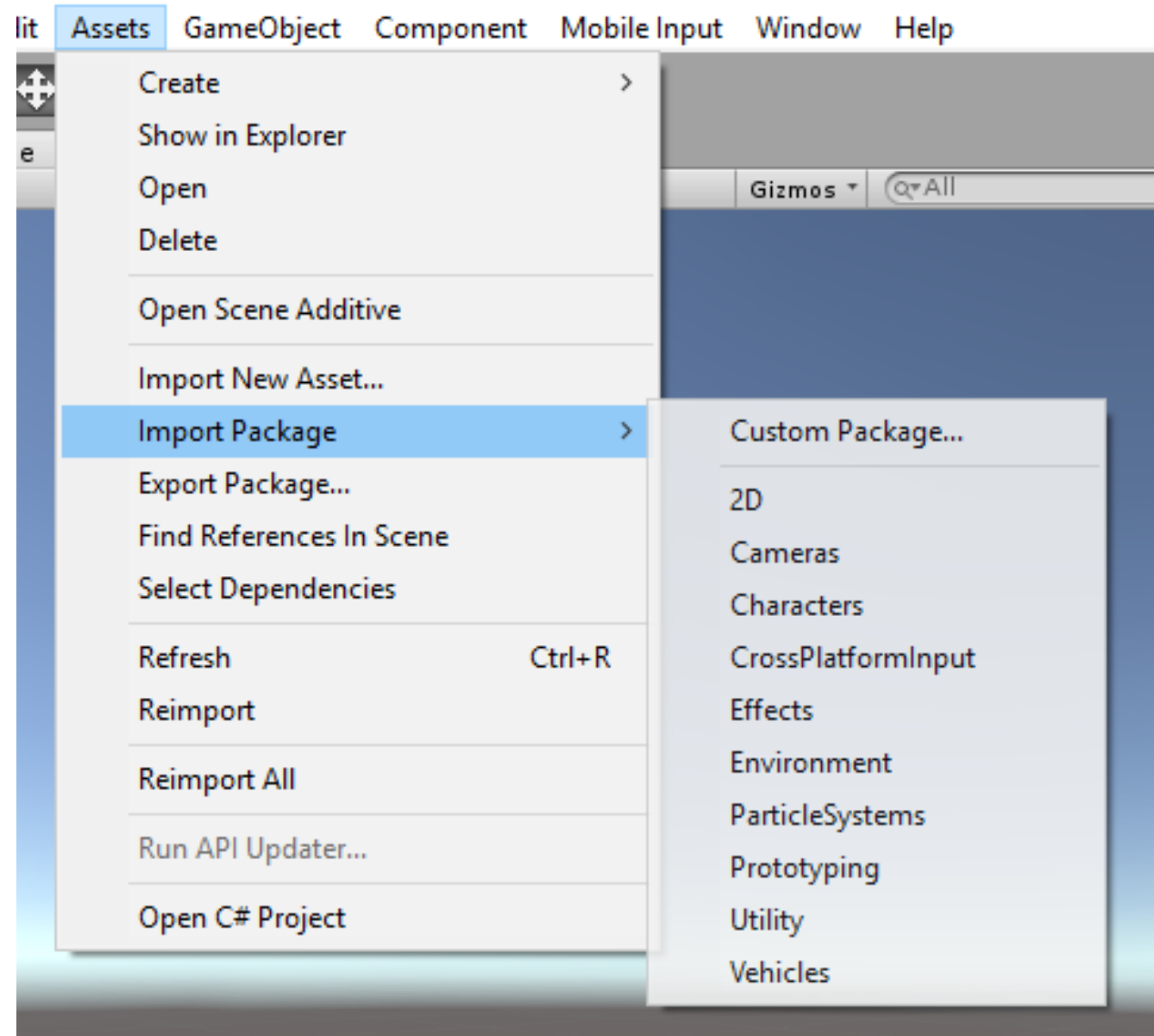


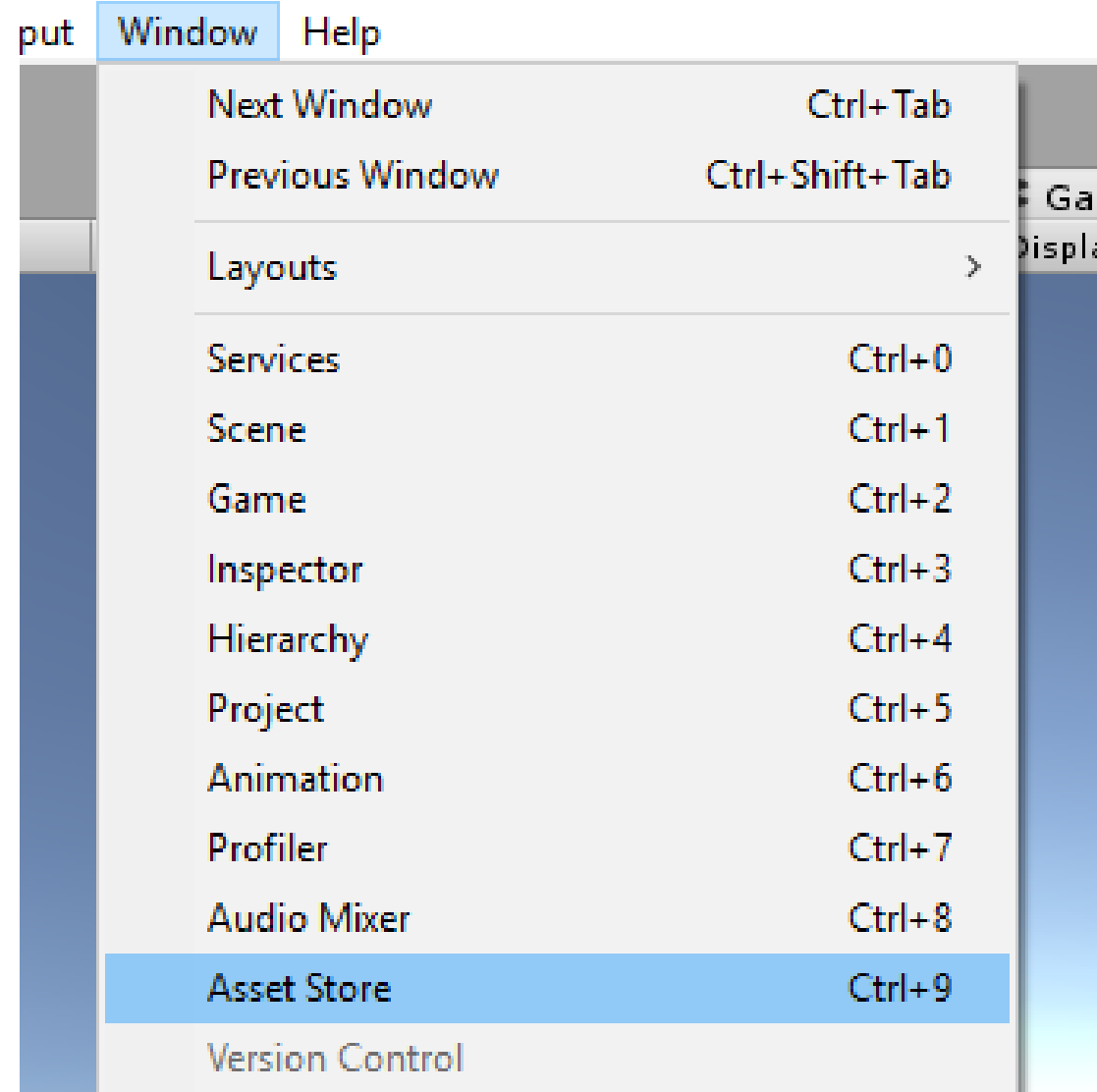
Unity Standard Assets



Standard Assets

- Provided by Unity
- Characters – first person and third person characters
- Cameras – camera rigs that follow a target
- Prototyping – simple shapes for level design

Unity Asset Store



low x poly x

x Filters

MAXIMUM PRICE \$



FREE ONLY PAID ONLY

MINIMUM RATING

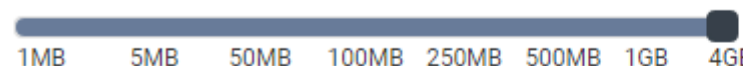


SUPPORTED UNITY VERSION

<- 5.5.0 e.g. 5.2.0

PACKAGES ONLY LISTS ONLY

MAXIMUM SIZE MB



RELEASED days ago



UPDATED days ago



SORT BY RELEVANCE / POPULARITY / NAME / PRICE / RATING / UPDATED

1 2 3 4 5 6 7 8 9 10 Next Last 1 - 36 of 6781



Low Poly Systems...
Editor Extensions/...
Chordata Games
★★★★★ (16)
\$15



Low Poly Fence P...
3D Models/Props/...
Broken Vector
★★★★★ (16)
\$3.90



Low Poly Rock Pack
3D Models/Enviro...
Broken Vector
★★★★★ (12)
\$4.80



Low Poly Chess P...
3D Models/Props
Broken Vector
★★★★★ (16)
\$3.90



Low Poly Cliff Pack
3D Models/Enviro...
Broken Vector
★★★★★ (13)
\$3



Low Poly Tree Pack
3D Models/Vegeta...
Broken Vector
★★★★★ (15)
\$14.90



Low Poly Winter P...
3D Models
Broken Vector
Not enough ratings
\$6.90



Low Poly Factory
3D Models/Enviro...
VenCreations
Not enough ratings
\$2

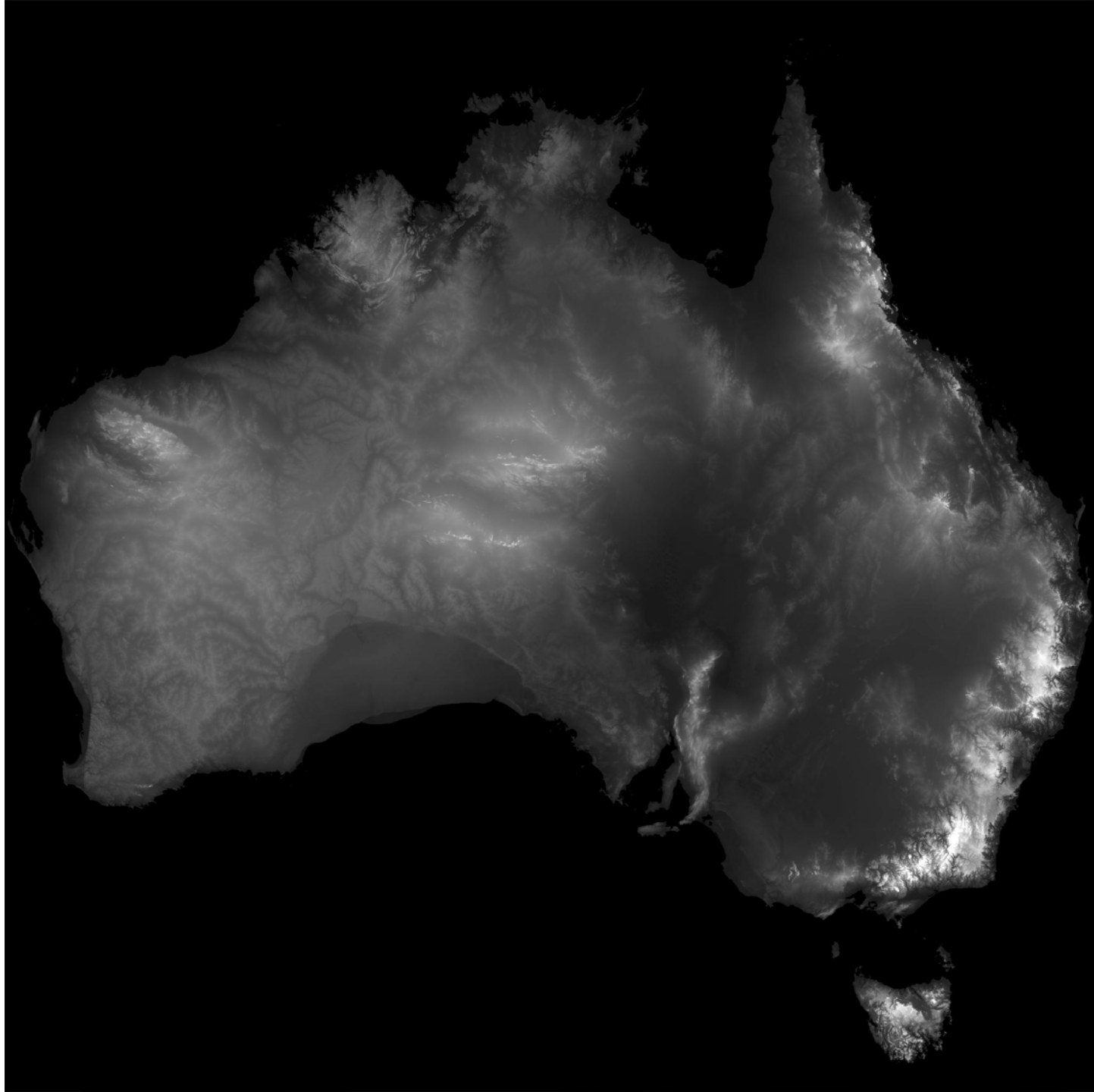


Low Poly Vegetati...
3D Models/Vegeta...
LMHPoly
Not enough ratings
\$10

- Home
- 3D Models
 - Characters
 - Environments
 - Props
 - Vegetation
 - Vehicles
 - Other
- Animation
- Applications
- Audio
- Complete Projects
- Editor Extensions
- Particle Systems
- Scripting
- Services
- Shaders
- Textures & Materials
- Unity Essentials



Terrain & Height Maps

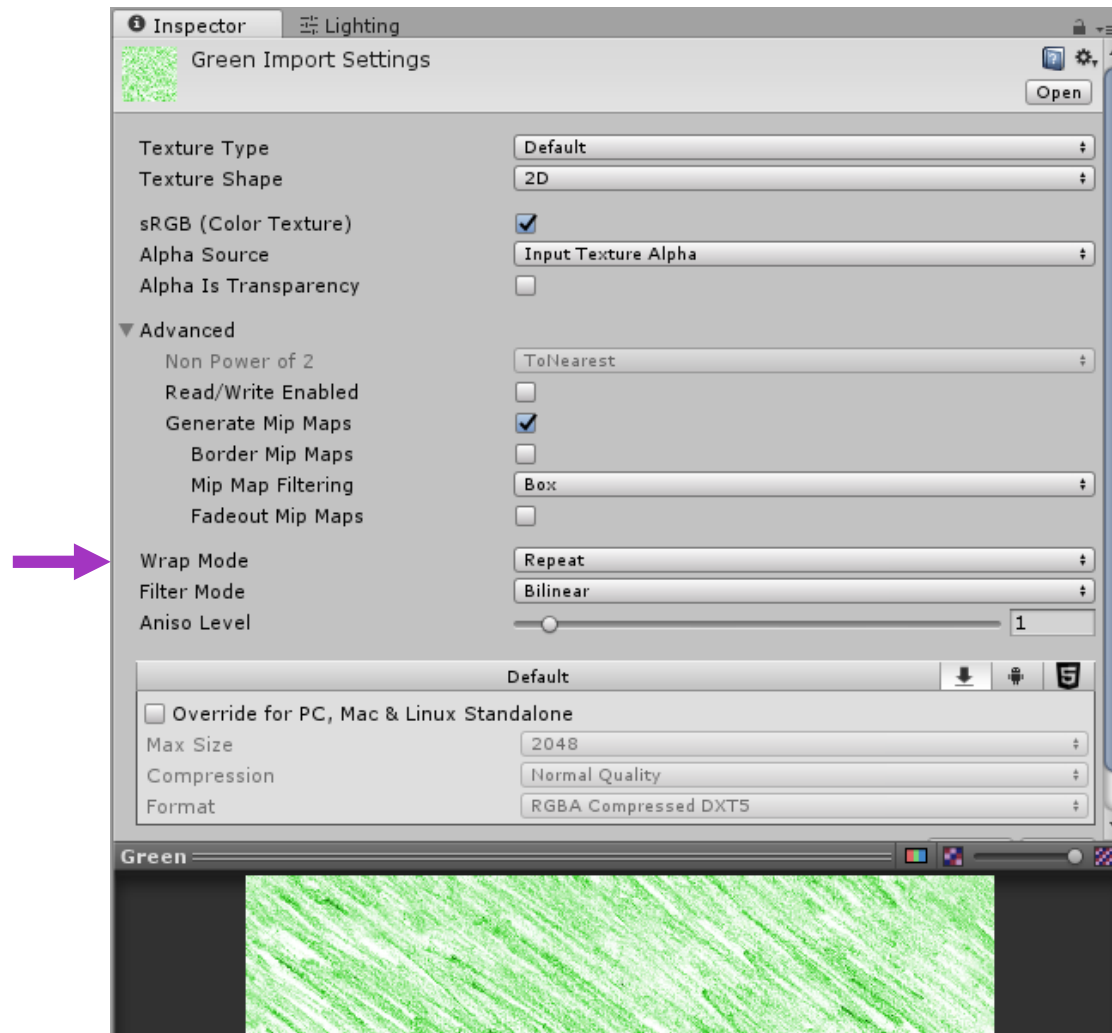


Textures

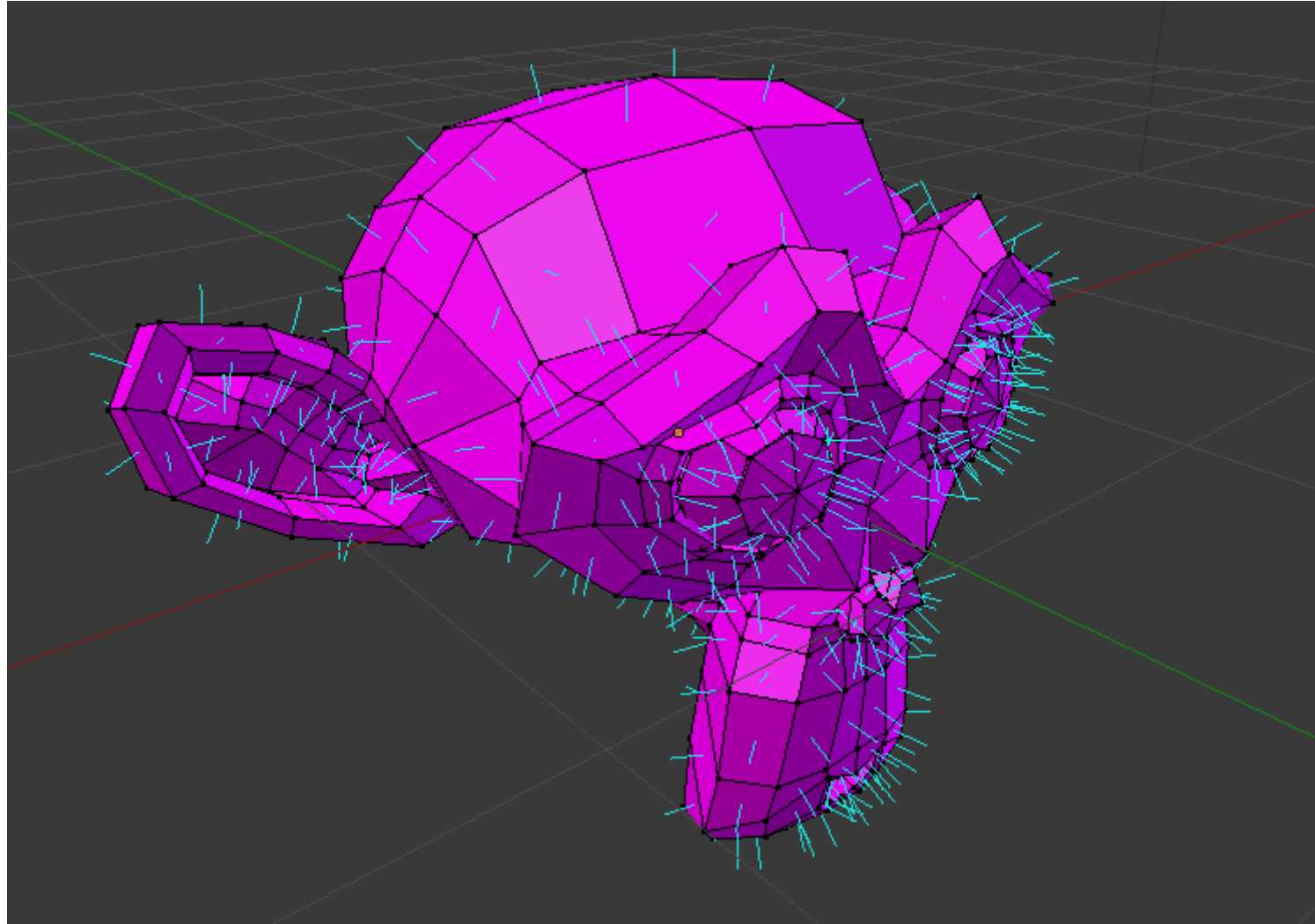
Free Texture Resources

- Textures
 - [Textures.com](https://www.textures.com) - seamless and non-seamless textures
 - [Free Seamless Textures](https://www.free-seamless-textures.com) – small selection of seamless textures
 - [Max Textures](https://www.maxtextures.com) – seamless textures are labeled
 - [Good Textures](https://www.goodtextures.com) – seamless and non-seamless
- Patterns
 - [Subtle Patterns](https://www.subtlepatterns.com) – subtle patterns, can be recolored in Photoshop
 - [The Pattern Library](https://www.thepatternlibrary.com) – small, curated collection of designs
 - [Pattern Nico](https://www.patternnico.com) – pattern maker, using simple icons

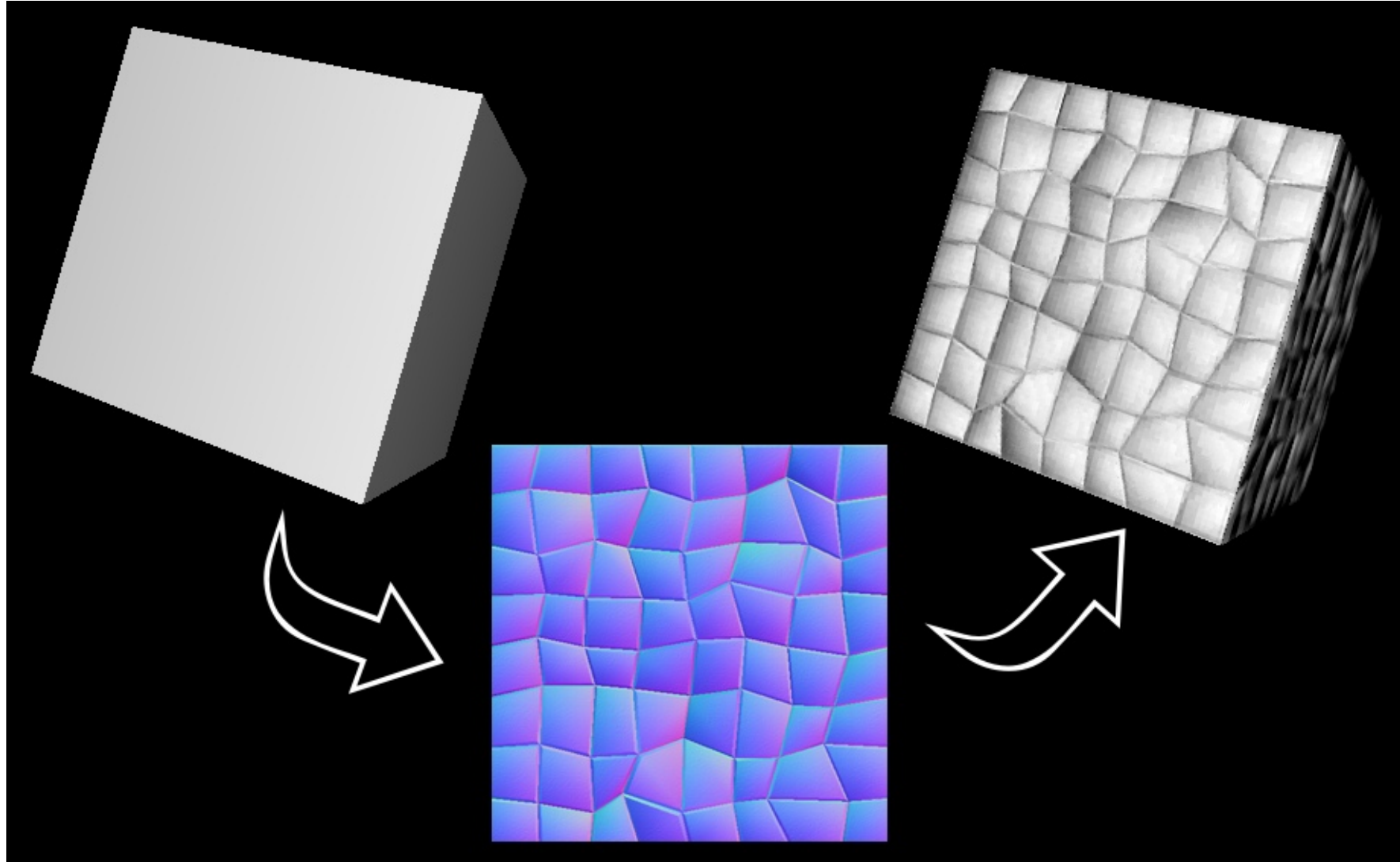
Tile Texture Import



Normal Map Textures

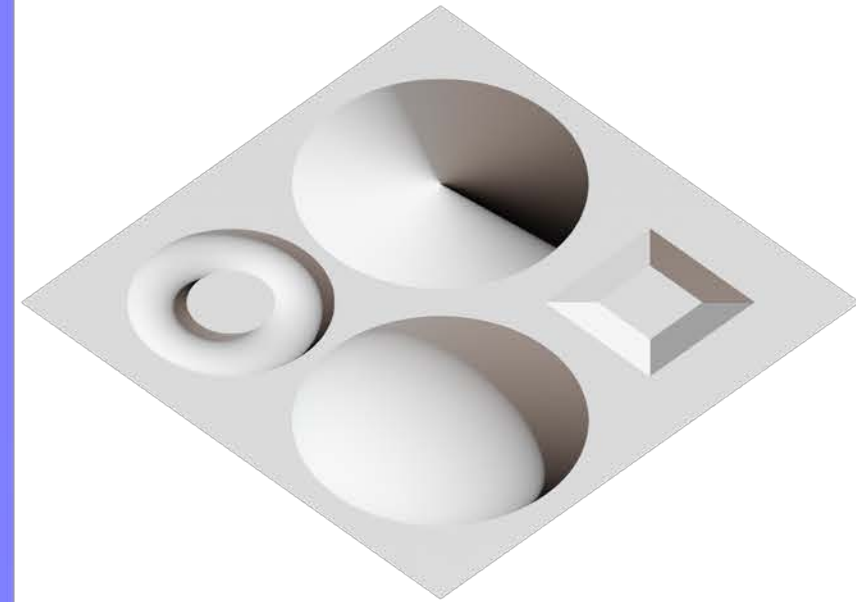
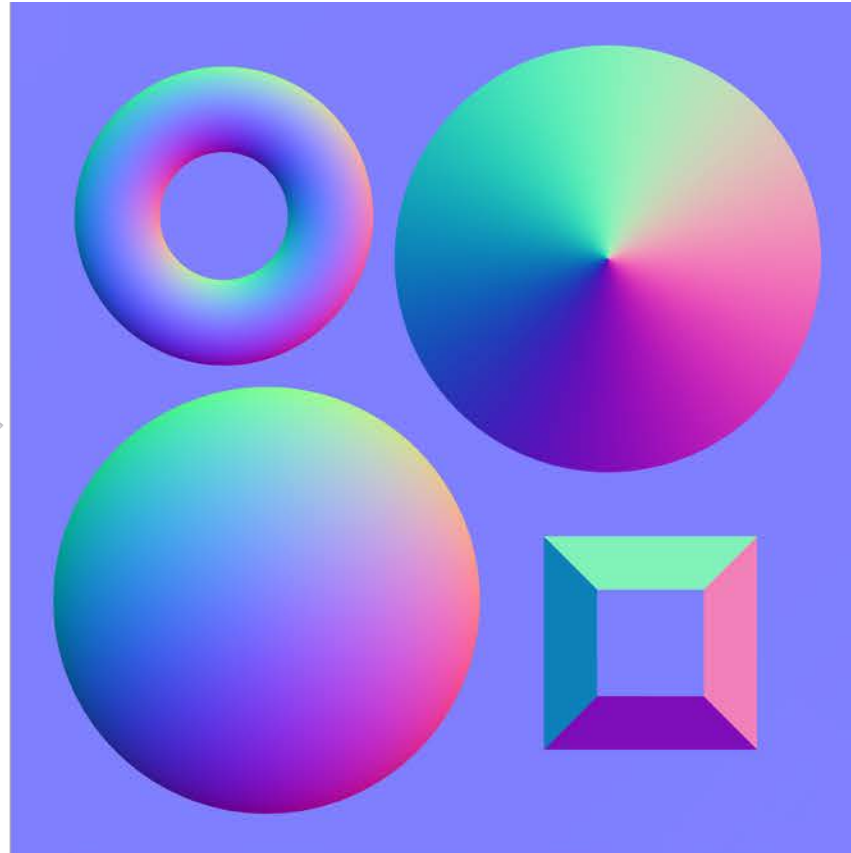
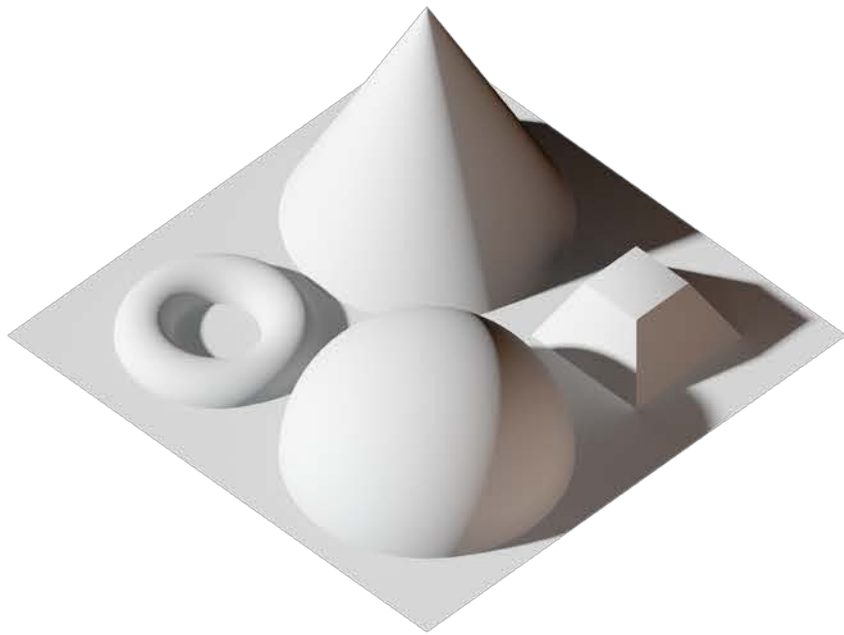


Normal Map Textures





Normal Map Textures



Generating Normal Map Textures

- Software packages exist to read an image and guess what the shape of the surface is
 - [CrazyBump](#) – free 30 day trial
 - [Bitmap2Material](#) – free for students, can be used inside Unity
- We'll use those later, but for now, online generators:
 - [Smart Normal 2.0](#)
 - [Normal Map Online](#) (in heightmap mode)

Normal Texture Import

(Only if normal
is for a tile)

