

# DIY Cave Environment

A package to help you build your own cave systems

## What does this package offer?

This package is designed to help you build a cave complex for your game. The design is modular and allows you to create a huge variety of rooms and tunnels.

## What's in the package?

63 unique objects and cave pieces  
126 lod models (three lods for each model)  
High-rez textures for everything  
Some examples of tunnels and rooms  
Four particle effects

## Tips and tricks

Use a script to swap between LOD levels. An example is here:

<http://forum.unity3d.com/threads/34209-how-to-LOD-models>

There will be seams between adjacent tunnel and room pieces. You can hide them using the seamfix pieces. You can also place rocks and other objects over the seams.

Use vertex snapping to move the pieces into place. Hold down the V key to enable vertex snapping.

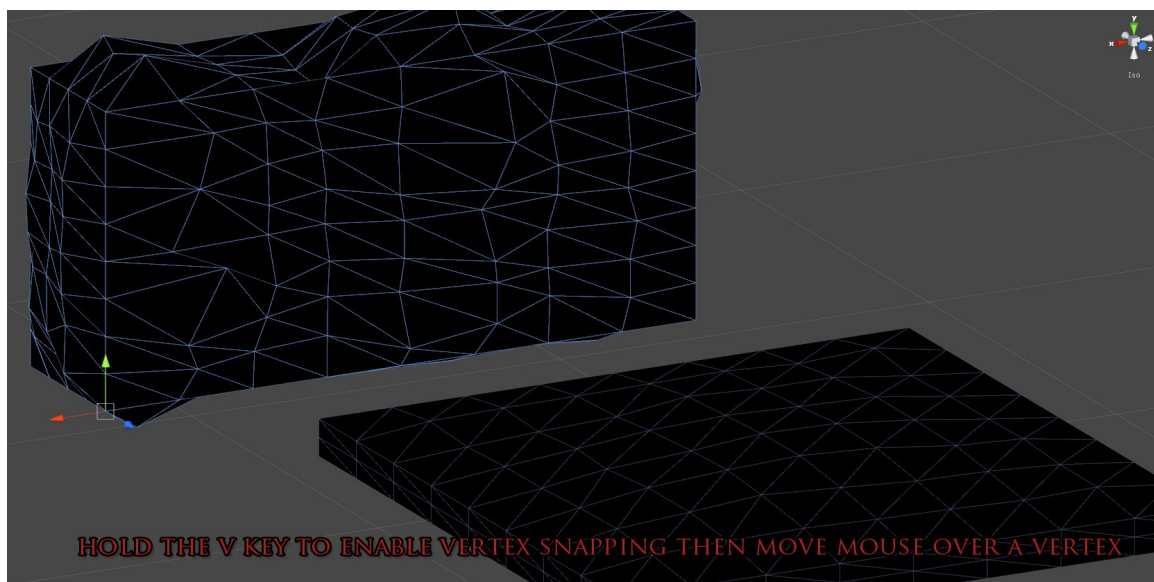
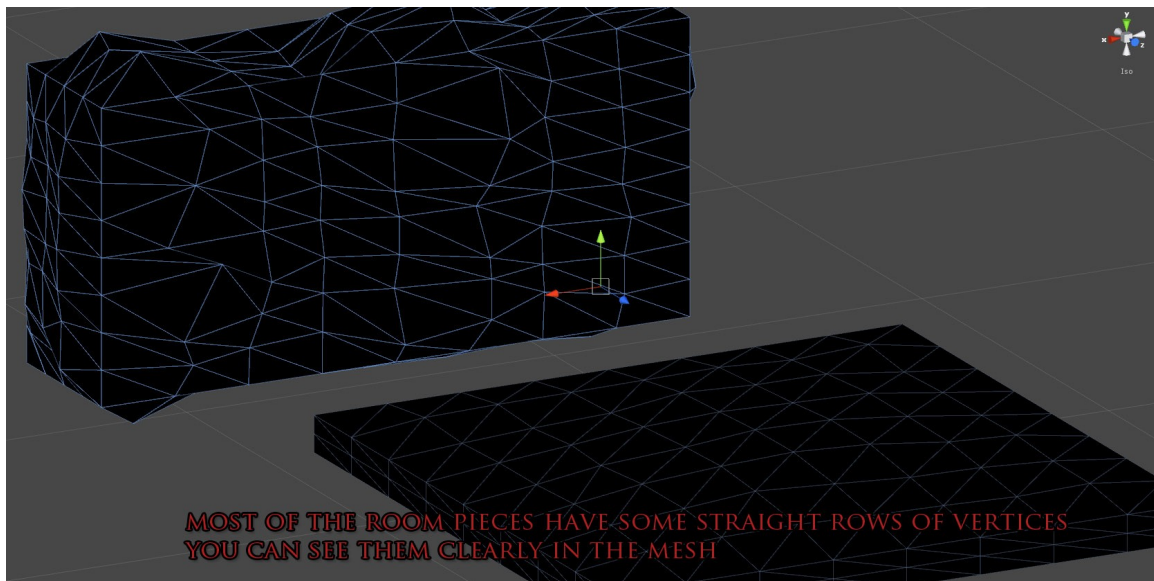
Create prefabs of rock groups that you can re-use.

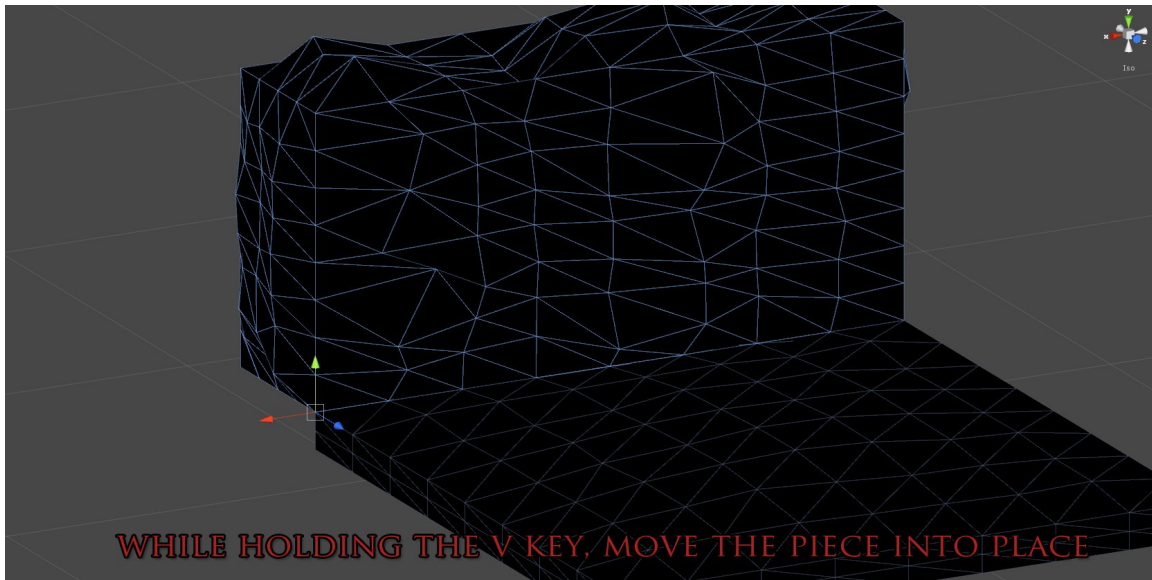
Many pieces can be used for the floor, roof, or wall. Don't let the name of the object prevent you from using it in new ways.

LOD A is the highest poly LOD.

LOD A uses a bumped specular material. LOD B uses bumped diffuse. LOD C uses diffuse.

## MOVING PIECES INTO PLACE





Tunnel pieces are similar. There is a distinctive shape to the tunnel that allows you to snap them into place.

## OBJECTS



AltarA

XO\_AltarA\_

a simple stone altar with runes carved on the front.



BarrelA

xo\_barrelA\_

a wooden barrel with rusted metal bands.



CandleA

xo\_candleA

A melted candle. Use with par\_candle to add a flame effect



Chesta

xo\_chesta\_

a simple chest to store your loot. It has an open and close animation.



Coffina

xo\_coffina

an open coffin



Doornohingea

xo\_doornohingea

a basic wooden door. It has an open and close animation.



Femura

xo\_femura

human femur bone



Loga

xo\_loga

a large log



Mushrooma

xo\_mushrooma

a mushroom with bumpy orange texture



Mushroomb

xo\_mushroomb

a mushroom with a veined beige texture



Rocka

xo\_rocka

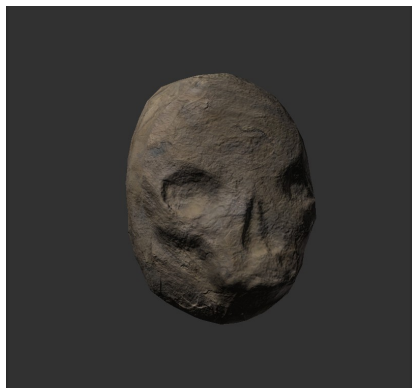
a large boulder



Rockb  
xo\_rockb  
a large boulder






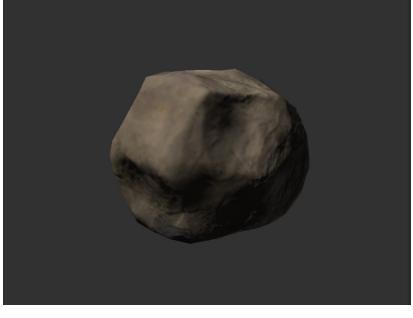
Rockd  
xo\_rockd  
a large boulder



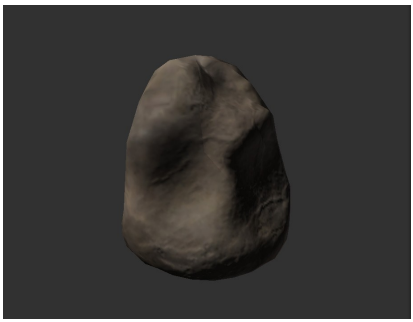



Rockskulla  
xo\_rockskulla  
a large boulder with primitive skull carving

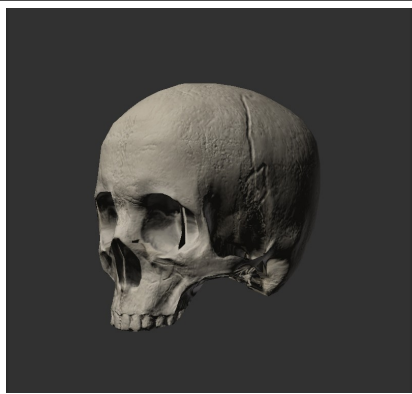


Rocksmalla  
xo\_rocksmalla  
a small rock for sitting on ground surface

	<p>Rocksmallb</p> <p>xo_rocksmallb</p> <p>a small rock for sitting on ground surface</p>
	<p>Rocksmalle</p> <p>xo_rocksmalle</p> <p>a small rock for sitting on ground surface</p>
	<p>Rocksmalld</p> <p>xo_rocksmalld</p> <p>a small rock for sitting on ground surface</p>
	<p>Rocksmalle</p> <p>xo_rocksmalle</p> <p>a small rock</p>



	<p>Rocksmallf</p> <p>xo_rocksmallf</p> <p>a small rock</p>
	<p>Rocksmallg</p> <p>xo_rocksmallg</p> <p>a small rock</p>
	<p>Rocksmallh</p> <p>xo_rocksmallh</p> <p>a small rock</p>
	<p>Roots</p> <p>xo_roots</p> <p>tree roots</p>



Skulla

xo\_skulla

a human skull



Stalagmitea

xo\_stalagemitea

a stalagmite, can also be used as stalagtite



Timbersupportsa

xo\_timbersupportsa

a beam and two posts



Torcha

xo\_torcha

use with the par\_torcha particle effect or leave it unlit



### Torchholdera

xo\_torchholdera

supports the torch model



### Seamfixb

xo\_seamfixb

place over seams to hide them. These pieces are flat so they will not sit perfectly on the uneven terrain.

## CAVE PIECES



Cavebenda

xb\_cavebenda

a bent section of tunnel



Cavedoorframea

xb\_cavedoorframea

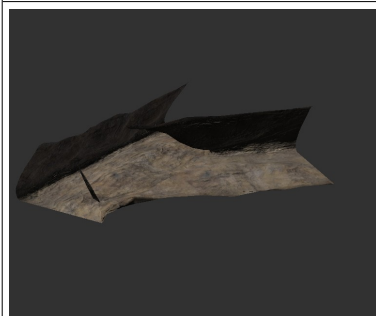
fits into cavewalldoorb and tunnel sections. Adds a rectangular door frame.



Cavefloor16xa

xb\_cavefloor16xa



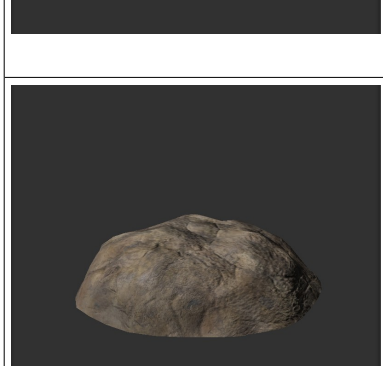

This floor piece has a jagged shape to help break up seams on flat floor areas.

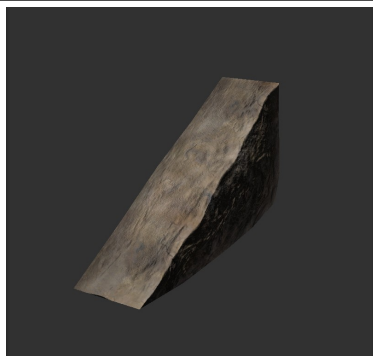


Caveforka

xb\_caveforkA

a forked junction. One side is at a 45 degree angle.

	<p>Caveinclinea</p> <p>xb_caveinclinea</p> <p>a straight section with a 45 degree vertical incline.</p>
	<p>Caveinclineb</p> <p>xb_caveinclineb</p> <p>a straight section with a 45 degree vertical incline.</p>
	<p>Cavemounda</p> <p>xb_cavemounda</p> <p>a mound/pile.</p>
	<p>Caveplusa</p> <p>xb_caveplusa</p> <p>a four-way junction.</p>



Caveramp16a

xb\_caveramp16a

a small ramp to get to raised floor areas or new levels.



Caveseamfixa

xb\_caveseamfixa

place over the seams between adjacent sections if you want to break up the straight line.



Cavetria

xb\_cavetria

A t-junction



Cavetun90a

xb\_cavetun90a

a 90 degree bend



Cavetunstrta

xb\_cavetunstrta

a straight section of tunnel



Cavewalla

xb\_cavewalla

a wall section for filling in areas. Not designed to snap perfectly with other pieces.



Cavewallb

xb\_cavewallb

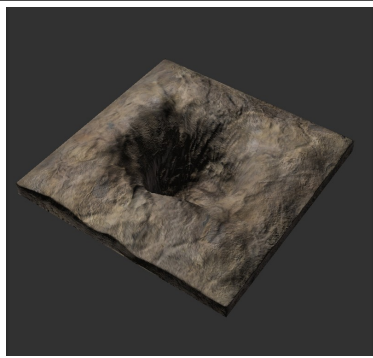
a wall section for filling in areas. Not designed to snap perfectly with other pieces.



Cavewalldoorb

xb\_cavewalldoorb

A section of wall with a doorway for tunnels.



Caveflrpit16xa

xb\_caveflrpit16xa

a floor piece with a pit in the middle



Caveflrsqr16xa

xb\_caveflrsqr16xa

a basic square



Cavflrtri16xa

xb\_cavflrtri16xa

a triangular floor piece

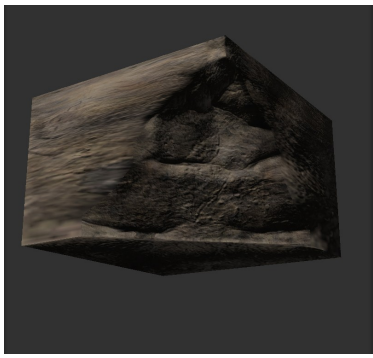


Cavflrtri16xb

xb\_cavflrtri16xb

a triangular floor piece





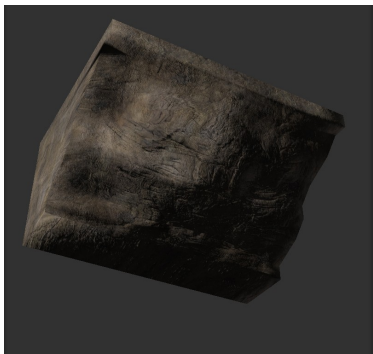
Cavrfangl8x8a  
xb\_cavrfangl8x8a  
a roof corner piece



Cavrfcnr8x8b  
xb\_Cavrfcnr8x8b  
a roof corner piece



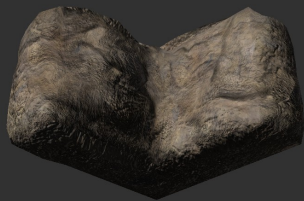


Cavrfcnr8x8c  
xb\_Cavrfcnr8x8c  
a roof corner piece



Cavrfstr8x8b  
xb\_Cavrfstr8x8b  
a roof straight piece

	<p>Cavwall16x8a</p> <p>xb_cavwall16x8a</p> <p>A straight wall piece</p>
	<p>Cavwall16x8B</p> <p>xb_cavwall16x8b</p> <p>A straight wall piece</p>
	<p>Cavwall16x8c</p> <p>xb_cavwall16x8c</p> <p>A straight wall piece</p>
	<p>Cavwall16x8d</p> <p>xb_cavwall16x8d</p> <p>A straight wall piece with devil graffiti on the side</p>

	<p>Cavwall8x8a</p> <p>xb_cavwall8x8a</p> <p>A smaller straight wall piece</p>
	<p>CavWallangl16x8a</p> <p>xb_CavWallangl16x8a</p> <p>An angled wall piece</p>
	<p>Cavwallcnr8x8a</p> <p>xb_Cavwallcnr8x8a</p> <p>A corner piece for walls</p>

## How to contact me

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