

Publisher: Polygonal Studios

Package Title: Show Pieces Pack - Antique Decorative Art Pack with Trees, Pots, and Candelabras

About:

- Explore our Modern Decorative Showpiece Pack – a unique collection of stylized 3D art objects perfect for enhancing interior scenes, game environments, or visual projects.
- Includes 6 premium showpieces:
 - A berry plant pot with vibrant red berries
 - Three metallic tree sculptures with smooth, flowing branch forms in gold, brown, and white
- Two elegant candelabras:
 - 3-candle twisted stand with red holders
 - 5-candle royal-style piece with colorful, detailed design
- Low-poly, game-ready models with clean topology
- Perfect for stylized interiors, fantasy worlds, or modern decor scenes
- Scale and Size maintained to realistic sizes according to **1 Unit = 1 Meter = 1 Unity Cube**

Technical Details:

- **Geometry Triangles** 296.9k
- **Vertices** 149.6k
- **PBR** No
- **Textures** 1(PNG 256x256)
- **Materials** 1
- **UV Layers** Yes
- **Vertex Colors** No
- **Animations** 0
- **Rigged geometries** No
- **Morph geometries** 0
- **Scale transformations** No

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** script in the **Editor folder** 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.

For Manual Fix: [Tools](#) → [AutoSwitchMaterial \(PS\)](#) → [FixMaterials](#)

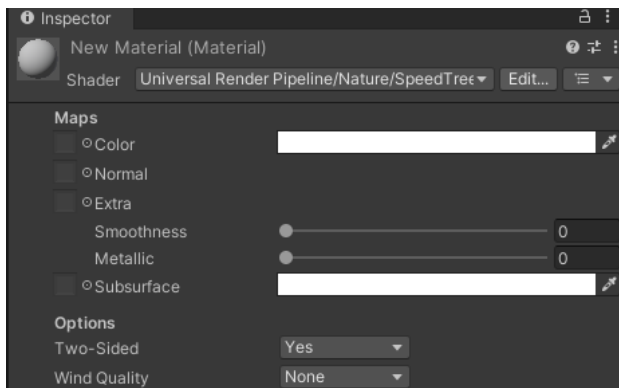


Figure 1 : URP Material

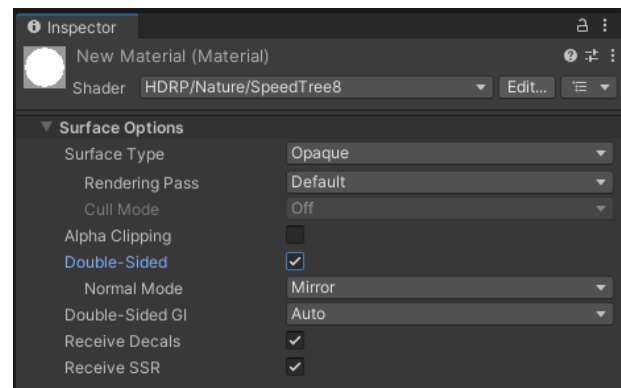


Figure 2: HDRP Material

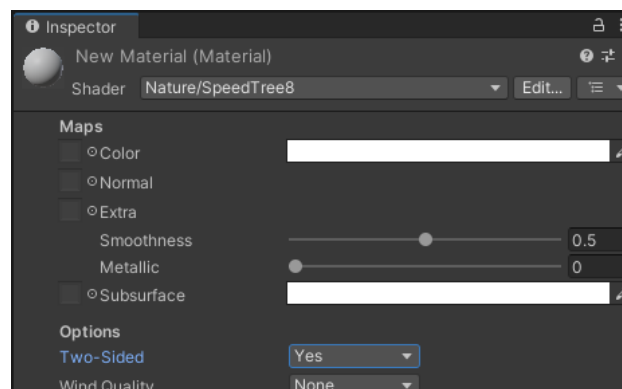


Figure 3: Built-in Pipeline Material