

**Publisher: Laxminarayan Artistry**

**Package Name: 190+ 3D Space Game Asset Ultimate Pack Low Poly**

### **About Package:**

- Ultimate Low Poly 3D Space Game Asset Pack - Explore the Cosmos in Style!
- Embark on an interstellar adventure with our Ultimate Low Poly 3D Space Game Asset Pack!
- This comprehensive collection is meticulously crafted to elevate your space-themed game to new heights.
- Dive into a vast array of low poly space elements
- Immerse your players in a captivating gaming experience with the diversity offered by this asset pack.
- Each asset is optimized for seamless integration into your game, ensuring smooth performance across various platforms.
- Scale and Size maintained according to realistic sizes according to 1 Unit = 1 Meter = 1 Unity Cube

### **Technical Details:**

- **Geometry – Triangles** 1.1M
- **Vertices** 628.7k
- **PBR** No
- **Textures PNG** 4
- **Materials** 4
- **UV Layers** Yes
- **Vertex Colors** No
- **Animations** 0
- **Rigged geometries** No
- **Morph geometries** 0
- **Scale transformations** No

### **Package Includes:**

- Prefabs for useful assets
- Fbx file have separate prefabs folder, Model and Material Folder to make it easy to use.

### **Important Notes (Easy Resolve Pink Materials for URP and HDRP):**

This package includes an **AutoSwitchMaterialShader** script in the **Editor folder** that detects the active render pipeline (HDRP, URP, or Built-in) and automatically switches the materials to the appropriate **SpeedTree8 shader** without manual adjustments.

- **For URP (Figure 1):** Automatically switches to the Universal Render Pipeline ▶ Nature ▶ SpeedTree8 shader and enables **Two-Sided = Yes**.
- **For HDRP (Figure 2):** Automatically switches to the HDRP ▶ Nature ▶ SpeedTree8 shader and enables **Double-Sided = Checked**.
- **For Built-in Pipeline (Figure 3):** Automatically ensures **Two-Sided** rendering is enabled via the internal shader setting.

Once the package is imported, all **SpeedTree8 materials** in the **Materials** folder are correctly configured for the active render pipeline, no manual changes required.

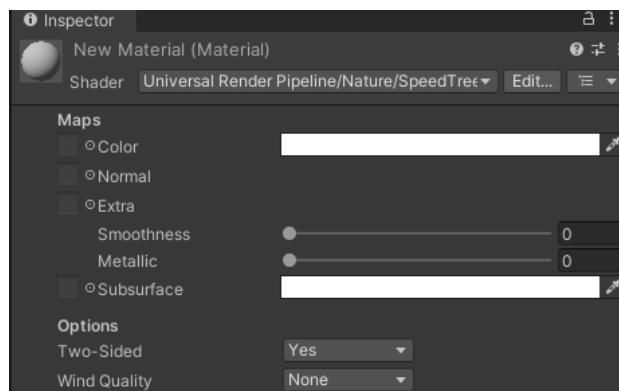


Figure 1 : URP Material Settings

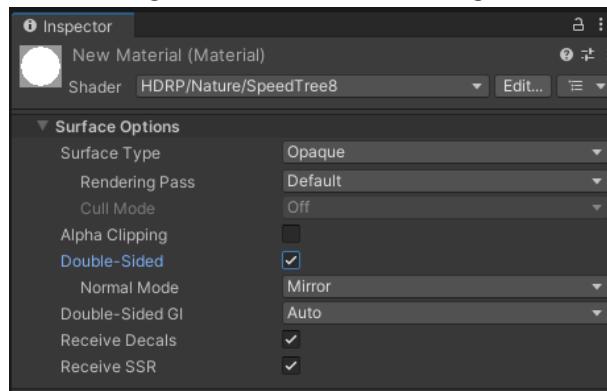


Figure 2: HDRP Material Settings

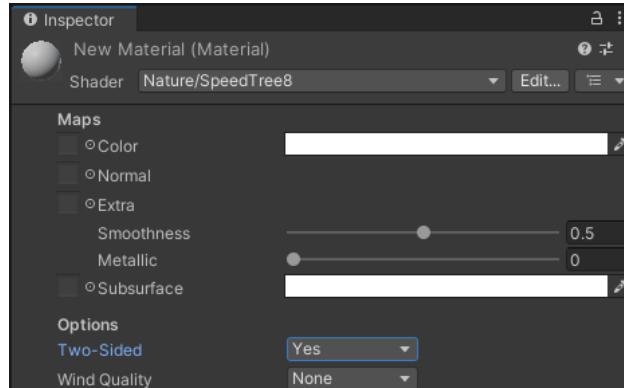


Figure 3: Built-in Pipeline Material Settings