

# Modular Ancient Alien Pillars Free

v. 1.01

A small sample of ancient alien pillars from the full version. Includes a demo scene with all models laid out.

For questions, comments, suggestions, please visit our forums at <http://www.cunningforcegames.com/forum> or contact us at [support@cunningforcegames.com](mailto:support@cunningforcegames.com).



## Features





- 6 prefabs
- All models share one texture for reduced draw calls

If you like this package, please consider purchasing the full version which includes a lot more modular parts, different LOD stages, a higher resolution texture, and many variations of pre-built pillars.

The full version is available at <https://www.assetstore.unity3d.com/#/content/9462>

A demo showing a sample of what you can do with the modular pieces from the full version is available at <http://www.cunningforcegames.com/unity-assets/modular-ancient-alien-pillars/demo>

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|---|---|
|  | <p><b>Pillar 01</b></p> <p>104 tris, 166 verts</p> <p>Pillar with a base and has markings from an alien language in the center.</p> |
|  | <p><b>Pillar 02</b></p> <p>592 tris, 656 verts</p> <p>Pillar with a base, top connector, and two frame pieces.</p>                  |

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|---|---|
|    | <p><b>Pillar 01 Base</b></p> <p>28 tris, 46 verts</p> <p>The base for Pillar 01. Can also be used as a top.</p>                 |
|    | <p><b>Pillar 01 Connector</b></p> <p>44 tris, 40 verts</p> <p>Put on top of Pillar 01 to connect multiple pillars together.</p> |
|   | <p><b>Pillar 01 Broken</b></p> <p>96 tris, 150 verts</p> <p>A broken version of Pillar 01.</p>                                  |
|  | <p><b>Pillar 02 Broken</b></p> <p>134 tris, 114 verts</p> <p>A broken version of Pillar 02.</p>                                 |