Thank you for purchasing Wood Package – PBR Logs, Firewood and Stumps.

Broccoli Games Team

README

How to use?

Drag a prefab (from Prefabs folder) and drop it into your scene.

How to change resolution?

Drag a material (from Materials folder) with the required resolution and drop it on the appropriate prefab in a scene.

How to make prefab look wet?

- Go to Materials folder
- Click on a material with the required resolution
- Go to Inspector
- Set Metallic value to 0.2 and Smoothness to 0.7

Description:

This package includes Spruce, Pine and Birch logs + Spruce and Pine firewood + Simple stump and Stump with roots.
Seven different FBX models. 13 prefabs as fireplace, small stack of firewood, large stack of mixed firewood, stump with detailed roots etc.
Optimized for mobile games.

Poly count:
Spruce Log – 148 verts, 78 tris
Birch Log – 250 verts, 140 tris
Pine Log – 213 verts, 130 tris
Spruce Firewood – 120 verts, 76 tris
Pine Firewood – 74 verts, 46 tris
Simple Stump – 230 verts, 286 tris
Root – 850 verts, 792 tris
Stump with roots – 10501 verts, 9884 tris

High-quality albedo, normal, height and occlusion maps/textures in 4 resolutions – 2048, 1024, 512, 256.
All items use the Unity standard shader and can be easily modified.

The package includes a demo scene.