poly

universal pack

by **polyperfect** & **Tri Pirogy**

Have a Suggestion?

polyperfect discord

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Thanks!

First of all, thank you for purchasing our pack, we really appreciate that! We are putting a lot of effort into this.

We are also planning to expand the list of the characters and their animations in the future with free updates of the pack. Check out our **Discord** for any news.

Handy Links ;)

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Updates

3.2.0 Update:

- New Fantasy woman models (x6)
- New Farm vehicle models (x2)
- Added missing Nature tree models (x5)
- Fixed missing Steampunk Library prefabs (x47)

3.1.5 Christmas Update:

- New Christmas Characters (x6)
- New updated Battlefield Scene

3.1.0 Steampunk Update:

- Vehicles (x2)
- Modular Rails (x6)
- New Steam Punk Scene
- Minor fixes

3.0.0 Fantasy Update:

- Alchemy (x38)
- Battlefield (x35)
- Cooking (x87)
- Equipment (x187)
- Flags (x67)
- Furniture (x42)

- Light (x38)
- Palisade (x67)
- Siege (x20)
- Smith (x30)
- Tents (x102)
- Other (x33)
- People(x24)
- Battlefield Scene

2.7.0 Update:

- 4th of July (84 new models)
- 6 new farm models

2.5.5 Update:

- New Farm scene
- 24 New terrain tiles
- 9 New Farm models
- Furniture Farm prefabs

2.5.1 Update:

- AmosSorri, this one is for you! We wish you a lot of pleasant moments at the new outhouse :)

2.5.0 Update:

- Farm part 2
- 167 new models (vehicles, buildings, tools, crops, trees)
- 71 new building textures

2.4.0 Update:

- Easter (108 new models)
- 4 new people characters

2.3.0 Update:

- Farm part 1
- 235 New Farm Models
- 17 New Modular Fences
- 32 Farm Ground Textures

2.2.0 Update:

- Valentine's Day (71 models)
- You know that we love you right?

2.1.0 Update:

- Seawater nature (125new models)
- Steampunk small update (furniture)

2.0.0 Update:

- Christmas Pack
- 128 new models

1.9.5 Update:

- Steampunk update
- 82 new models

1.9.0 Update:

- Movie Set Pack
- 91 new models
- Movie Set Demo Scene

1.8.0 Update:

- Halloween is here, 82 new models!
- New Graveyard Demo Scene

1.7.5 Update:

- New 21 grass brushes

- Improved grass meshes for Unity terrain
- Small fixes and tweaks

1.7.0 Update (Modular):

- A new set of modular 3m Walls (plain, vertical, horizontal)
- New modular Roofs (moderate and regular angle)
- New modular Stairs, Railings, Beams, and gutters
- New Doors and Windows
- 18 new tileable textures for Walls and Roofs

1.6.0 Update:

- Freshwater Plants
- Corals
- New Demo Scene

1.5.0 Update:

- New Weapons pack!
- Guns
- Ammos
- Shooting Range
- Throwables

1.4.0 Update:

- New interior props:
- Trophies
- Bookcases
- Desks and many more

1.3.5 Update:

- New furniture for the Steampunk

1.3 Update:

- The first batch of summer camp just arrived in the survival folder
- New nature, steampunk, people, and modular models, cheers!

1.2 Update:

- New Steampunk models
- New modular system
- A new set of 50 custom tileable textures
- Multiple fixes and quality improvements
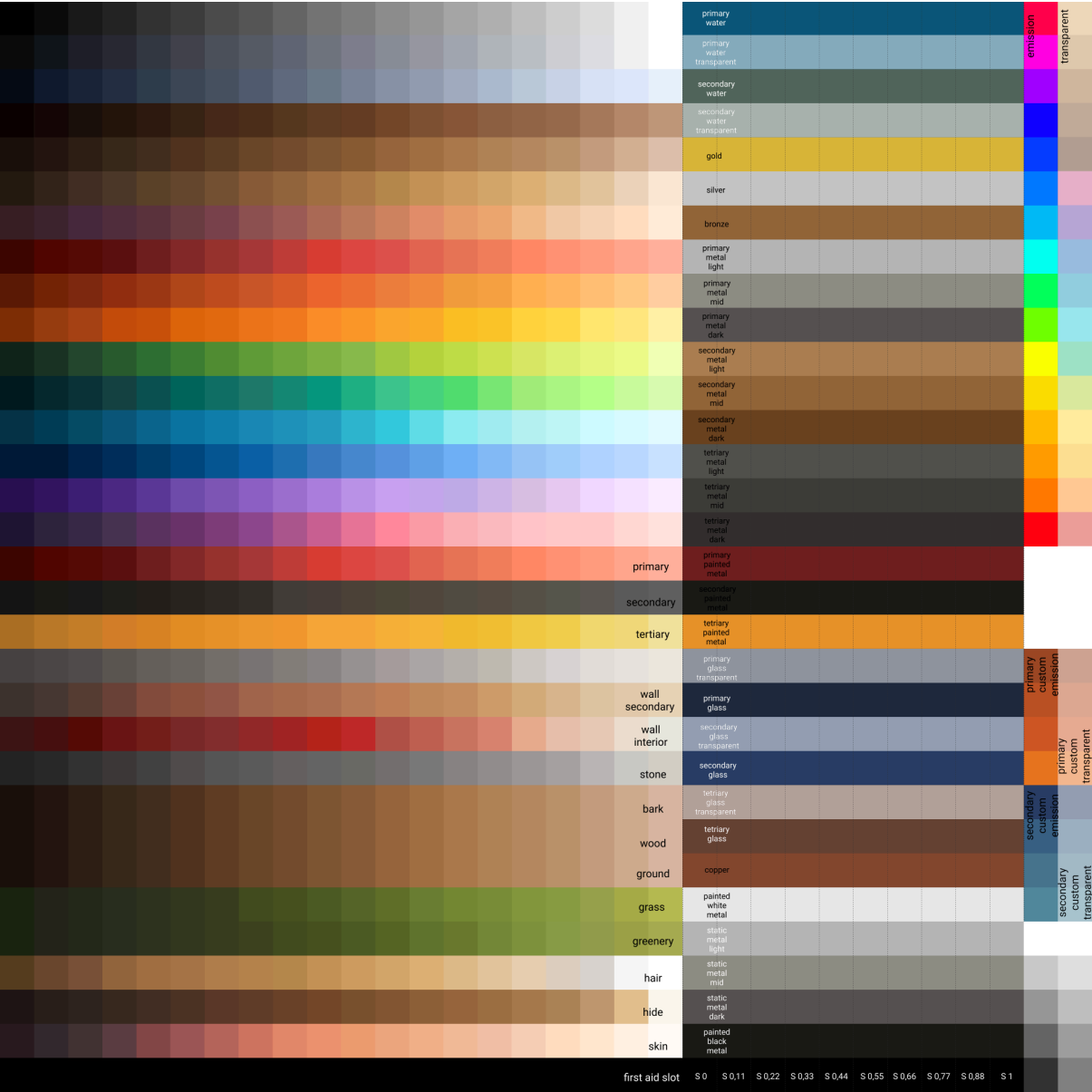
1.1 Update:

- 220 new models
- Nature - flowers, cactuses, tropic trees
- Primeval, Steampunk, and Survival

1.0 First release:

- Nature
- Primeval
- Steampunk
- Survival models

Universal Texture

Our universal atlas texture comes with different color variations and it's quite a powerful tool to make all objects optimized and verified.

Color palette / material reference chart with the following labeled swatches:

Left-side material labels (bottom rows): primary, secondary, tertiary, wall secondary, wall interior, stone, bark, wood, ground, grass, greenery, hair, hide, skin, first aid slot

Center column labels: primary water, primary water transparent, secondary water, secondary water transparent, gold, silver, bronze, primary metal light, primary metal mid, primary metal dark, secondary metal light, secondary metal mid, secondary metal dark, tetriary metal light, tetriary metal mid, tetriary metal dark, primary painted metal, secondary painted metal, tetriary painted metal, primary glass transparent, primary glass, secondary glass transparent, secondary glass, tetriary glass transparent, tetriary glass, copper, painted white metal, static metal light, static metal mid, static metal dark, painted black metal

Right-side column labels: emission, transparent, primary custom emission, primary custom transparent, secondary custom emission, secondary custom transparent

Bottom saturation scale: S 0, S 0,11, S 0,22, S 0,33, S 0,44, S 0,55, S 0,66, S 0,77, S 0,88, S 1

FAQ

They're not stupid questions, just stupid answers from us.

Will your packs work with URP or HDRP?

All of our packs are made with standard Unity shaders so it's quite easy to upgrade them to the URP. Here is the video on how to do it:

https://www.youtube.com/watch?v=QsvmXpWxF_o&t

For the HDRP, this is a great source of inspiration:

https://www.youtube.com/watch?v=yqCHiZrgKzs