



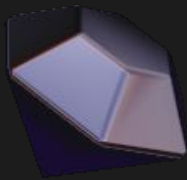
Version 2020.12.14

## Casual Gems

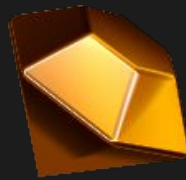
### Instructions

3D casual style gems for your projects. The pack contains both a medium-quality version of gems and also low, optimized version of gems (good for mobile games). There is also optimized Unlit-material and URP-material. You can customize gems with 16 different colors or make new colors with Adobe Photoshop. Here some more information about gems.

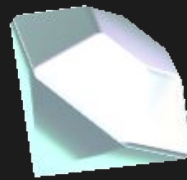
### Colors



**Opal**  
Black



**Smoky Quartz**  
Brown



**Diamond**  
White



**Tourmaline**  
Rose Pink



**Spinel**  
Pink



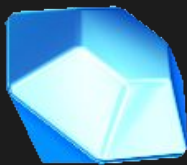
**Amethyst**  
Purple



**Alexandrite**  
Violet



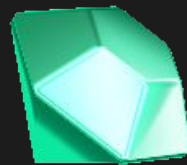
**Sapphire**  
Navy Blue



**Zircon**  
Blue



**Aquamarine**  
Aqua Blue



**Jade**  
Turquoise



**Peridot**  
Green



**Emerald**  
Lime Green



**Citrine**  
Yellow



**Garnet**  
Orange



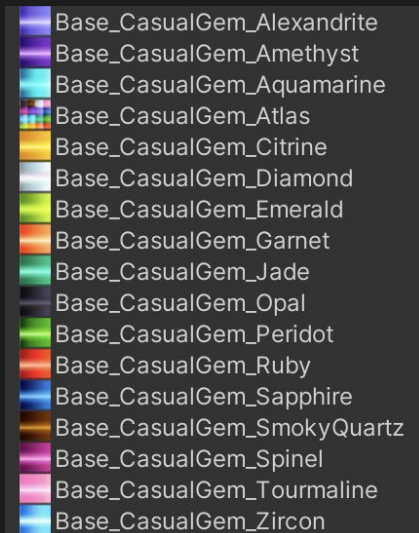
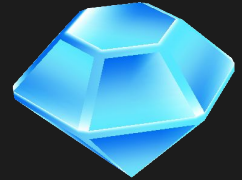
**Ruby**  
Red

## Textures, Shaders & Materials (1/2)

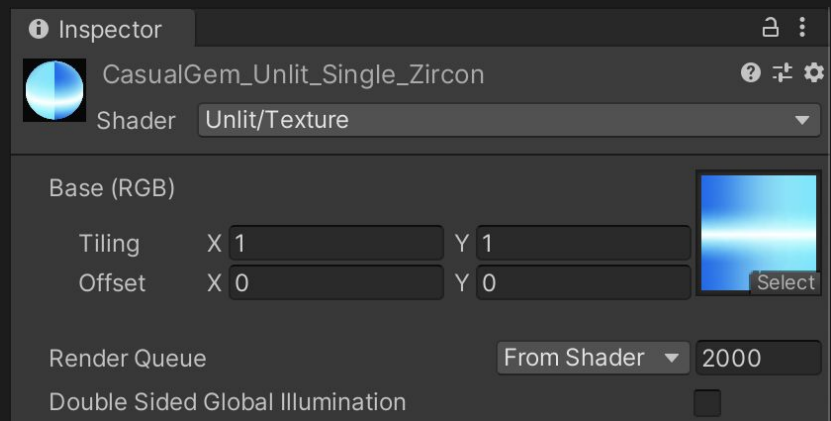
The pack contains two types of materials: optimized materials and materials for Universal Render Pipeline -projects. The pack also includes ready-made materials that utilize a texture atlas. You can also make your own materials using other shaders too.

### Unlit Material (Base texture, No light effects)

Unlit material is the most optimized and is well suited for mobile games.



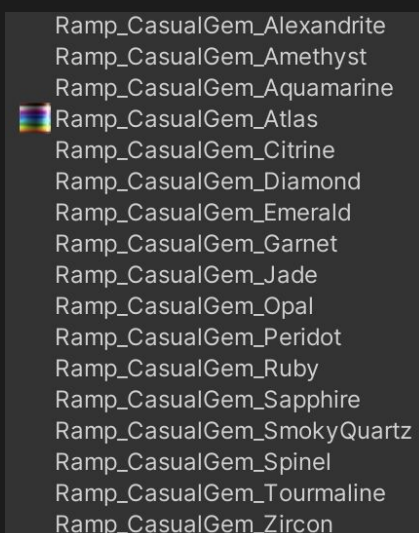
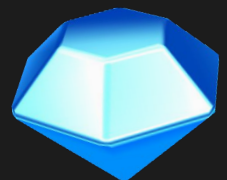
Base textures



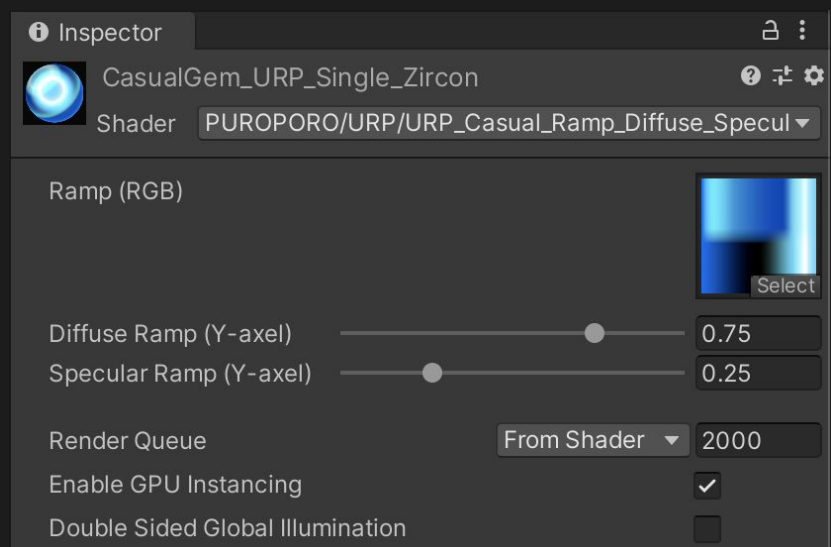
Material

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

URP-materials are made for Universal Render Pipeline -projects (made with Shader Graph -tool), and they respond to the main light and use Ramp-texture to display light effects.



Ramp textures

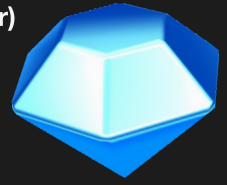


Material

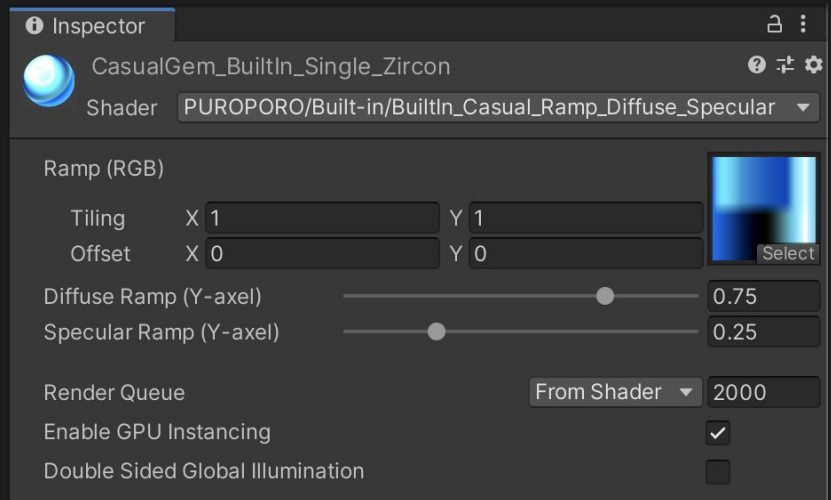
## Textures, Shaders & Materials (2/2)

### PUROPORO Built-In material (Only Ramp, Diffuse + Specular + Light Color)

Now there are Built-in shaders and materials for Built-in projects. Like URP-materials, they also respond to the main light and use Ramp-texture to display light effects.



Ramp textures

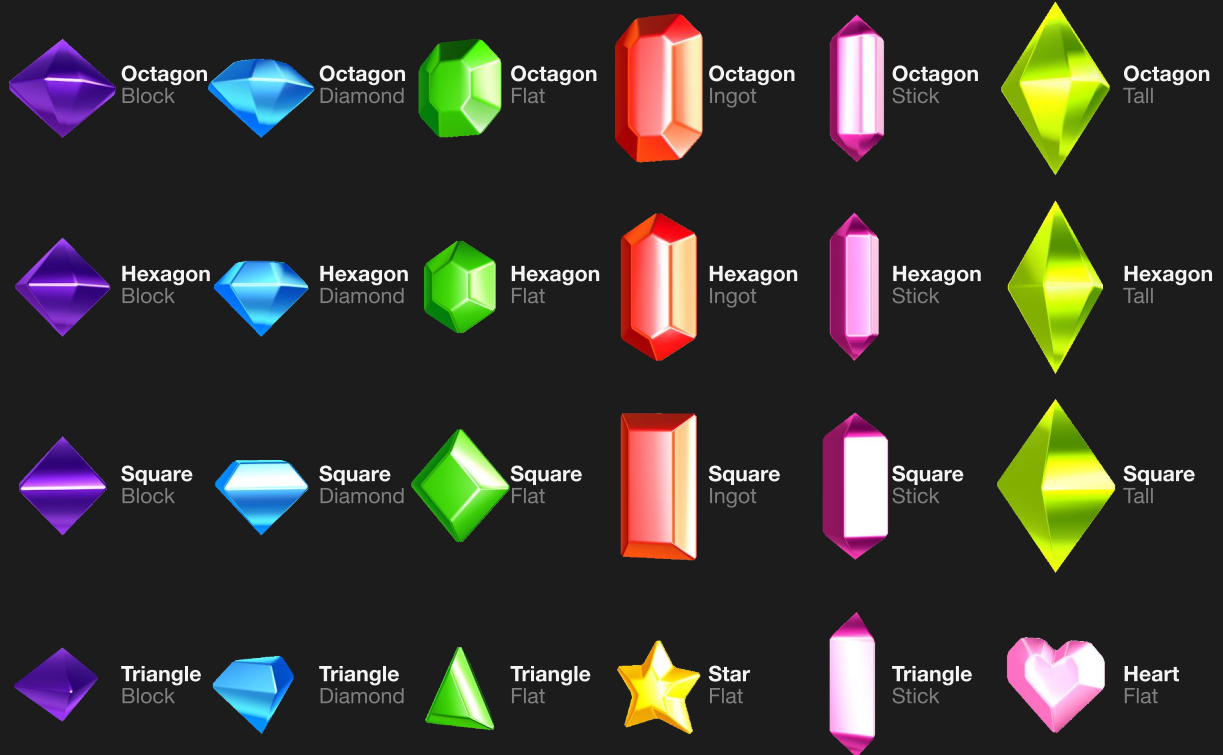


Material

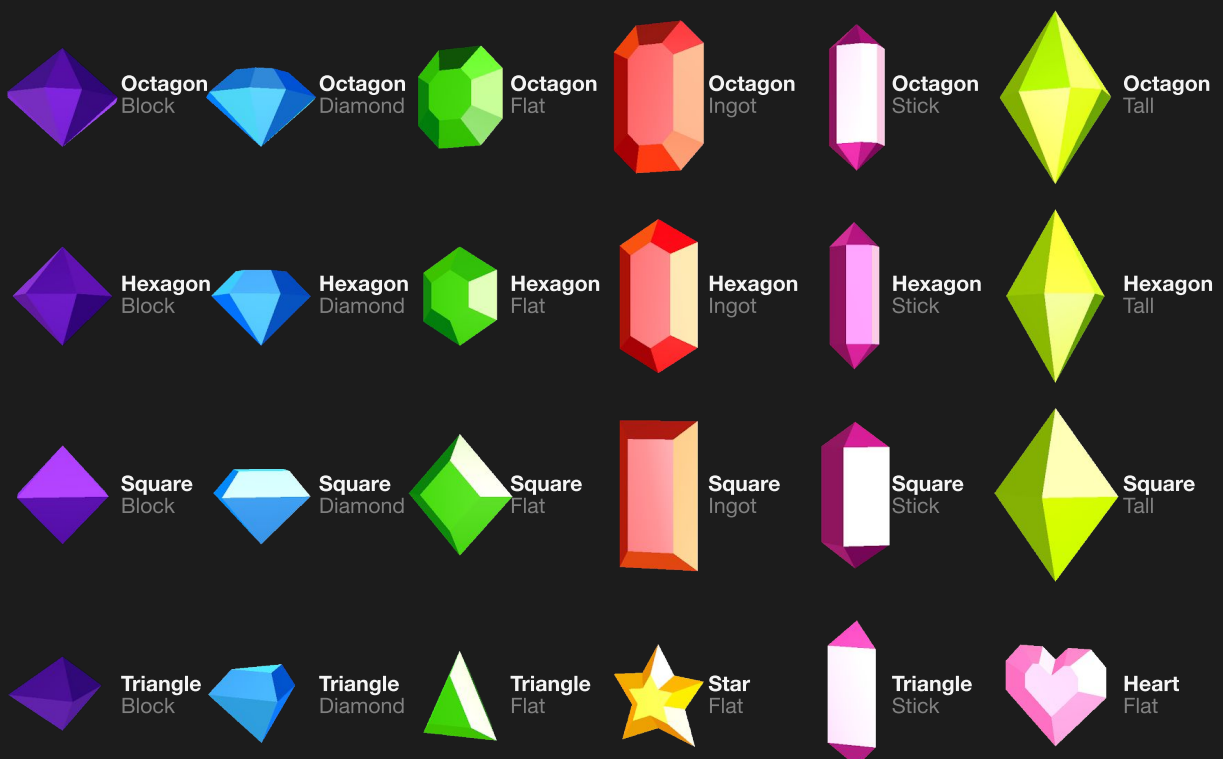
## Models

The pack includes 24 different shaped gems, low- and medium-quality versions.

### Medium Models (Medium quality, between 40-208 tris)



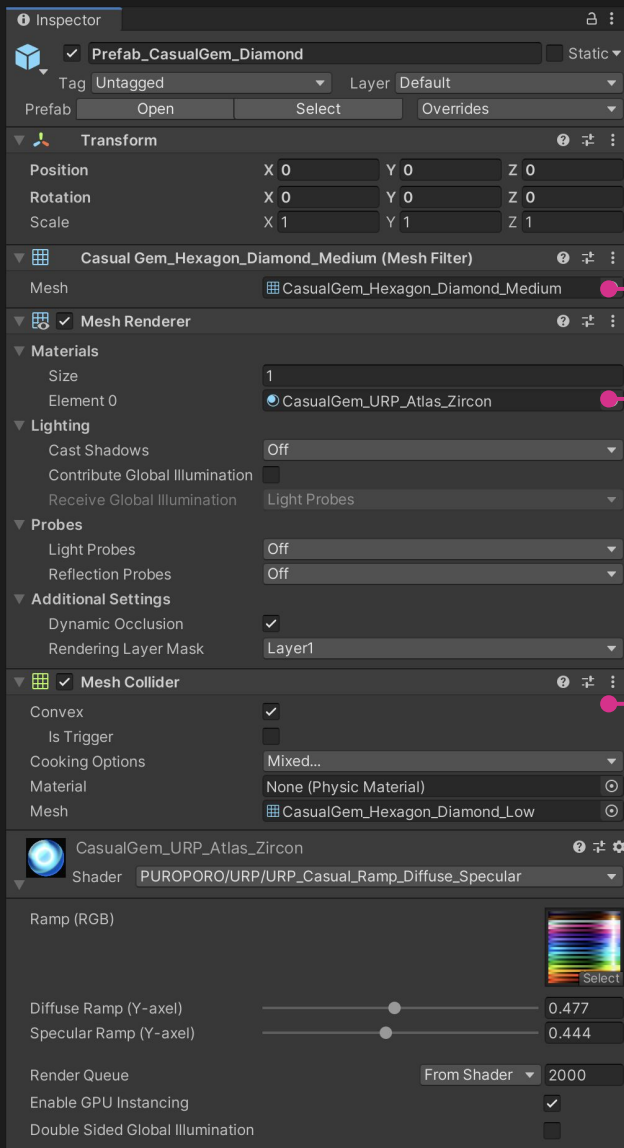
### Low Models (Low quality, between 10-68 tris)



## Prefabs

The pack includes pre-made and optimized prefabs and prefab-variants. You can find them all in the next folder:

Assets > PUROPORO > Casual Series > Prefabs > Casual Gems



Here you can change the shape of the gem:  
`CasualGem_ShapeName_ShapeName_Quality`

Here you can change the material of the gem.

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

## Changelog

### 2020.12.14

- **ADDED:** Built-in shaders and pre-made materials

### 1.0.0

- First release (includes models, prefabs, textures, shaders, and pre-made materials)