



Readme

Overview

Thanks for purchasing the Low Poly Series: Jungle asset package! I hope it works well for your project.

If you encounter any issues please contact me at:

Stoolfeathergames@gmail.com

Setup

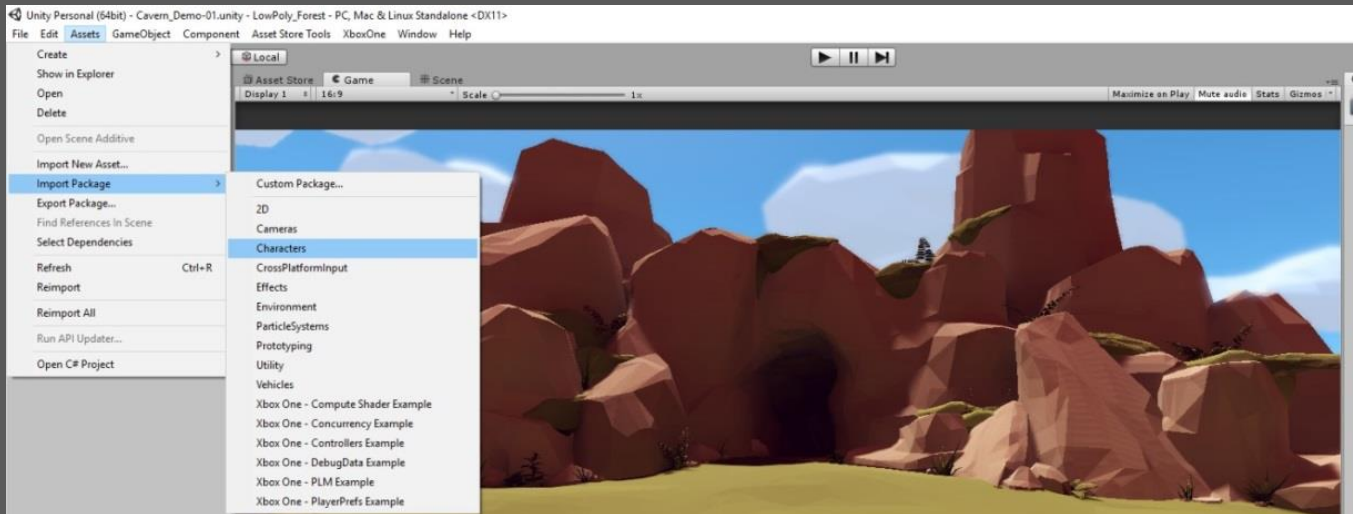
The assets are usable just by importing the scene but if you would like to replicate the look that is presented on the asset store you will need to follow these steps.

Post-Processing

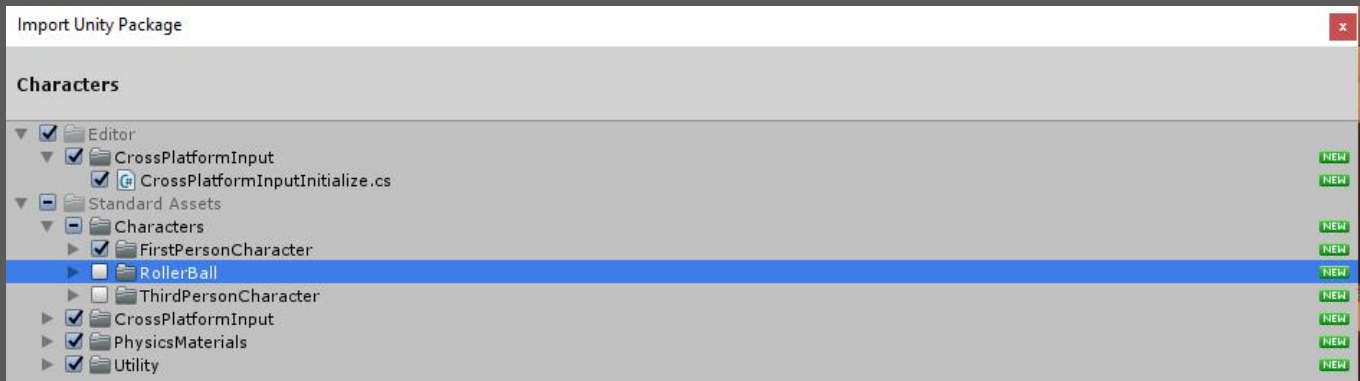
Please follow the documents about setting up Post-Processing. They are located in the Documentation folder.

Importing Character Controller:

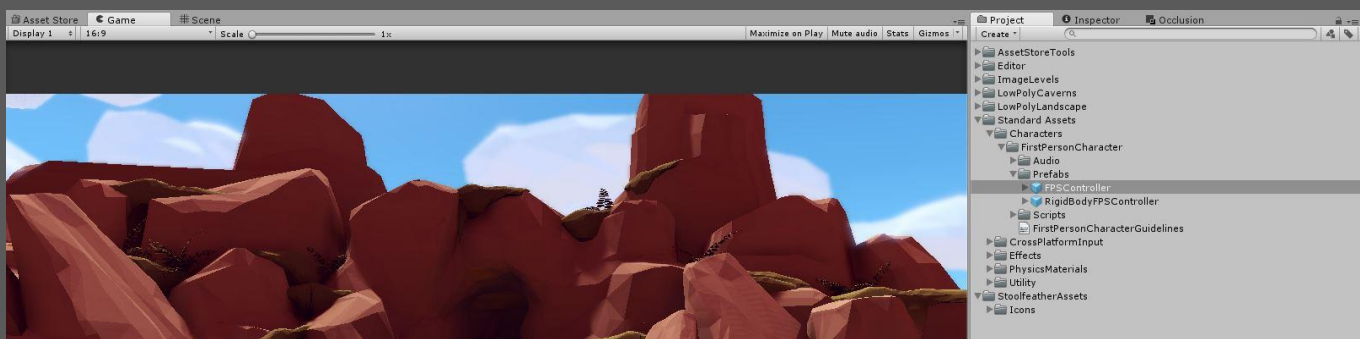
I used the "FPSController" prefab provided by unity to film my trailers. If you would to quickly run around the scene you can add the FPS Controller prefab to your project. To add this package to your project go to: Assets->Import Package -> Characters.



You can deselect "RollerBall" and "ThirdPersonCharacter" if you don't want them.



Once this is imported, find the "FPSController" Prefab in your project window and drag it into the scene. You should now be able to run around.



Contents

This package includes the following:

Assets

Note: All assets include source 3D Max files, exported FBX Files and prefabs. Each mesh has been lightmapped using Unity import unwrapped. Each mesh also has a prefab.

Clouds

- 7 Modular cloud assets

Rocks

- 2 Boulders
- 3 Rock Cliffs
- 8 Floor Rocks
- 8 Floor Rocks with custom grass mesh
- 8 Rocks of various sizes

Foliage

- 5 Bushes
- 5 Bush Toppers (bushes that hang off rocks)
- 3 Ferns
- 3 Hanging Bushes (Meant to hang from bush toppers and add variety)
- 9 Hanging Vines
- 3 Ivy bundles
- 6 Vines with Leaves
- 4 Medium Leaf Plants
- 3 Stubby Palm Bushes
- 4 Round Leaf Plants
- 3 Small Leaf Plants
- 4 Tall Leaf Plants
- 6 Thin Ferns

Trees

- 3 Branches
- 3 Branches with Custom Hanging Moss
- 3 Roots
- 3 Roots with Custom Moss
- 3 Rocks with Custom Roots
- 3 Dead Trees
- 3 Dead Trees with Custom Moss
- 3 Large Trees
- 3 Large Trees with Custom Moss
- 3 Medium Trees
- 2 Small Trees
- 2 Tall Trees

Textures

Note: All assets are created using one texture assets. No multiSubs are used.

Scenes

There is a large level used to showcase the assets.

This package also includes scenes used to take individual screenshots.

Use anything in this package for your work, just please don't resell anything on any asset store.

Source

There is a .Zip file in the root of with all 3D Max files.

www.Stoolfeather.com

