



CLIFF #S STONE PACK

DZERUZA

Cliff Stone Pack S offers a curated collection of 11 unique stone assets, including 3 grass models —ideal for adding natural variety to your environment design.

Key Features:

- 14 unique meshes for immediate use in stylized or semi-realistic scenes.
- Single material atlas: All stone models share one baked texture set, enabling efficient performance and easy scene optimization.

Optimized workflow with one material:**All stones are UV-packed and baked into a single** texture atlas, allowing for streamlined rendering, reduced material management, and better overall performance—especially useful in large scenes or lightweight projects.

✓ Bonus ✓

- +3 Grass variations;
- +3 Stone material variations;
- +2 Terrain materials for showcasing the stone pack;
- +2 Example demo scenes;**

Bonus URP package.

Game-Ready – Optimized geometry suitable for both real-time applications and pre-rendered scenes.

Usage Guidelines:

Simply drag and drop prefabs into your scene and make your levels more optimized choosing a set of stones that uses a single material.

Commercial Use License:

This asset may be used in commercial projects with mandatory attribution to "Algirdas Š." For commercial projects generating over \$10,000 in revenue, explicit written permission is required. Credits must include "Dzeruza." - Original Asset Creator".

Contact:

Algirdas.graphics@gmail.com

Asset Package Content Overview

Meshes:

11 stone meshes with 3 LODs;

All stone meshes baked into single material;

3 grass meshes dedicated for demo purposes.

All assets have a UV channel, 3 LOD levels and a collision mesh.

Prefabs:

44 stone prefabs

3 grass prefabs.

Materials:

4 stone material variations;

1 grass material

1 Skybox material

2 Terrain Materials for HDRP and URP.

Scenes:

2 Example demo scenes.

Textures:

4 Stone variations of basemap;

1 Stone normal map;

1 Stone maskmap;

1 Stone roughness, ao, mixed ao, metallic & height map;

1 Grass Alpha; 1 Grass albedo; 1 Grass normal map;

2 Terrain texture variations of basemap; 1 maskmap; 1 normal.

Designed for Unity HDRP

Cliff Stone Pack S is potentially supporting the Standard render pipeline.

Asset Package Content Overview

Texture map sizes: **256x256, 4096x4096;**

Texture map count: **20**

Total Mesh count: **14**

Prefab count: **47**

Number of materials: **6**

1. Scene with all 3D assets;

2. Demo scene pack presentation;

Polygon count: 4 - 2012 (triangles)

(3 LODs are provided for most stones)

Colliders: mesh colliders

Current Unity version support: 6.000.0.11f

