Thank you for purchasing

The Hidden Valley - Stylized Low Poly Environment Pack

- The Hidden Valley - Stylized Low Poly Environment, is a comprehensive stylized environment pack, with a unique look and fell.

- The assets can be used for many types of games, such as: FPS, 3rd Person, Top Down, Platformer etc.

- All models are low poly, with LODS for the more detailed ones

- All textures are painted and tillable

- All models are fully unwrapped

- Most of the shaders are Toon/Lit, and Cutout Diffuse for foliage

- The included scenes are for presentation purposes only, they were build to showcase the visual potential of the package.

- Make sure you import the whole package, since the presentation scenes are build using some Standard Assets and Post Processing effects

TIPS FOR USING THE PACK

- Take in consideration the platform you will be using since this will set the bar for how complex you can build your scenes

- For mobile devices I recommend around 100k- 200k tris, and 100 - 200 batches

- The pack uses a lot of materials, since it was build with the open world concept in mind, so make sure you take that in consideration, since more unique materials add more batches (usually)

- If you want less materials, you can always bake multiple objects on a texture atlas, since all the models are fully unwrapped

- For populating your scenes with objects (other than grass) I recommend Geo Paint- er, from ZIBOO, it's free and it's awesome

-For terrain and populating you scenes with grass, I recommend using Unity Terrain