

Cosmic_Retro_Blasters Pack_2_Demo

A compact set 3 low-poly, retro-futuristic blaster models for Unity (URP, HDRP, Built-in).

KeyFeatures

3FBX models +3prefabs

1× 8×8 px texture (Albedo and Emissive - PNG) & 1 material

Optimized low triangle counts

Plug-and-play drag, drop, and go

This asset includes a demo scene for URP (recommended pipeline).

Support for HDRP and Built-in Render Pipeline is included via dedicated folders.

All assets are fully prepared for each pipeline — no conversion needed.

Only URP includes a demo scene; HDRP and Built-in versions are provided as ready-to-use content files.

Installation

Copy Cosmic_Retro_Blasters Pack_2_Demo

For Built-in (recommended) set the Built-in asset in Project Settings Graphics.

For HDRP drag corresponding config files into Graphics Settings.

Open a demo scene in Demo_Scenes.

Drop any prefab from Prefabs into your scene.

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