

rawk



rock and stone piles

DOCUMENTATION

V1.0.0

rawk - rock and stone piles v1.0.0

Introduction

Thank you for purchasing this asset! *rawk - rock and stone piles* is a collection of versatile and easy to use rock and stone meshes that were built to increase the amount of detail in your scenes without a heavy performance hit. The models are game ready and prefabs are set up in a way that they can just be dragged and dropped into the scene view.

Package Content

Content and features of this package:

- 4 rock / stone pile objects (to place in corners)
- 2 rock / stone pile objects (to place along edges)
- 4 rock / stone pile objects (to place anywhere)
- 4 rock / stone pile objects (to place on the ground)

- 3 material variations for each object (normal rock, simple rock, covered with snow)

- all textures up to 2K + detail albedo and normal map for sharp look

- all textures are PBR and ready for the standard shader (materials are already set up) (albedo, normal, metallic / smoothness, ambient occlusion + detail albedo & detail normal)

- single rocks are combined into one mesh to save draw calls

- LOD groups and prefabs for each mesh + material version (prefabs for both LOD groups & highest LOD only)

- properly placed and oriented pivots to place objects on the ground easily

- prefabs use mesh colliders (could easily be swapped out e.g. for lower LOD mesh to save performance)

- demo- and showcase scenes included (for Unity 5.6 and later: post processing profile is included in „demo“ folder. To get the same look as in the promotional pictures, download Unity's free post processing stack from the asset store, attach „post processing behaviour“-script to the main camera and place post processing profile into the script)

Folder Structure

The package is structured in a way that makes it easy to find the right asset for your scenes. Inside the *rawk - rock_and_stone_piles* folder, you'll find three folders: *demo*, *meshes* and *prefabs*.

Demo

This folder contains everything necessary for two provided demoscenes (the scenes themselves, a basic first person controller, materials just used in these scenes, a post processing profile and baked lighting information for one of the scenes). It's not required to import this folder to use the rock and stone pile objects, but it may serve as inspiration of how these objects can be used, as well as an overview of what is included.

Meshes

This folder contains the imported meshes, LOD meshes, materials and textures. Every object has its own correctly named subfolder with all associated materials and textures in it. You need to import this folder in order to use the assets properly.

Prefabs

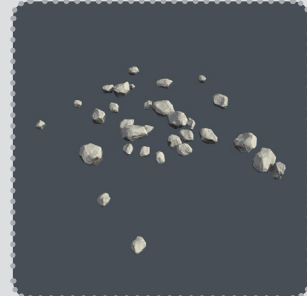
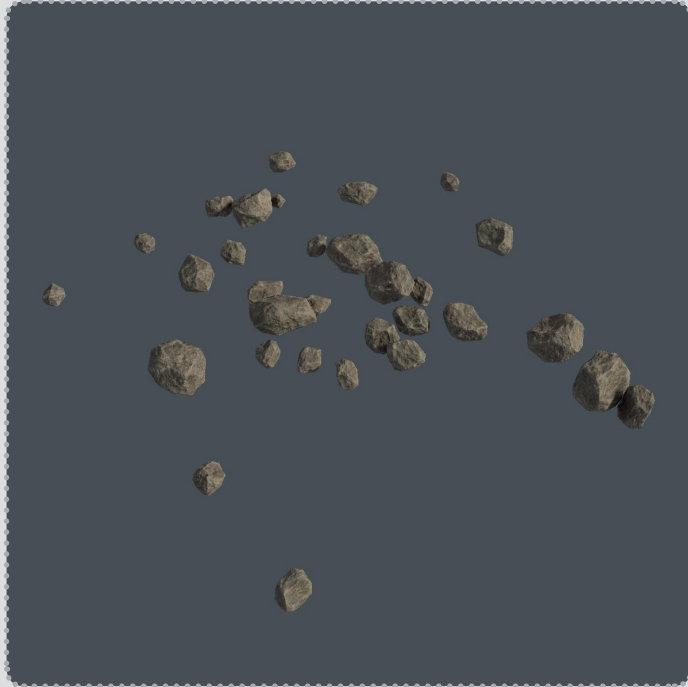
This folder contains game ready prefabs for each object. There are subfolders for each object and inside you'll find prefabs for the highest LOD (one for each material version) as well as prefabs with full LOD groups (again one for each material version).

It is recommended to use these prefabs instead of the assets in the meshes folder, as the prefabs are already set up for use in game (material versions, mesh collider, LOD groups)

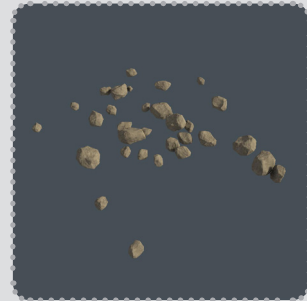
Object Details

The following pages serve as an overview of the objects in this package and give some more information on the polycounts of each LOD and a preview of all material versions.

rock_ground_detail_o1



with snow textures

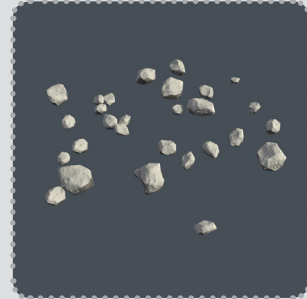
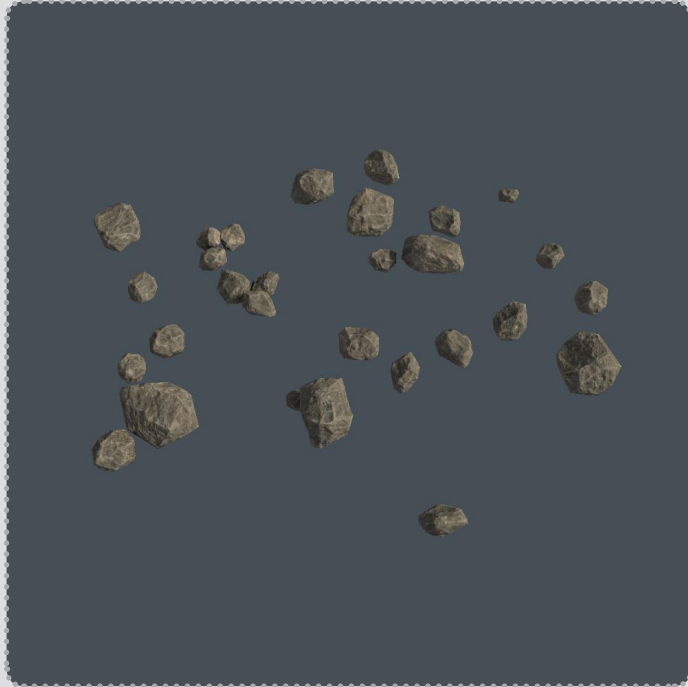


with simple textures

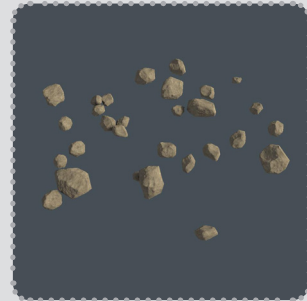
Polycount

LOD0	2008 tris
LOD1	1332 tris
LOD2	674 tris
LOD3	314 tris

rock_ground_detail_o2



with snow textures

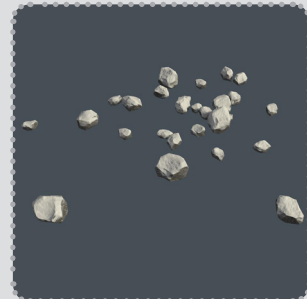
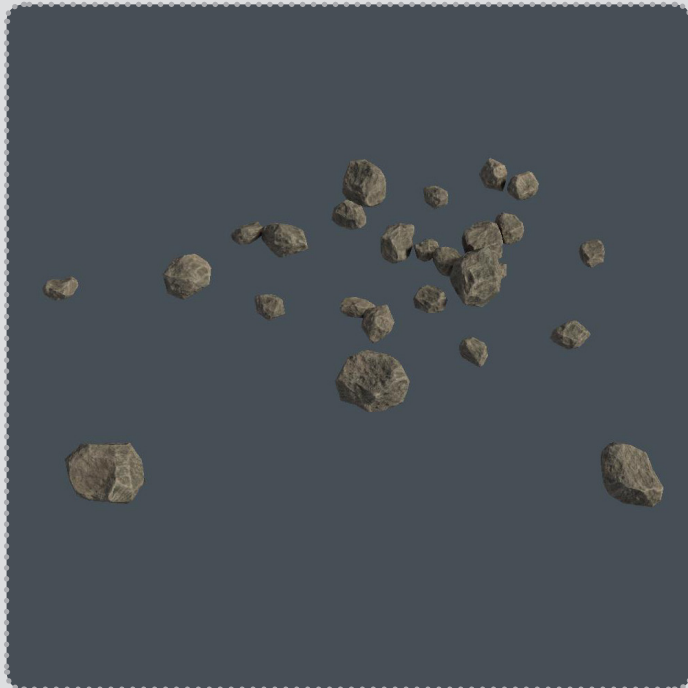


with simple textures

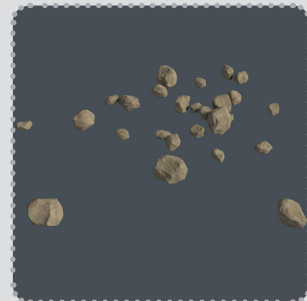
Polycount

LOD0	1802 tris
LOD1	1196 tris
LOD2	610 tris
LOD3	284 tris

rock_ground_detail_03



with snow textures

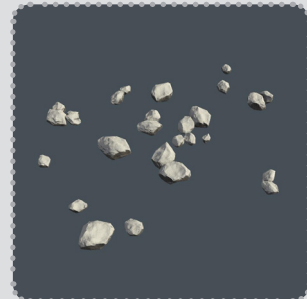
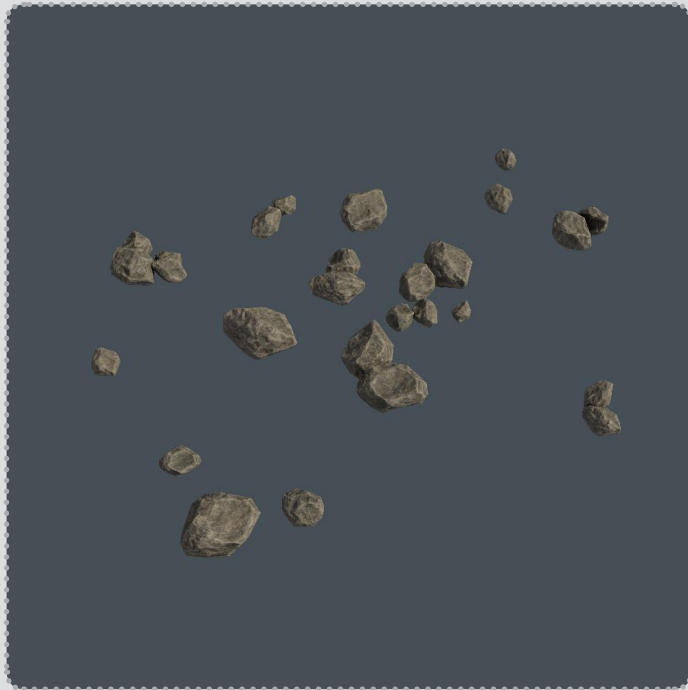


with simple textures

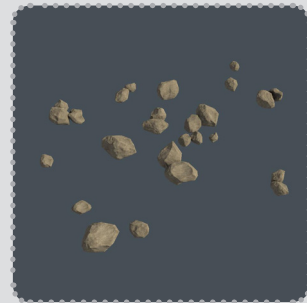
Polycount

LOD0	1766 tris
LOD1	1168 tris
LOD2	590 tris
LOD3	272 tris

rock_ground_detail_o4



with snow textures



with simple textures

Polycount

LOD0	1882 tris
LOD1	1248 tris
LOD2	634 tris
LOD3	296 tris

rock_pile_big_o1



with snow textures

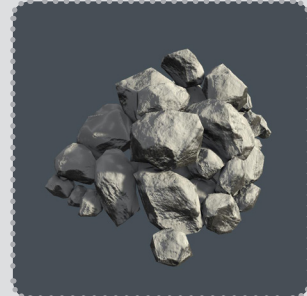


with simple textures

Polycount

LOD0	2298 tris
LOD1	1524 tris
LOD2	774 tris
LOD3	236 tris

rock_pile_big_02



with snow textures



with simple textures

Polycount

LOD0	2298 tris
LOD1	1524 tris
LOD2	774 tris
LOD3	236 tris

rock_pile_small_o1



with snow textures



with simple textures

Polycount

LOD0	1356 tris
LOD1	900 tris
LOD2	456 tris
LOD3	212 tris

rock_pile_small_o2



with snow textures



with simple textures

Polycount

LOD0	1590 tris
LOD1	1054 tris
LOD2	534 tris
LOD3	248 tris

rock_pile_corner_01



with snow textures

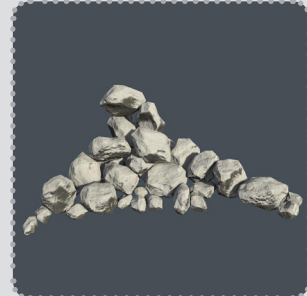


with simple textures

Polycount

LOD0	2590 tris
LOD1	1714 tris
LOD2	864 tris
LOD3	396 tris

rock_pile_corner_02



with snow textures

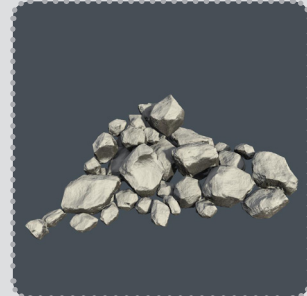
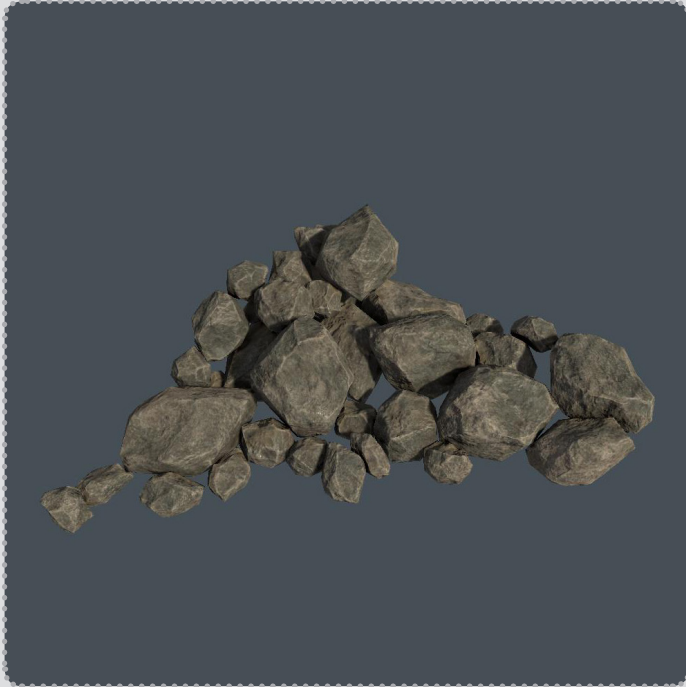


with simple textures

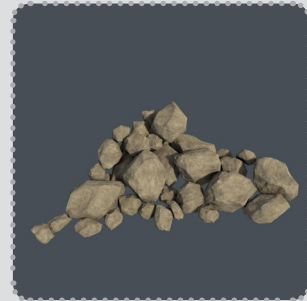
Polycount

LOD0	2590 tris
LOD1	1716 tris
LOD2	866 tris
LOD3	394 tris

rock_pile_corner_03



with snow textures

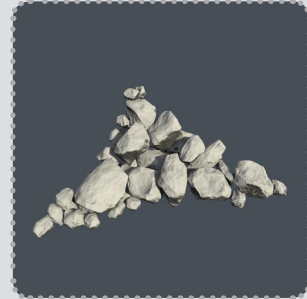


with simple textures

Polycount

LOD0	2512 tris
LOD1	1664 tris
LOD2	842 tris
LOD3	390 tris

rock_pile_corner_04



with snow textures



with simple textures

Polycount

LOD0	2590 tris
LOD1	1716 tris
LOD2	870 tris
LOD3	402 tris

rock_pile_edge_long



with snow textures



with simple textures

Polycount

LOD0	1794 tris
LOD1	1188 tris
LOD2	596 tris
LOD3	276 tris

rock_pile_edge_short



with snow textures



with simple textures

Polycount

LOD0	1794 tris
LOD1	1190 tris
LOD2	598 tris
LOD3	274 tris

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Contact & Support

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