

**Publisher: Laxminarayan Artistry**

**Package Name: Toy Pack - Low Poly 236 Toys Objects - Toy Mega Pack - Match Game Kit - Big Pack**

**About Package:**

- This version of **Toy Pack includes low-poly models.**
- This Pack has **236 low poly Game Assets Toys Mega Pack**
- Useful for Kids Toys also.
- This is a pack of match 3d object game toy asset models, suitable for hyper casual games, animations, and other 3D projects.
- The pack contains various types of toys, such as balls, rackets, gloves, axes, and more, each with their own design and color.
- The models are low-poly and cartoonish, with bright textures and simple shapes.
- Every model has material with base colors. There is no texture file used.
- This package also includes the separated models in various file formats: Fbx, Obj, Glb, Dae
- Every toy model has a unit scale comparable to real-world size. (1 Unit = 1 Meter).
- It will also support Unity Game Engine Pipelines.
- Scale and Size maintained according to realistic sizes according to **1 Unit = 1 Meter = 1 Unity Cube**

**Technical Details:**

- **Geometry Triangles** 1.1M
- **Vertices** 589.5k
- **PBR** No
- **Textures** 1 (Size: 512x512 PNG)
- **Materials** 1
- **UV Layers** Yes
- **Vertex Colors** No
- **Animations** 0
- **Rigged geometries** No
- **Morph geometries** 0
- **Scale transformations** No

**Package Includes:**

- Prefabs for useful assets
- Fbx file have separate prefabs folder, Model and Material Folder to make it easy to use.

**Important Notes (Easy Resolve Pink Materials for URP and HDRP):**

This package includes an **AutoSwitchMaterialShader** that detects the active render pipeline (HDRP, URP, or Built-in) and automatically switches the materials to the appropriate **SpeedTree8 shader** without manual adjustments.

- **For URP (Figure 1):** Automatically switches to the Universal Render Pipeline ► Nature ► SpeedTree8 shader and enables **Two-Sided = Yes**.
- **For HDRP (Figure 2):** Automatically switches to the HDRP ► Nature ► SpeedTree8 shader and enables **Double-Sided = Checked**.
- **For Built-in Pipeline (Figure 3):** Automatically ensures **Two-Sided** rendering is enabled via the internal shader setting.

Once the package is imported, all **SpeedTree8 materials** in the **Materials** folder are correctly configured for the active render pipeline, no manual changes required.

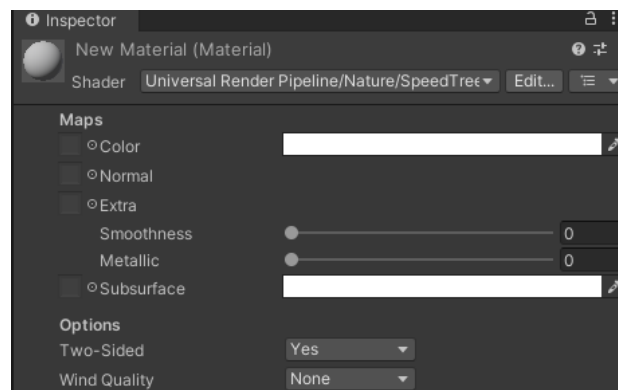


Figure 1 : URP Material Settings

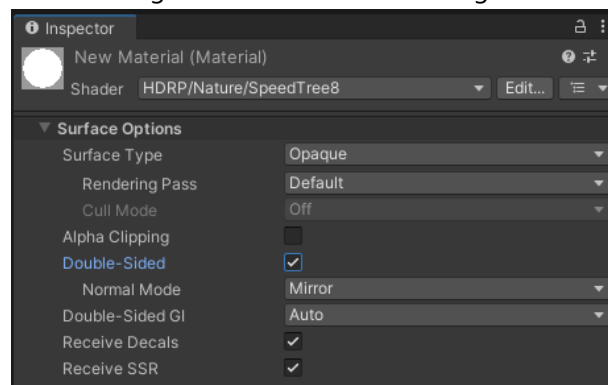


Figure 2: HDRP Material Settings

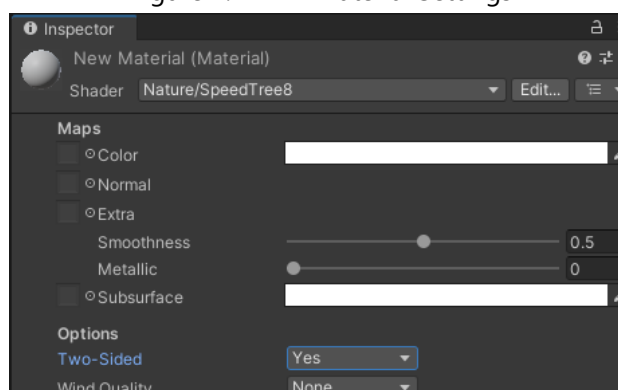


Figure 3: Built-in Pipeline Material Settings

**For Manual Fix:** **Tools** → **AutoSwitchMaterial (LNA)** → **FixMaterials**