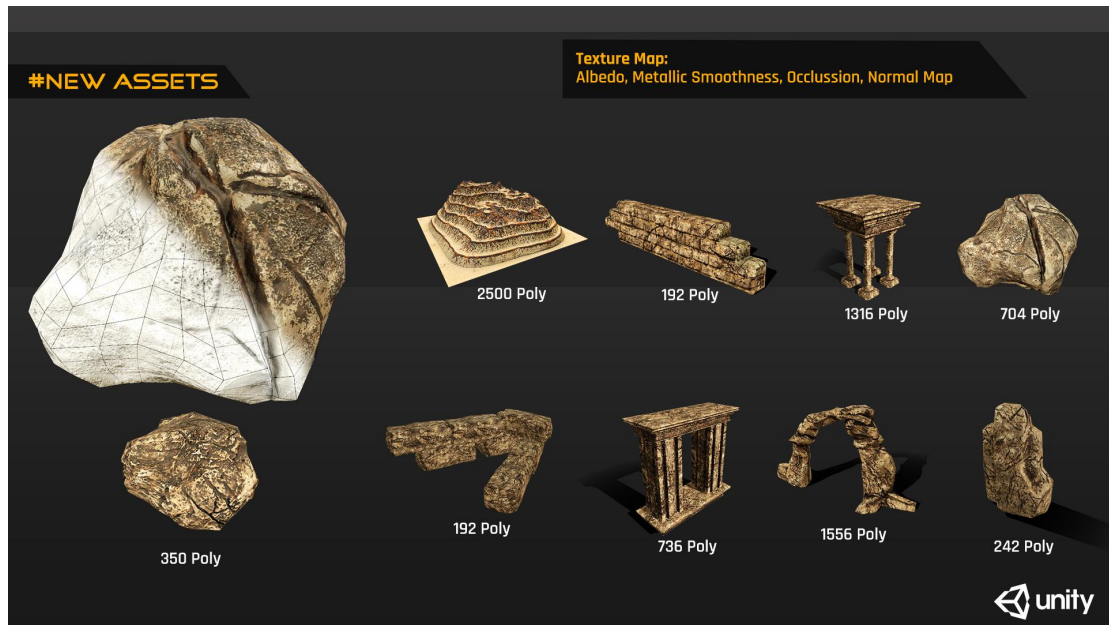


UPDATE

This second Update contains more high quality Stones ,rocks, pillars, wall and more (low poly) with PBR texture ready to add to your game. Just need to drag and drop them to your scene.



Newly Added

- | | |
|----------------|-------------|
| -Stone3 | - 350 Poly |
| -Stone4 | - 350 Poly |
| -Stone5 | - 242 Poly |
| -Stone_round | - 704 Poly |
| -Mansion | - 1316 Poly |
| -Pillar Stone | - 1556 Poly |
| -Small Pillar | - 304 Poly |
| -Strong_pillar | - 736 Poly |
| -Terrain01 | - 2500 Poly |
| -Wall | - 192 Poly |

Texture:

Each object has 4 (PBR) texture map

-Albedo Transparency

- Ambient Occlusion

-Normal map

-Metallic Smoothness

Resolution: 1024 X 1024

Type: png

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