# MEDIEVAL FOOD PROPS DEMO

## Pixel Life Studio.

Thank you for your purchase, we from Pixel Life Studio hope this asset brings you a goodexperience.

If you have any difficulties or problems you can contact us

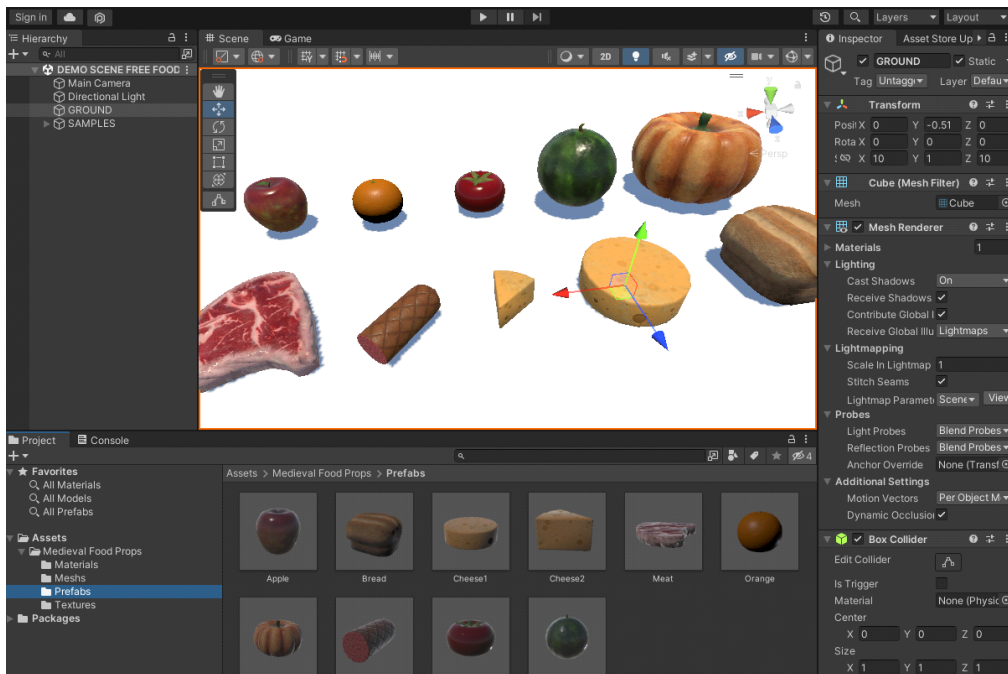support@pixellifestudio.com

## First steps understanding the asset.

You will find a DEMO scene ready with all the PREFABS, MATERIALS, TEXTURES AND MESHS setup and ready to use.
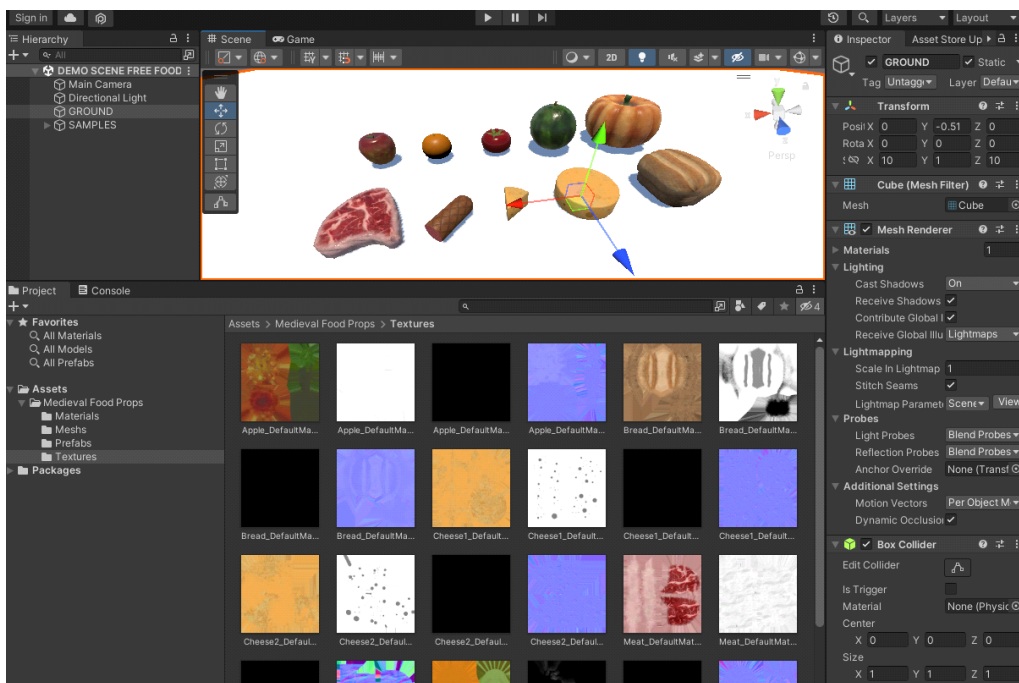
The textures resolution is 2048x2048 (2k).
The filter mode is set up by default (Bilinear)
The compression is set up by default (Normal Quality)

All the PREFABS have a custom mesh COLLIDER.

All the textures are exported in 2k resolution (2048x2048).



The textures namespaces are acording to its MESH parent
(OBJECT.fbx = OBJECT_DEFAULTMATERIAL_)
Some Meshes have a second MATERIAL with OPACITY separeted to create
tranlucenty objects like GLASS and CRYSTALS
(OBJECT2.fbx = OBJECT2_MATERIAL = OBJECT2_OPACITY)

## Textures Renderer compatibilities.

All textures and materials are compatible with:

•Universal Render Pipeline.
•High Detail Render Pipeline (Materials and textures and demo scene provide no conversion needed).