

Low Poly Nature Asset Pack - Documentation

Overview

The Low Poly Nature Asset Pack is a stylized, game-ready collection of nature-themed 3D assets created to bring your outdoor environments to life. Ideal for mobile and desktop games, this pack is optimized for performance and visually fits perfectly into low poly worlds.

Asset Categories

This pack includes the following types of assets:

- Trees: Round canopy trees, pine trees, and bare trees.
- Plants: Grass patches, bushes, and colorful stylized flowers.
- Mushrooms: A variety of fantasy and realistic mushrooms in different sizes and colors.
- Rocks: Small stones, grouped rock clusters, and large sculpted boulders.
- Mountain Parts: Modular cliff pieces and stackable mountain blocks for terrain building.

File Formats

- All models are provided in FBX format.
- A single texture atlas is included to improve performance.
- Assets are compatible with Unity, Unreal Engine, and other major 3D engines.

Installation Instructions

1. Import the FBX models and texture atlas into your 3D engine.
2. Apply the included materials or create custom shaders using the provided texture.
3. Arrange modular elements to build your terrain and populate your environment with nature props.

Performance

- Optimized with low polygon counts.
- Uses a single texture for efficient rendering.
- Suitable for mobile and desktop platforms.

Troubleshooting

If you experience any issues using the assets:

- Make sure textures are correctly assigned to materials.
- Ensure scale settings are appropriate for your engine.
- Check for missing materials and reassign if needed.
- Restart your engine or editor if problems persist.

Support

For questions or support, please reach out via our publisher page on the Unity Asset Store. We're happy to help!

Reminder

If you enjoy using the Low Poly Nature Asset Pack, please consider leaving a rating or review on the Unity Asset Store. Your feedback encourages us to continue creating great assets.

Thank you for choosing the Low Poly Nature Asset Pack!