

# Modular Dungeon: Cave Documentation

Introducing highly detailed pack of modular dungeon pieces and various set dressing objects. With these assets you can quickly create dungeon levels. These assets work best if you are creating a first-person dungeon crawler. Assets are highly optimized and were made using Universal Render Pipeline (URP). You can easily convert them to HDRP or built-in render pipeline if needed.

## 1.0. Getting Started

All prefabs can be found in the **Prefabs** folder. You can find the modular pieces in the **ModularPieces** subfolder. Other various set dressing prefabs are located in their respective folders. These prefabs can be simply dragged and dropped into your scene. Make sure to check out demo scenes as well, they can be found in **Scenes** folder.

### 1.1. Detailed Contents

Asset	Count	LOD Count	Variations	Average Tris Count
Modular Pieces	29	1	1	~21k
Ferns	5	1	1	~128
Mushrooms	6	1	2	~420
Rocks	3	1	1	~1860
Roots	5	1	1	~340
Vines	4	1	1	~1130
Light Sources	2	1	1	~1000
Furniture	2	1	1	~1700
Cooking	1	1	1	~750
Other Wooden Objects	7	1	1	~1700
Loot	3	1	1	~1000
Cobweb	3	1	1	~19
Stairs	3	1	1	~1100

## 2.0. URP and HDRP Material Conversion (optional)

If you have your project configured to use Universal Render Pipeline, you can just go to **Edit - Render Pipeline - Universal Render Pipeline - Upgrade Project Materials To UniversalRP Materials**. All materials will be converted to be used with URP.

Similarly, if you have your project configured to use the High Definition Render Pipeline, you can navigate to **Edit - Render Pipeline - Upgrade from Builtin pipeline - Upgrade Project Materials to High Definition Materials**. All materials will be converted to be used with HDRP.

## 3.0. Support

Please write us to [info@sunbox.games](mailto:info@sunbox.games) for any additional information or support.

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