

poly

# universal pack

by **polyperfect & Tri Pirogy**



*Have a Suggestion?*

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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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[Poly Halloween](#)  
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  - Creation of content for Metaverse-related and/or game-creation software and products.
  - Inclusion in datasets utilized by Generative AI Programs; in the development of Generative AI Programs; or as inputs to Generative AI Programs.

# Updates

## 3.6.0 City Vehicles Update:

- New city vehicle (x16)
- Different color variants
- Interiors and moving parts
- Some minor fixes



## 3.5.0 Fantasy Update:

- **602 New models**
- Bakery Fantasy (x21)
- Buildings Fantasy (x10)
- Buildings Fantasy Parts (x26)

- Butcher Fantasy (x25)
- Fishery Fantasy (x21)
- Market Fantasy (x47)
- Money Fantasy (x9)
- Spice Fantasy (x25)
- Tailor Fantasy (x19)
- Vegetable Fantasy (x19)
- Signboard Fantasy (x15)
- Other (x14)
- Modular Doors Fantasy (x7)
- Modular Windows Fantasy (x7)
- Modular Roofs Fantasy (x198)
- Modular Stairs Fantasy (x8)
- Modular Beams Fantasy (x44)
- Modular Decors Fantasy (x19)
- Modular Railings Fantasy (x11)
- Modular Chimneys Fantasy (x3)
- Modular Walls Fantasy (x54)
- New Fantasy Materials (x5)

### **3.4.0 Winter Nature Update:**

- Bushes Winter (x4)
- Icebergs (x68)
- Icicles (x7)
- Trees Winter (x85)

- Rocks Winter (x26)



### **3.3.0 Nature Update:**

- Flowers (x20)
- Grass (x6)
- Mushrooms (x2)
- Trees (x4)



### **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

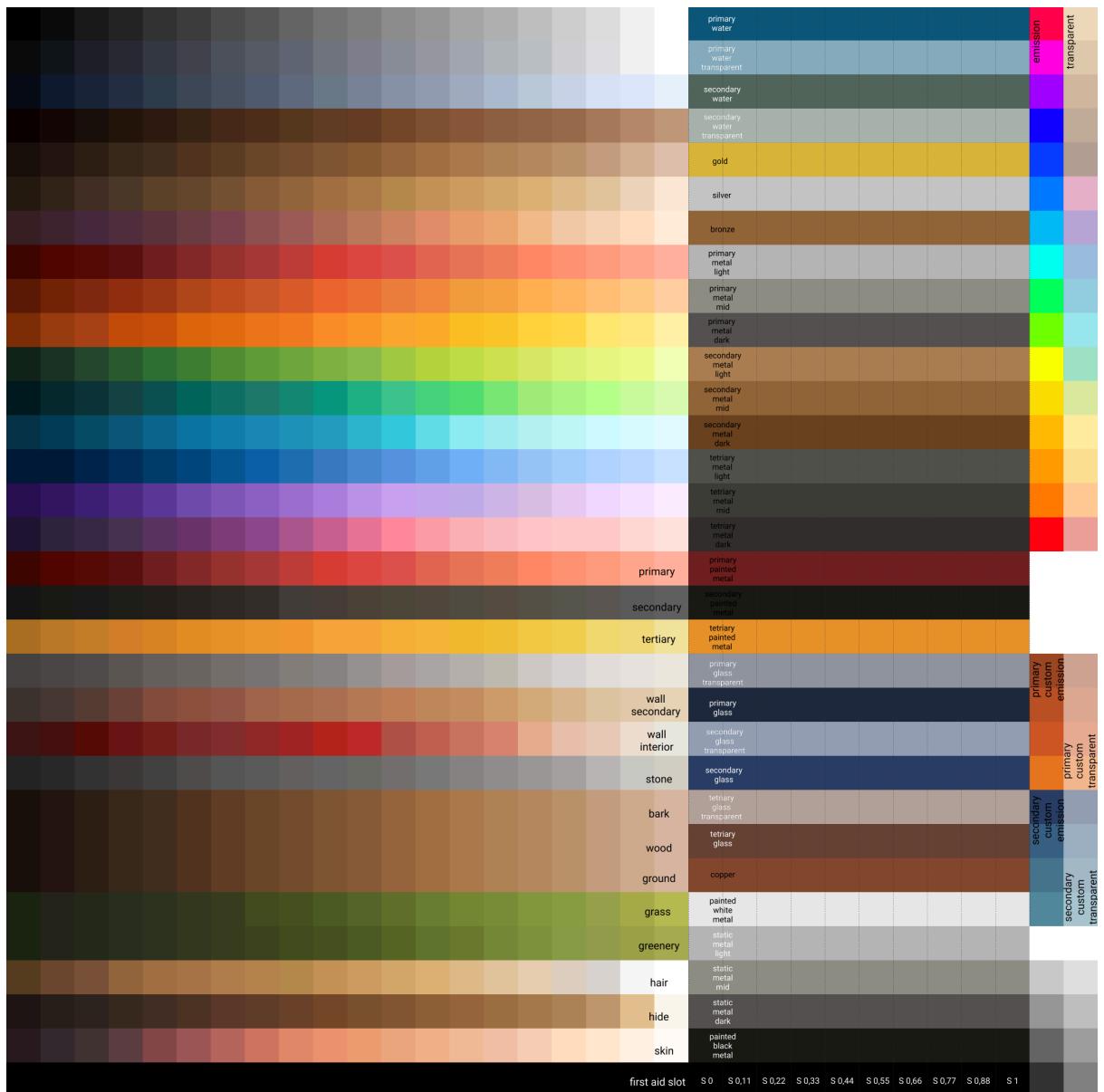
**1.0 First release:**

- 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.



# 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](https://www.youtube.com/watch?v=QsvmXpWxF_o&t)

We also stored all materials and global volume profiles in the Poly Universal Pack - HDRP.unitypackage. You can fix the materials in HDRP by unpacking this.

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

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

## **Can I use your assets with a different engine?**

Yes, but we will not be able to support you.

## **Can I use your assets commercially?**

Yes, as long as there are safely stored within your product and you are not reselling or redistribute them. Please carefully read this: [EULA and Terms of Service](#)