

PUROPORO's Unity Assets CASUAL SERIES

Version 1.0.0



Casual Coins Instructions

3D casual style coins for your games. The pack contains both a high-quality version of coins and also low, optimized version of coins (good for mobile games). There is also optimized material and URP-material. You can customize coins with different symbols and colors or make and edit your own symbols and colors with Adobe Photoshop. Here some more information about coins.

Symbols



Materials & Models

Unlit material
Base Texture
No light effects



URP material
Only Ramp
Diffuse + Specular + Light Color



URP material
Base Texture
Specular + Light Color



URP material
Base Texture (includes Ramp)
Diffuse + Specular + Light Color

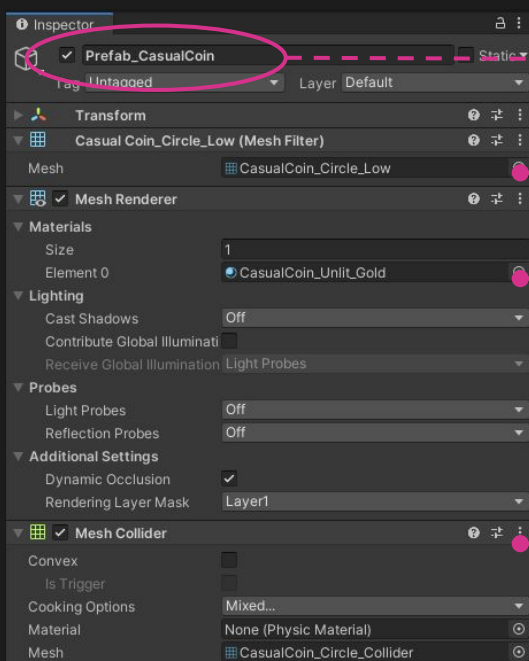


44 tris
Low quality
model

140 tris
Medium
quality
model

236 tris
High quality
model

380 tris
Very High
quality
model



You can find this prefab from:

Assets > PUROPORO > Casual Series > Prefabs > Casual Coins

You can change this to these:

CasualCoin_Circle_Low

CasualCoin_Circle_Medium

CasualCoin_Circle_High

CasualCoin_Circle_VeryHigh

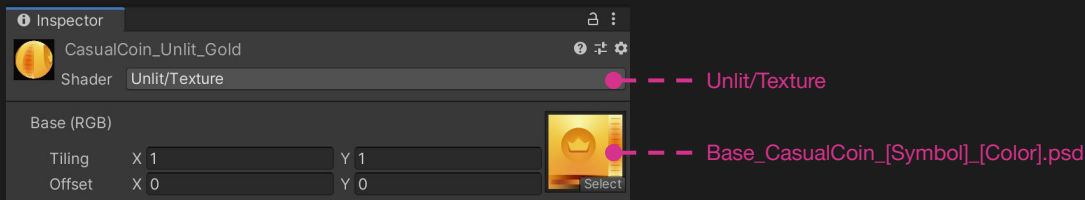
Here you can change ready-made or your own-made material. More about the materials on the next page.

Prefab already includes a optimized Collider that can be disabled if desired.

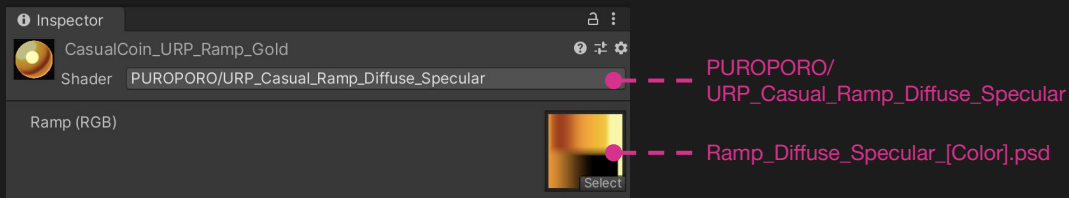
Materials

The pack contains four pre-made materials, three of which are made for Universal Render Pipeline with Shader Graph. URP-materials respond to the main light and use Ramp-texture to display light effects. Unlit material is the most optimized and is well suited for mobile games. You can also make your own materials using other shaders.

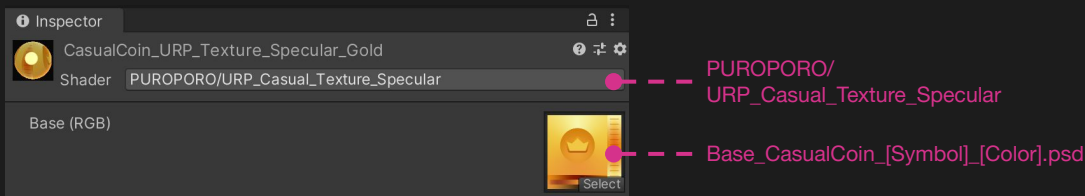
Unlit Material (Base texture, No light effects)



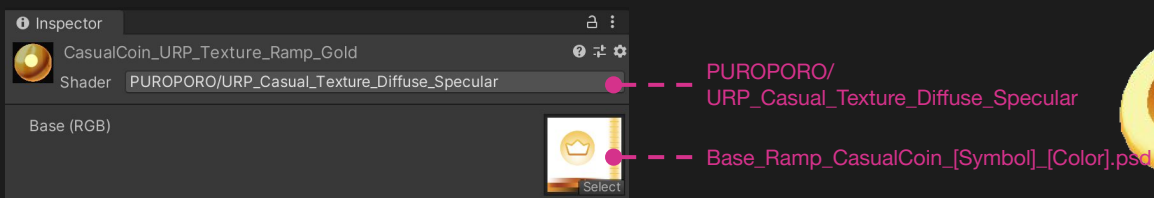
PUROPORO URP material (Only Ramp, Diffuse + Specular + Light Color)



PUROPORO URP material (Base Texture, Specular + Light Color)



PUROPORO URP material (Base Texture (includes Ramp), Diffuse + Specular + Light Color)



Textures

If you have Adobe Photoshop, you can easily edit the coin texture. For example, change the coin symbol or colors.

