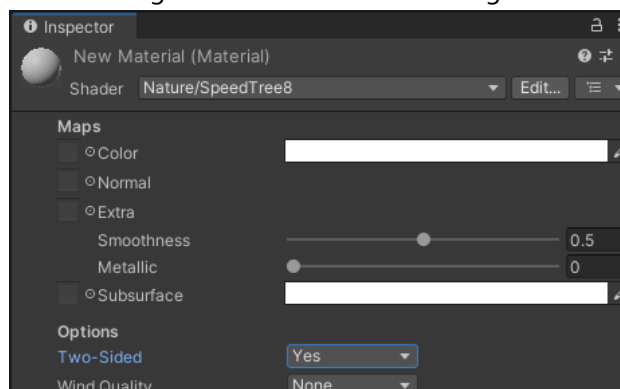

Figure 2: HDRP Material Settings

Figure 3: Built-in Pipeline Material Settings

For Manual Fix: Tools → AutoSwitchMaterial (LNA) → FixMaterials