

About Z ! Low Poly Medieval Environment Pack

The “Low Poly Medieval Environment Pack” is elaborately designed by “Zomoss !” for building delicate medieval illusion scene. This asset includes 58 modularized buildings, more than 100 terrain models that could be assembled easily such as ground, cliff, the border of river , and 127 Props for cities or wilderness. Besides, both the “Z ! Low Poly Plants” with more than 180 different plants and “Z ! Low Poly Cave” with 26 modularized caves and 56 Rock Crystal Ore will emerge soon in the asset.

Numbers in detail:

Terrain: 2

Modularized buildings: 58

Ground/Mountain/Cliff: 48

Rocks : 49

Modularized caves : 26

Plants : 182

Props : 127

Crystal : 56

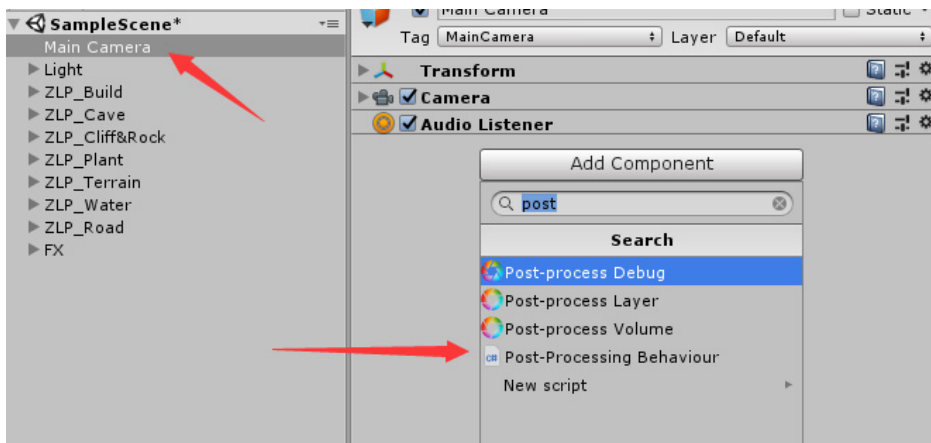
Questions you might ask :

A, How keep my camera scene consistent with that in video(<https://youtu.be/Uhjco3WoliY>) ?

1, Find Post Processing Stack at Asset Store and then input you project.



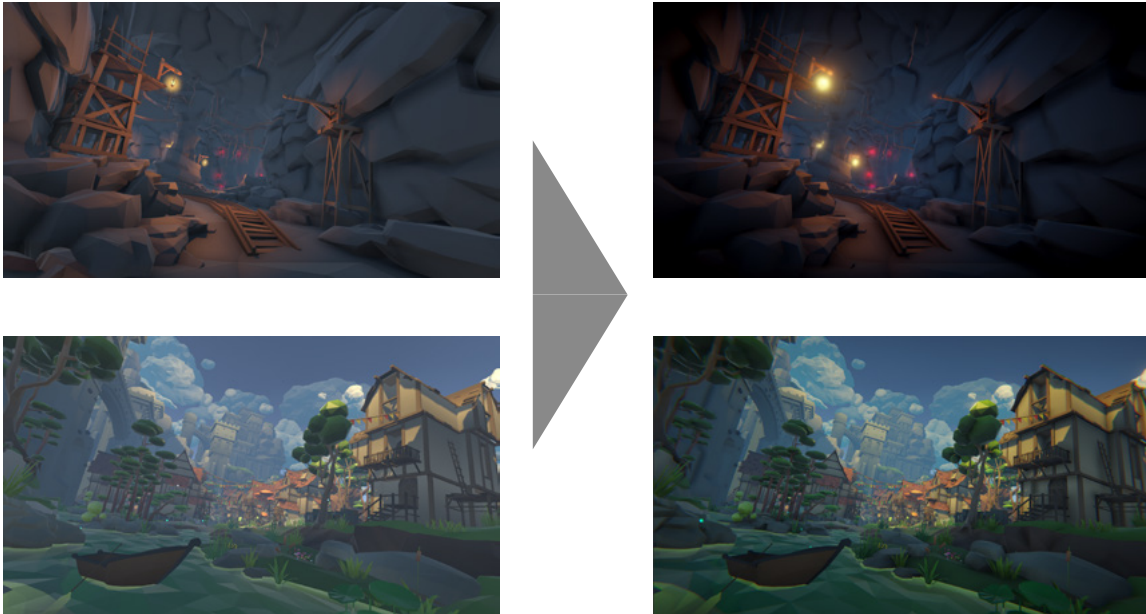
2, Choose Main Camera and loading Post Processing Behaviour.



3,Choose corresponding Post Processing Profile.



4,Choose 'Cave' in cave or else Choose 'Demo'.



B,I find some bugs or hope for adding some desired models in this asset.

Please send your questions or demands to:

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Zomoss!
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