

poly

fantasy pack

by **polyperfect & Tri Pirogy**



Have a Suggestion?

[**polyperfect discord**](#)

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Thanks!

First of all, thank you for purchasing our pack, we really appreciate that! We are putting a lot of effort into this.

We also plan to expand the list of assets in the future with free updates to the pack.
Check out our [Discord](#) for any news.

Handy Links ;)

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 - Inclusion in datasets utilized by Generative AI Programs, in the development of Generative AI Programs, or as inputs to Generative AI Programs.

Updates

2.5 Fantasy Castle Scene

- Huge Castle Scene
- Icebergs Rock (x16)
- Buildings Fantasy (x45)
- Building Assemblies Fantasy (x15)
- Prison Fantasy (x26)
- Wood Fantasy (x21)
- Furniture Fantasy (x10)
- Other (x30)



2.0 Fantasy Castle Models Update (x483)

- Fantasy Nature (x76)
- Nature (x22)
- Fantasy Statues (x53)
- Fantasy Furniture (x53)
- Fantasy Docks (x44)
- Fantasy Boats (x5)
- Fantasy Modular Parts (x230)

BIG Cleanup and Name Fixing. If you are already using the pack, please download only new stuff. We are trying to unify our pack naming across platforms and releases.



1.5 Update:

- **602 New models**
- Bakery Fantasy (x21)
- Buildings Fantasy (x10)
- Buildings Fantasy Parts (x26)
- Butcher Fantasy (x25)
- Fishery Fantasy (x21)
- Market Fantasy (x47)
- Money Fantasy (x9)
- Spice Fantasy (x25)
- Tailor Fantasy (x19)
- Vegetable Fantasy (x19)
- Signboard Fantasy (x15)
- Other (x14)
- Modular Doors Fantasy (x7)
- Modular Windows Fantasy (x7)
- Modular Roofs Fantasy (x198)
- Modular Stairs Fantasy (x8)
- Modular Beams Fantasy (x44)
- Modular Decors Fantasy (x19)
- Modular Misc (x19)
- Modular Railings Fantasy (x11)
- Modular Chimneys Fantasy (x3)
- Modular Walls Fantasy (x54)
- New Fantasy Materials (x7)

1.1 Update:

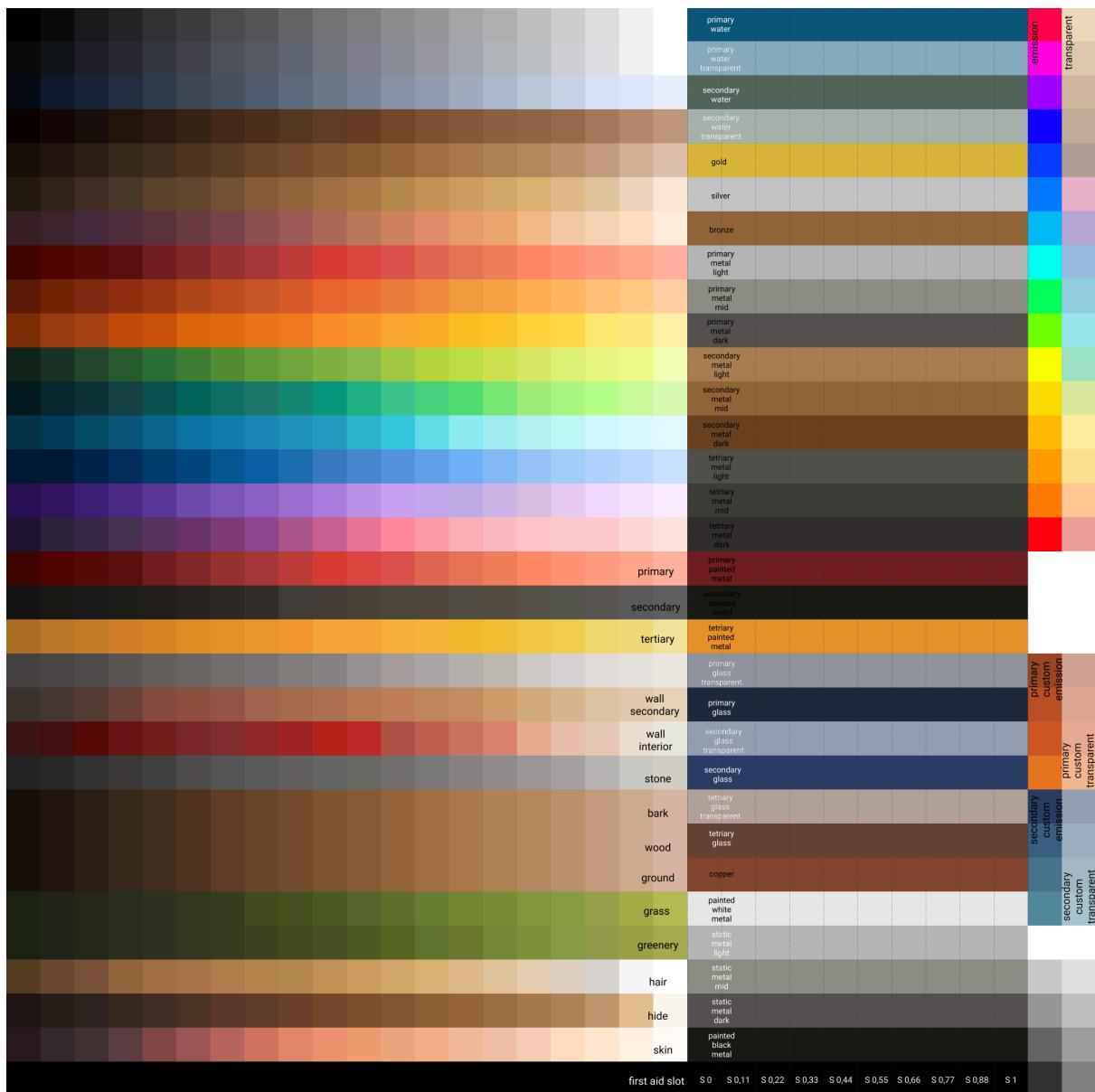
- New Fantasy Woman models (x5)
- Battlefield Scene 2.0
- Couple of new nature models (x3)
- Small Fixes

1.0 First release:

- Alchemy (x38)
- Battlefield (x35)
- Cooking (x87)
- Equipment (x187)
- Flags (x67)
- Furniture (x42)
- Light (x38)
- Nature (x50)
- Palisade (x67)
- Siege (x20)
- Smith (x30)
- Tents (x102)
- Other (x35)
- People(x24)
- Battlefield Scene

Universal Texture

Our universal atlas texture comes with different color variations and it's quite a powerful tool to make all objects optimized and verified.



FAQ

They're not stupid questions, just stupid answers from us.

Will your packs work with URP or HDRP?

All of our packs are made with standard Unity shaders, so it's pretty easy to upgrade them to the URP. Here is the video on how to do it:

https://www.youtube.com/watch?v=QsvmXpWxF_o&t

We also stored all materials and global volume profiles in the

HDRP_PolyFantasyPack.unitypackage

You can fix the materials by unpacking them.

For the HDRP, this is an excellent source of inspiration:

<https://www.youtube.com/watch?v=yqCHiZrgKzs>

Can I use your assets with a different engine?

Yes, but we will not be able to support you.

Can I use your assets commercially?

Yes, as long as they are safely stored within your product and you are not reselling or redistributing them. Please carefully read this: [EULA and Terms of Service](#)