**Title:** Low-Poly Gold Coins

**Description:**

This pack contains four separate stacks of low-poly gold coins, each as an individual object for easy manipulation and versatile use in animations and game design. The coins are provided in multiple formats for user convenience and feature a neutral texture, making them suitable for various game styles. Textures were created using the AIStandard shader, and texture images are included in the archive.

**Details:**

• Stack 1: 42 vertices, 80 faces, 120 edges, 82 UVs (single coin)

• Stack 2: 294 vertices, 560 faces, 840 edges, 574 UVs

• Stack 3: 546 vertices, 1,040 faces, 1,560 edges, 1,066 UVs

• Stack 4: 1,512 vertices, 2,880 faces, 4,320 edges, 2,952 UVs

This asset is ideal for use in games, especially those requiring lightweight models, and can be easily incorporated into animations.

**File:** .png (diffuse texture), .mtl (contains information about the materials if they are applied to the model), .obj file contains the 3D model, .ma, .mb, .dae, .fbx, .stl.

Let me know if you need any adjustments!

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