Thanks for purchasing Wood Package – Logs and Firewood.

BroccoliGames 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.
Five different FBX models + three prefabs (Fireplace, Small stack of firewood, Large stack of mixed firewood). All 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

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.

There's more coming in the next updates.