

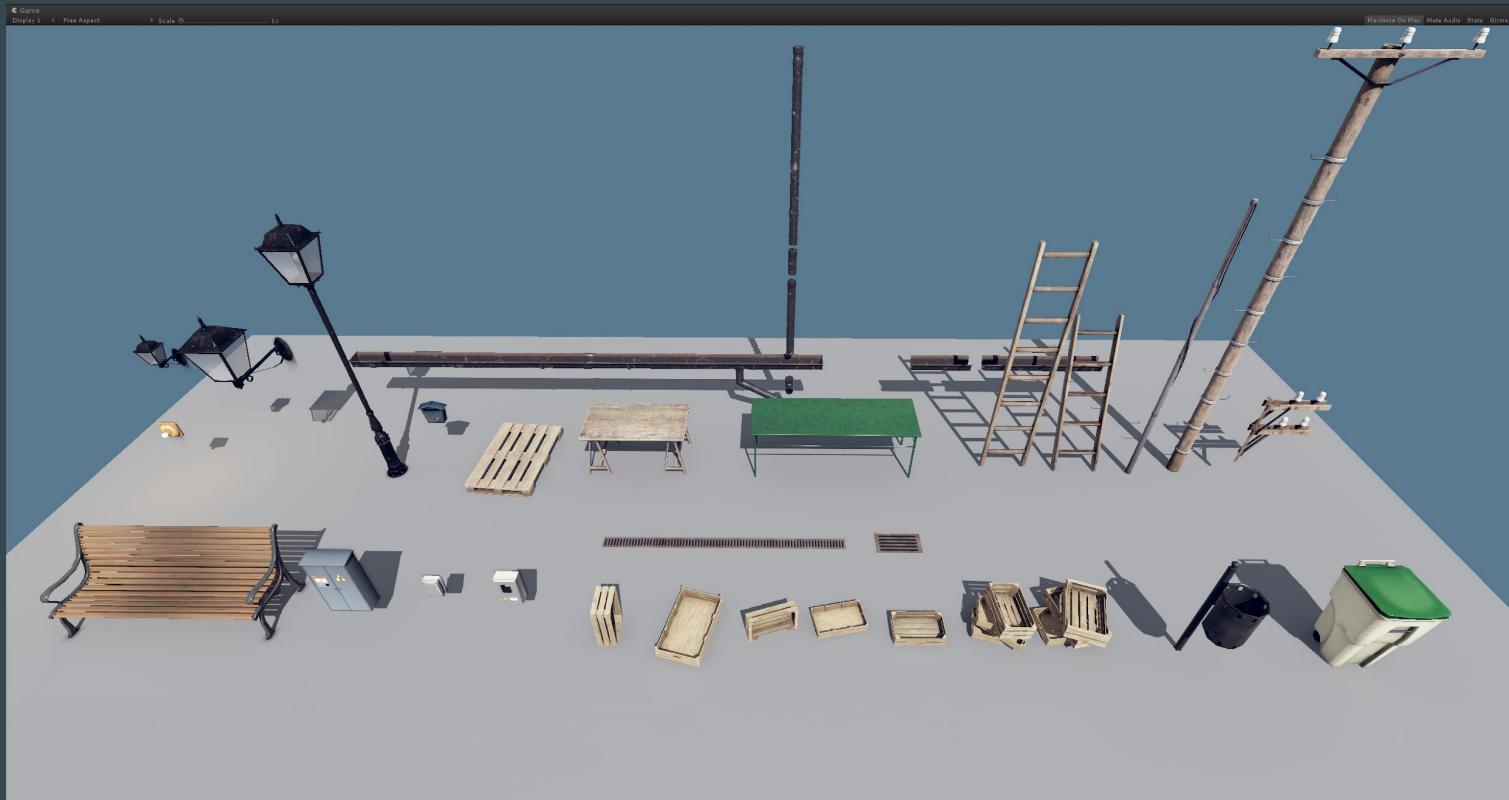
Street Props vol 1

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High quality assets for high quality projects

Demo

There is a playable demo that you can find [here](#). The content shown there is what you get in the package.



Intro

This package contains 27 unique models suitable for rustic villages or urban streets. In the following pages we will see in detail how they are made with some examples.

Textures

Every model has been modelled in high poly to bake data maps (normal, cavity or occlusion). Most textures are high resolution, 4096 x 4094 and 2k for smaller ones. Format is .png

Shading

The shader used is ‘Standard/Specular’. Every material has Albedo, Specular/smoothness, Normal and Occlusion.

Prefabs & LOD

Every model is configured in a prefab with 3 or 4 Lod levels + Collision. LOD levels will use the lightmaps generated for the first LOD using a script.

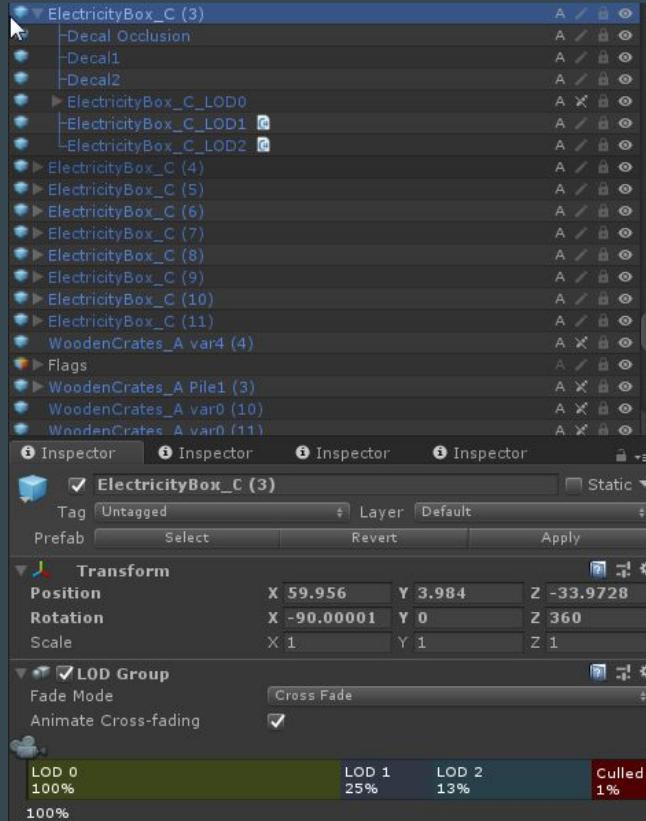
Electricity Boxes

Three different models sharing a single texture of 4k x 4k

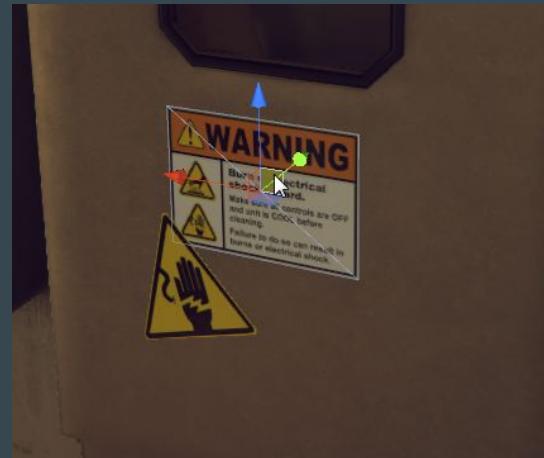


Electricity Boxes

Models that are in contact with walls or floor have a shadow decal simulating occlusion.

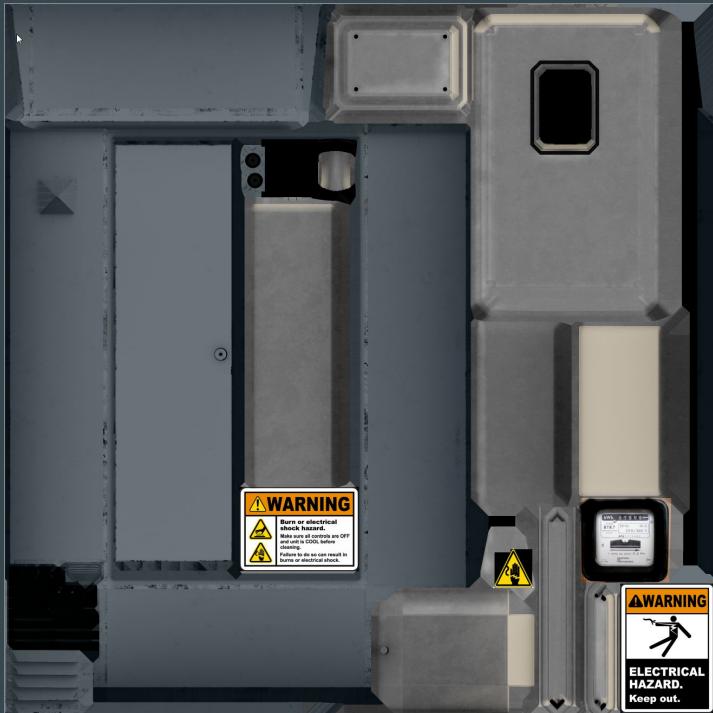


Decals are independent models, so they can be moved or removed.

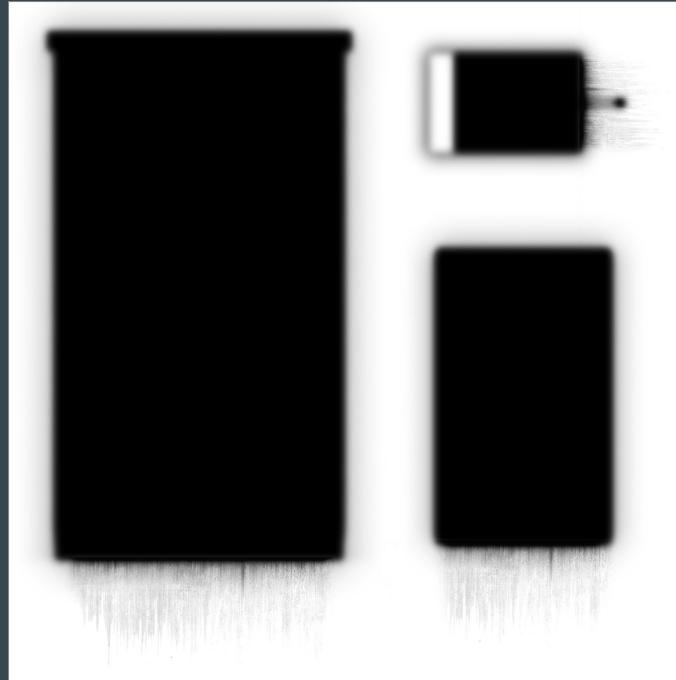


Electricity Boxes

Texture atlas. The 3 boxes and warning decals share the same textures. [Download textures](#)

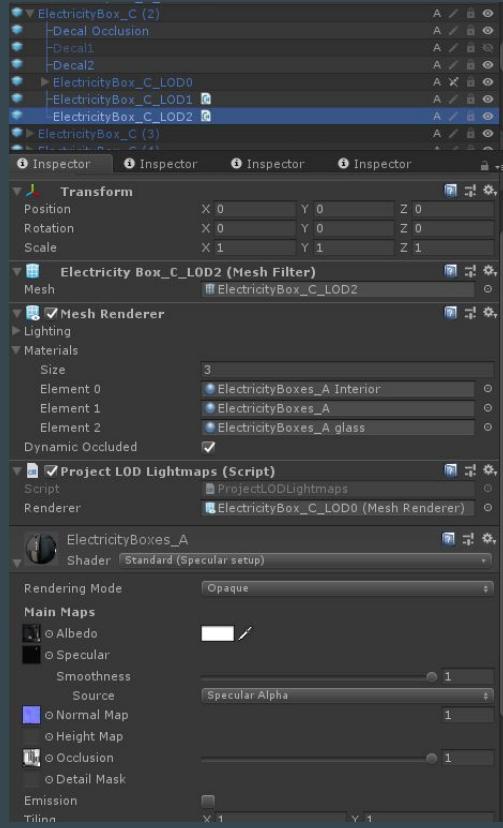


Shadow - dirt decal



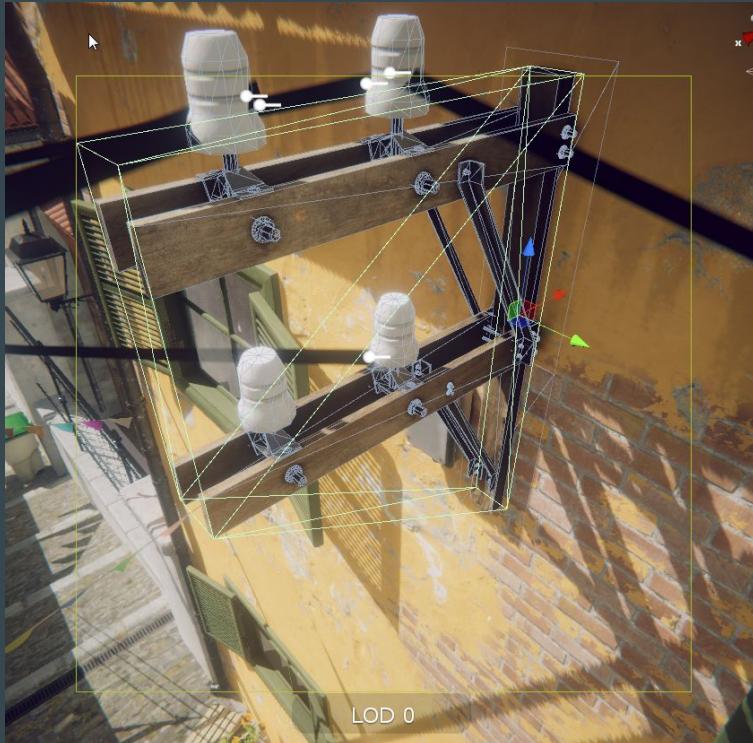
Electricity Boxes

LODs have a script to project lightmaps from LOD0. It is executed on play.



Electricity Posts

Wall shadows and high detail in LOD0



Electricity Posts

The three models share the same texture (4k)



Lamps

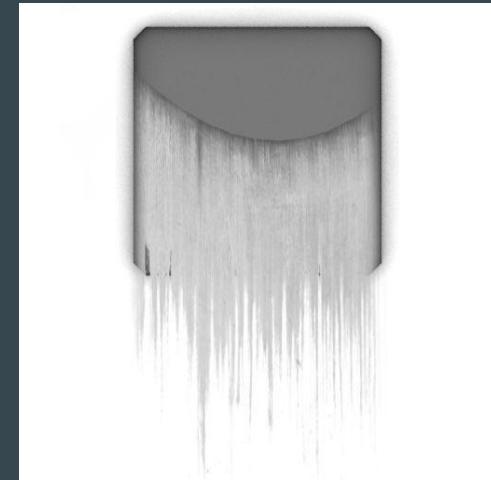
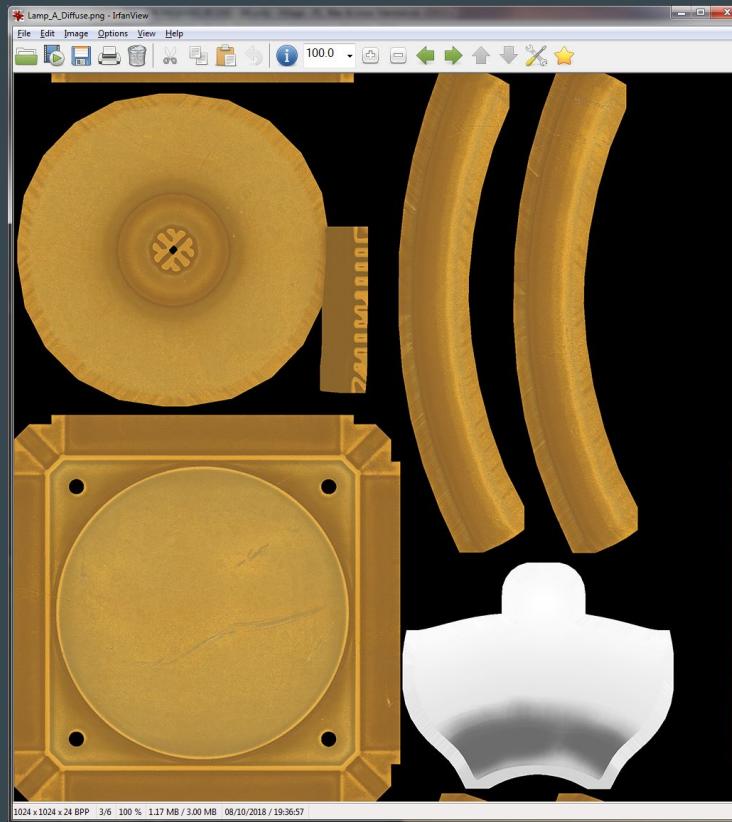
In this case, a 4k texture is also shared between 3 models.



Lamps

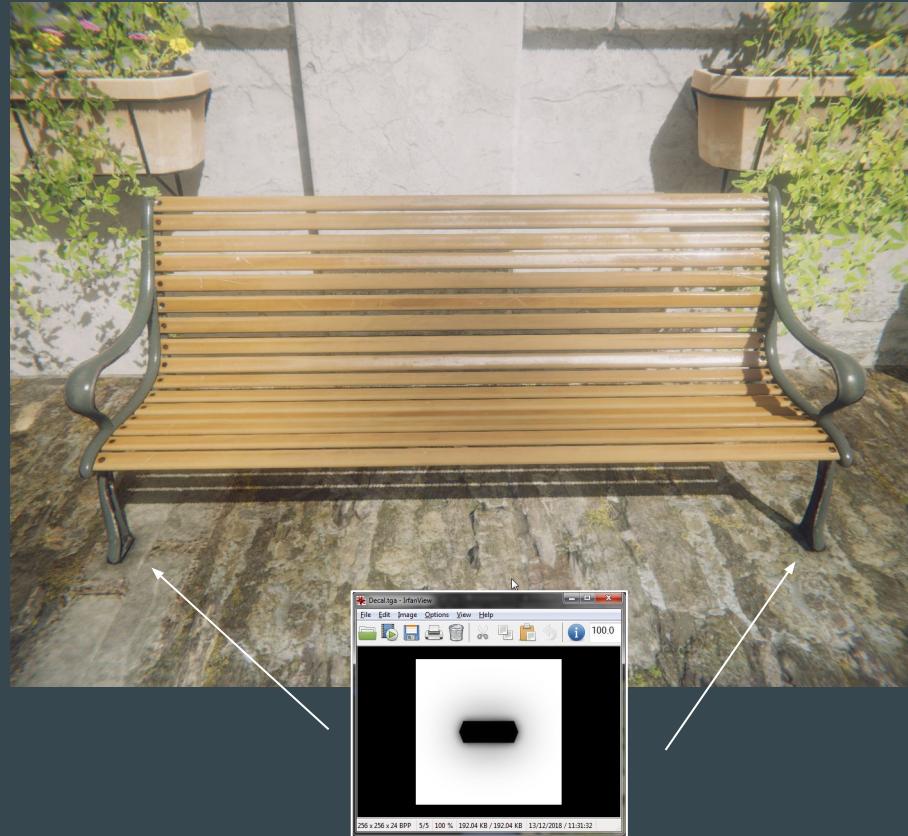


Lamps



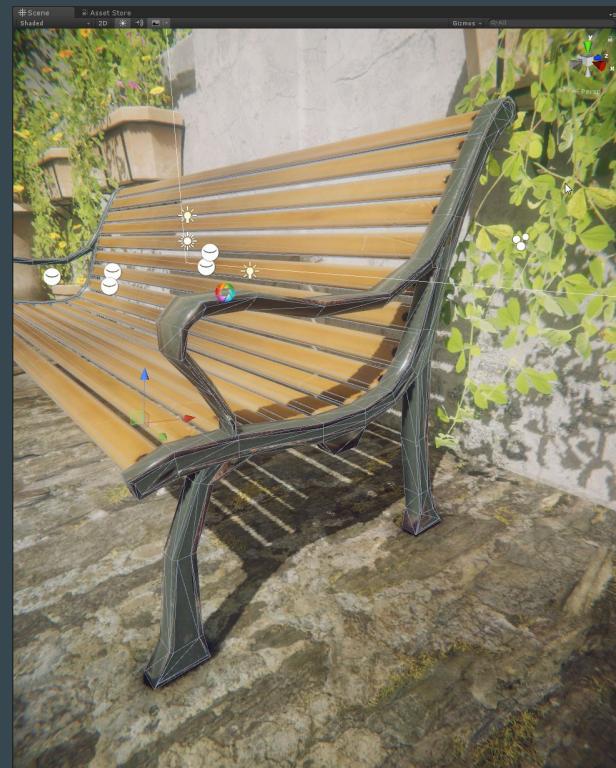
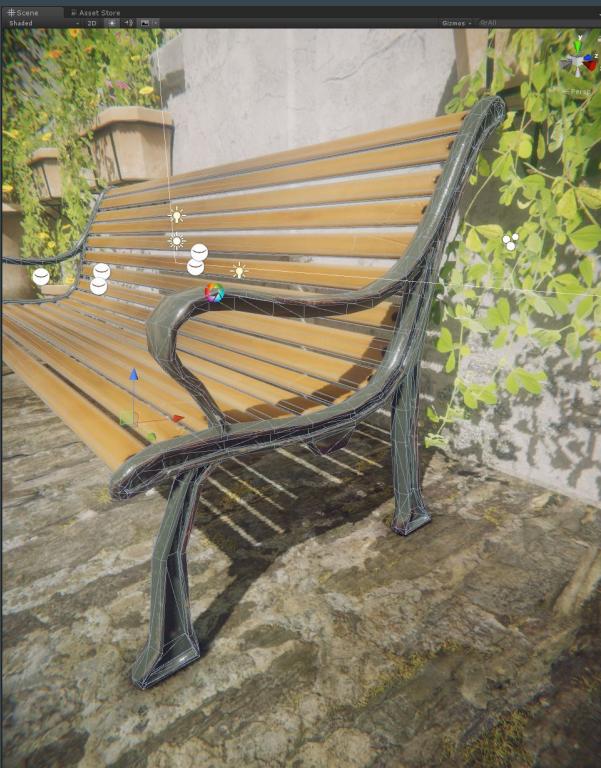
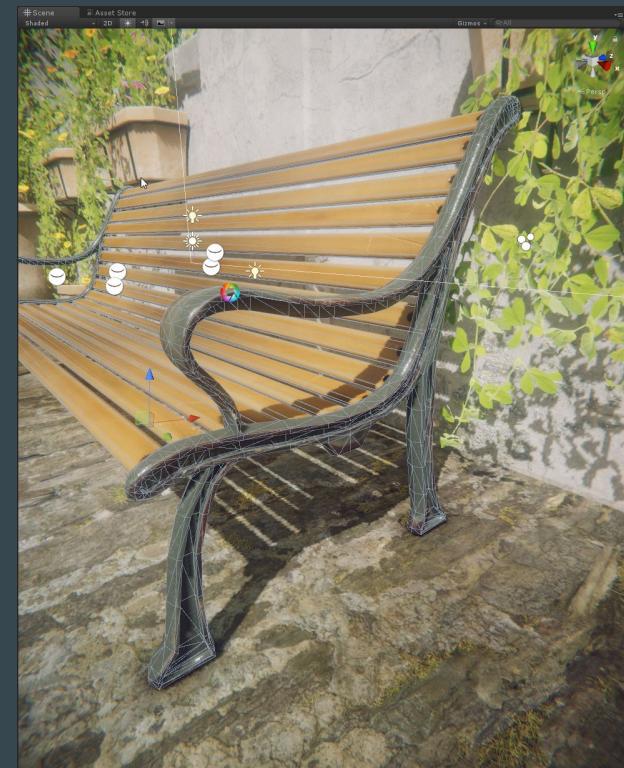
Bench

2k textures + leg contact shadow



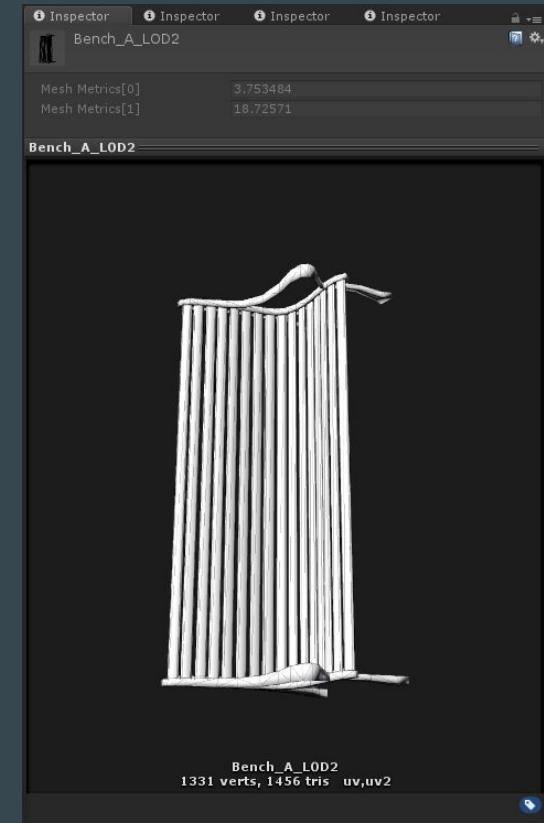
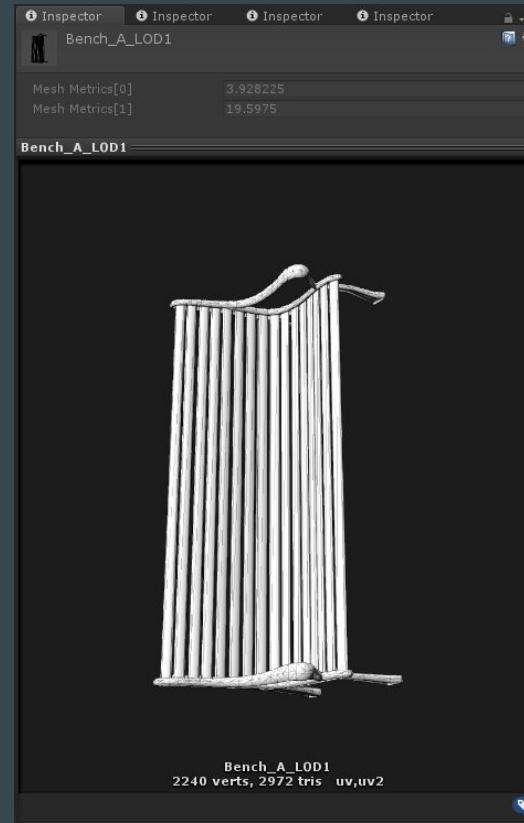
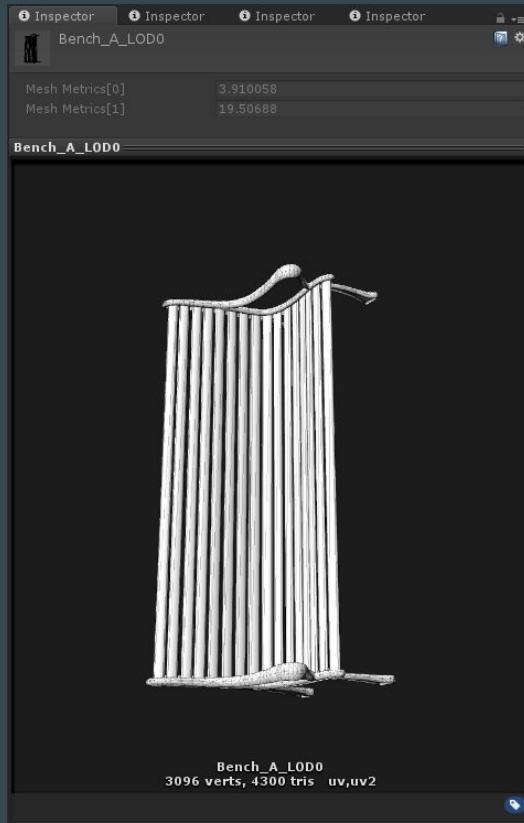
Bench

LODs in detail



Bench

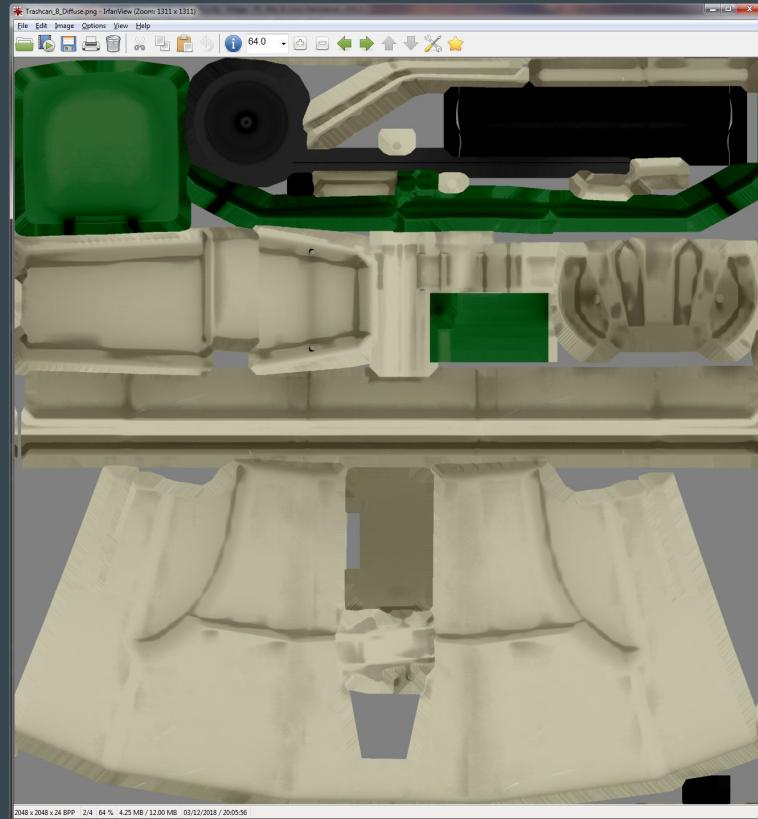
LODs in detail



Trash can



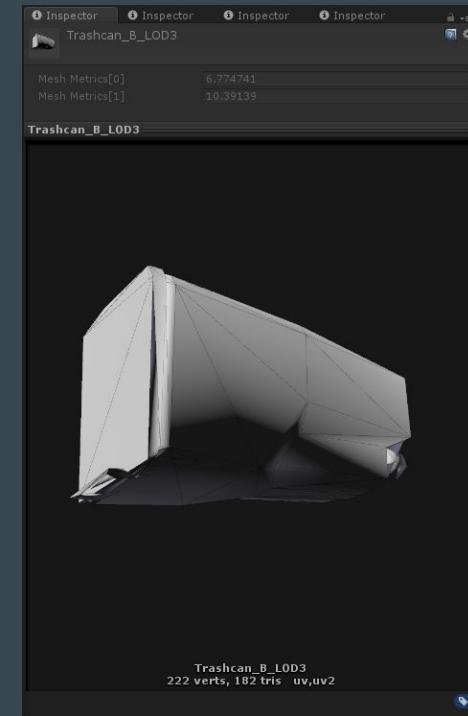
Trash can



Trash can



Trash can



Trash can



Trash can



Crates

5 different models sharing a 2k texture



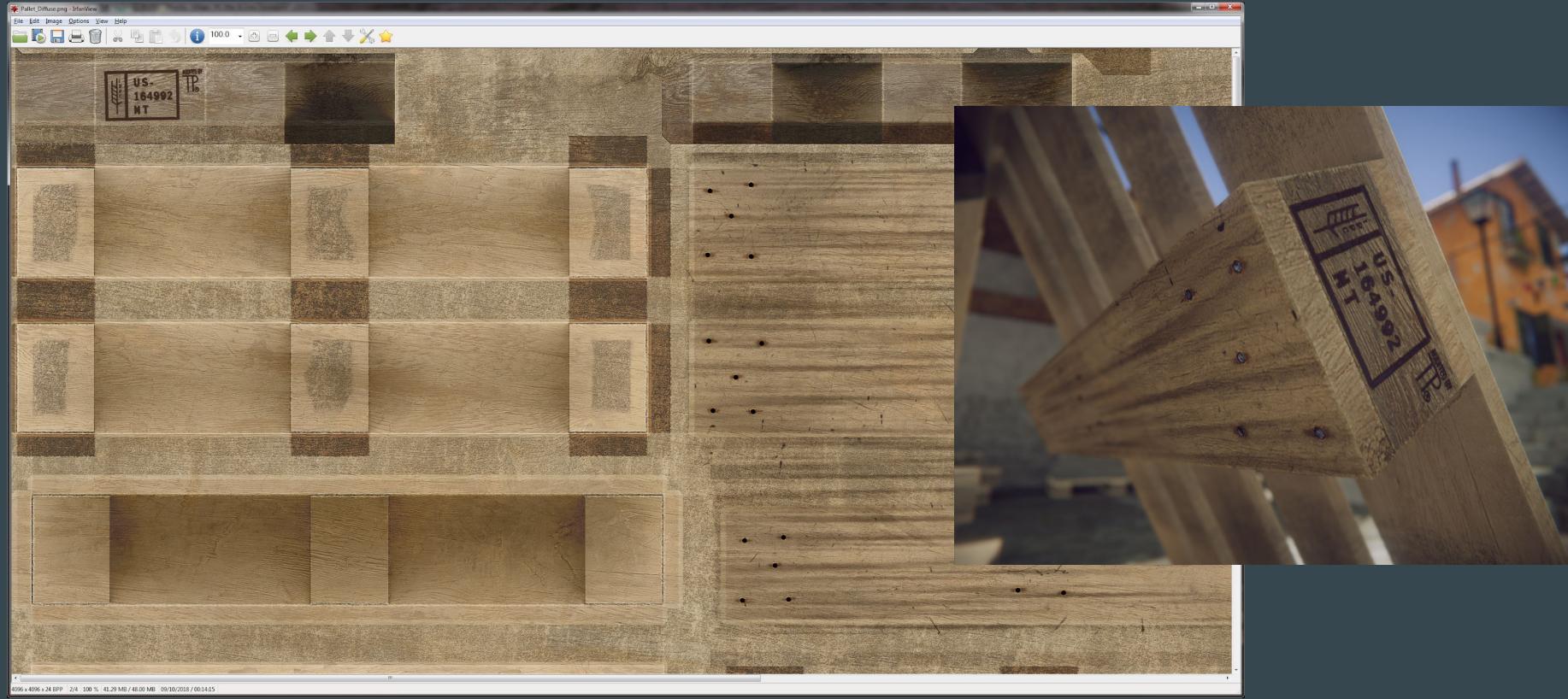
Crates



Pallet



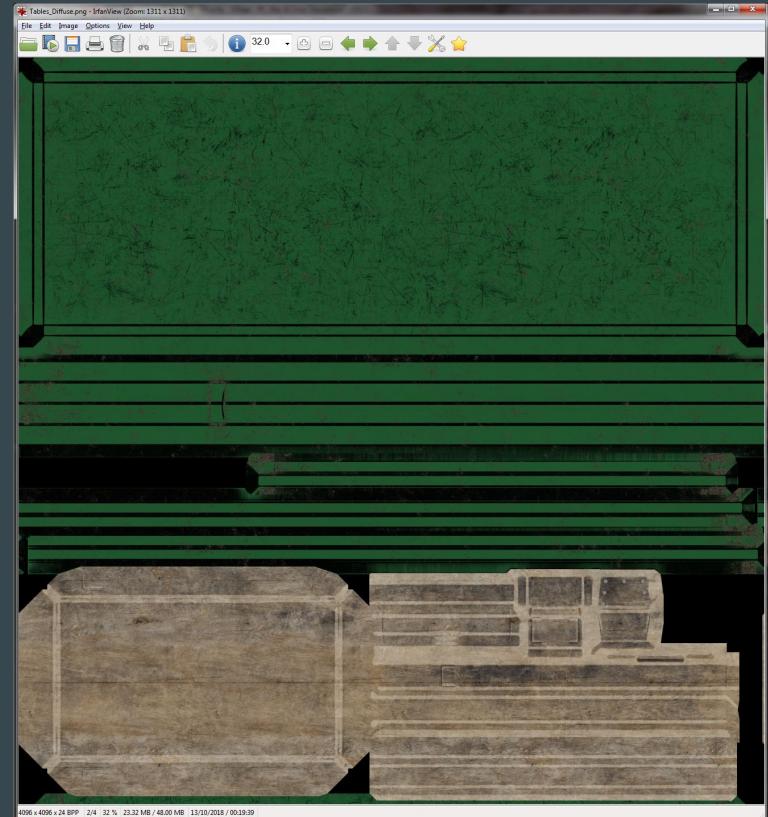
Pallet



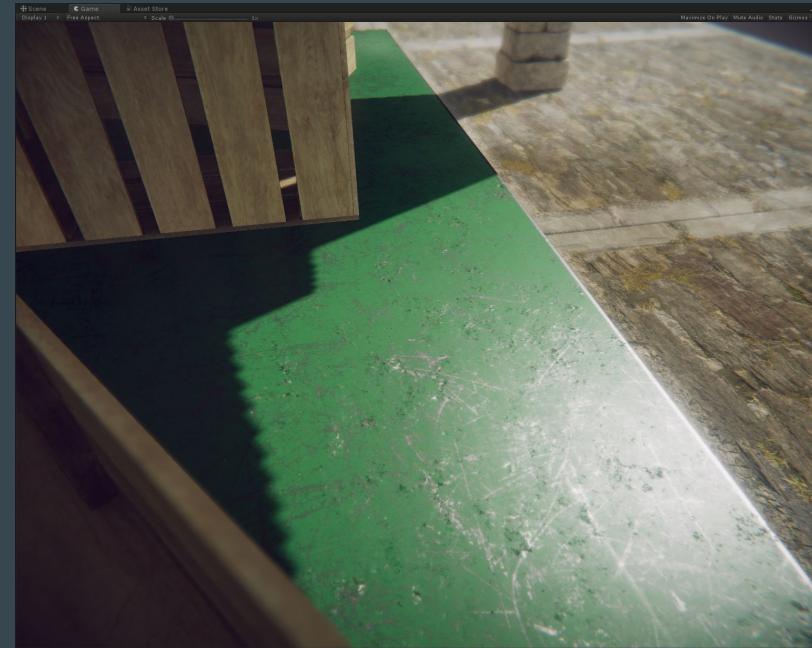
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Tables

4k texture for both pieces

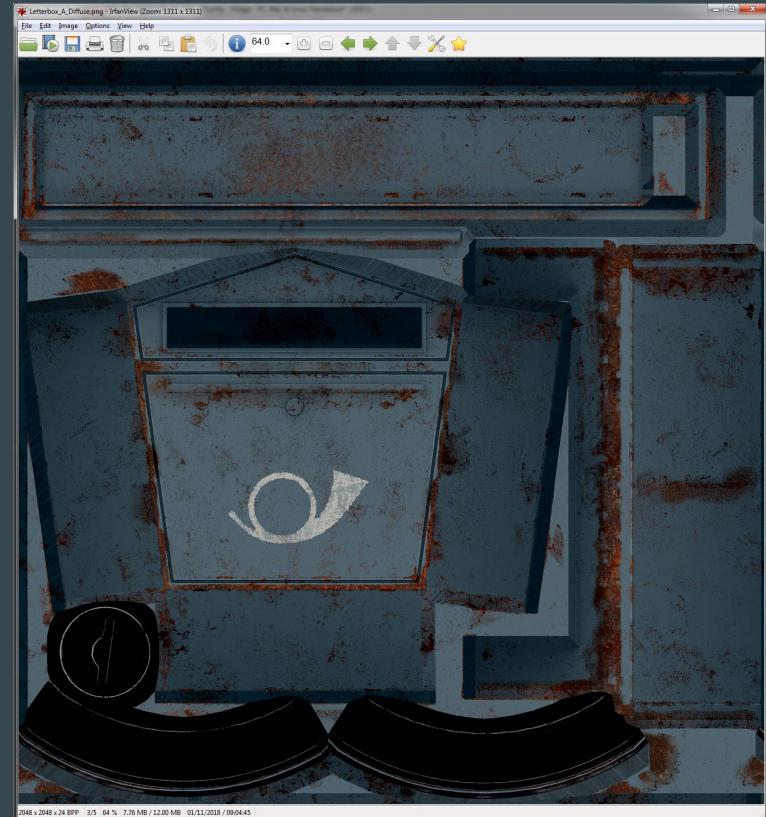


Tables



Letterbox

Highly detailed 2k texture



Letterbox

Wall decal with shadows and rust leaking



Roof pipes

This is a set of pieces used to build a drain structure for roof endings



Roof pipes

This is a set of pieces used to build a drain structure for roof endings



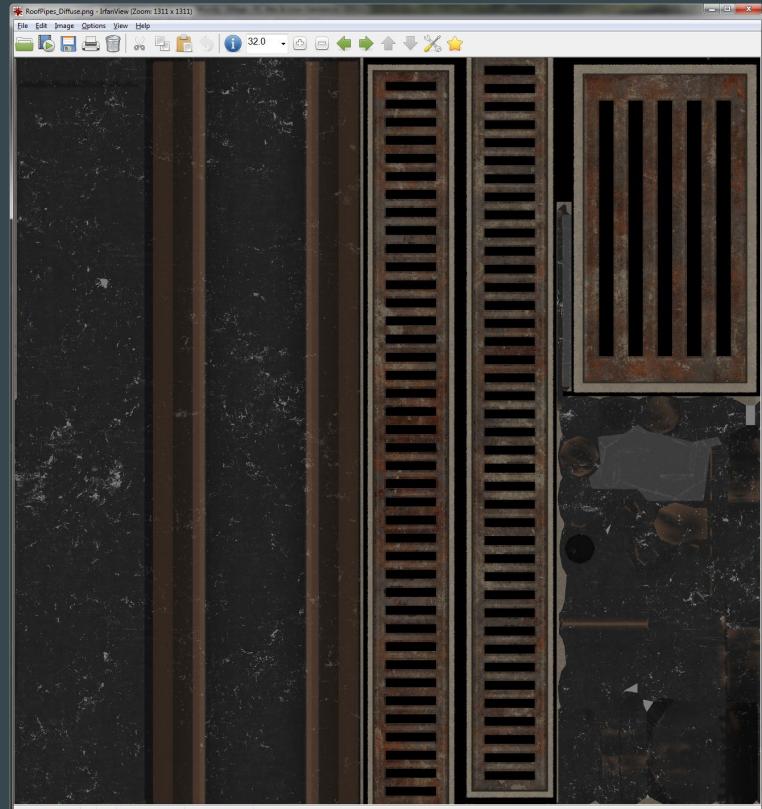
Roof pipes

The model contains several pieces to build the shape that you need



Roof pipes

In the same texture we have 2 drain grids

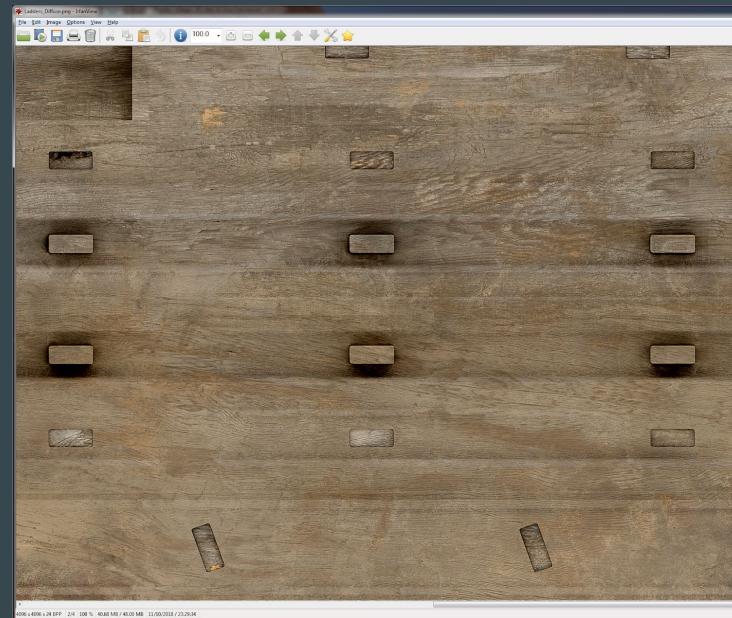


Roof pipes



Ladders

Two ladders sharing a texture of 4k



Ladders



End

For questions or suggestions: contact@davidmiranda.me