Contents

Introduction

Thank you for purchasing our product!

The contents of this package are located in '*Assets/BrokenVector/*'.

We added our optimized Low Poly Shaders to this asset. Those can be found in '*Assets/BrokenVector/LowPolyShaders*'.

Check out our other products on the Unity Asset Store and subscribe to our Newsletter!

If you have any issues, do not hesitate to contact us: support@brokenvector.com

Low Poly Shaders

Our Low Poly assets come with our free Low Poly Shaders, which also can be downloaded separately from the Unity Asset Store over here. Those shaders perform the shading calculations just once for every vertex instead of for every pixel. This makes them faster than the default shaders. There is one shader which replaces the default shader (PBR) and one without lighting (Unlit) which is used to create a special Low Poly look.

These shaders can be used with every other Low Poly asset that uses Palette-Textures.

Folder Overview

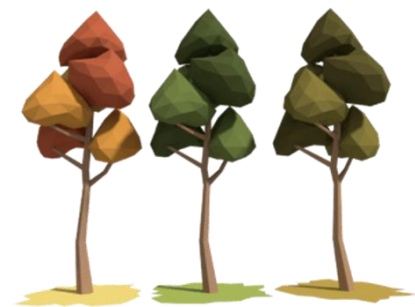| FOLDER	CONTENT
Prefabs	The ready-to-use prefabs. Just drag them into your scene.
Materials	The materials, whose metallic, smoothness and tint can be adjusted.
Palettes	Color-palette-textures which can be changed!

Custom Colors

Our Low Poly assets offer you a simple system that allows you to adjust the colors easily to your games look'n'feel. Here is how it works:
The models use UV maps that map the individual faces/vertices to pixels on a "Palette-Texture / Color Scheme". So, if you want to, you can either use the pre-made palettes that were shipped with the asset or even create your own ones to fit your game.
To do that follow these steps:

Different Palettes applied to a tree (from the Low Poly Tree Pack)

1. Duplicate an existing color palette and rename it like you prefer.
   (You can also skip to point 5 and edit the original texture if you do not want to keep it)
2. Make sure to copy the texture import settings from the original texture. (Important: Filter Mode: Point, Format: Truecolor)
3. Look for the corresponding material, duplicate it and assign the new texture to the albedo field.
4. Now assign the new material to the objects that should feature the new colors.
5. After that you can simply open the texture in the image editor of your choice e.g. Photoshop or Paint and edit the individual color chunks. Now you should be able to adjust all colors like you want.

A Palette texture

Broken Vector