Factory Interior Modular Pack

Content/Features

Models: 90 unique meshes (including decals)
Materials: 24
Prefabs: 89
Textures: 93

Trims:
- 1 set of 1024x128
- 1 set of 1024x1024
- 1 set of 2048x256
- 3 sets of 2048x512
- 1 set of 2048x1024

Tiling:
- 1 set of 2048x1024
- 5 sets of 2048x2048

Unique:
- 1 set of 256x256
- 1 set of 512x512
- 1 set of 1024x256
- 3 sets of 1024x1024
- 2 sets of 1024x2048
- 2 sets of 2048x2048

Includes an example factory interior scene

Support for all render pipelines

Objects are ready for modular use

Objects include manually authored lightmap UVs

Objects contain LODs

Objects contain collision meshes

Objects reuse materials where possible using trim and tiling textures

UVs do not exceed the UV square (handy for atlasing textures for mobile use)

Support
Support email: support@cyberneticwalrus.com

The package is mobile ready thanks to the optimized polycount and usage of trim textures. Texture sizes need to be adjusted in engine.

The package works best with Color Space set to Linear

Standard render pipeline scenes use Unity's post processing stack (v2)

.unitypackages included for HDRP and URP support