

LOW POLY

# ultimate pack

by [polyperfect](#)



# Thanks!

First of all, thank you for purchasing our pack, we really appreciate that! We are putting a lot of effort into this.

We are also planning to expand the list of the characters and their animations in the future with free updates of the pack. Check out our [Discord](#) for any news.

# Handy Links ;)

## Other Low Poly Packs

[Low Poly Animated Animals](#)  
[Low Poly Animated People](#)  
[Low Poly Animated Dinosaurs](#)  
[Low Poly Animated Prehistoric Animals](#)  
[Low Poly Epic City](#)  
[Low Poly Ultimate Pack](#)  
[Low Poly War Pack](#)

## Poly Series

[Poly Universal Pack](#)  
[Poly Fantasy Pack](#)  
[Poly Farming Pack](#)  
[Poly Halloween](#)  
[Poly Movie Set](#)  
[Poly Steampunk Pack](#)

## Toolkits

[Ultimate Crafting System](#)

## **2D Packs**

[Low Poly Icon Pack](#)

[Low Poly Coffe Icons](#)

[Fancy Icon Pack](#)

[2D SDF Nodes](#)

## **Follow us**

[Discord](#)

[Twitter](#)

[Polyperfect.com](#)

[Twitch](#)

[Facebook](#)

[Instagram](#)

[Youtube](#)

# License

- <https://unity.com/legal/as-terms>
- It's prohibited to resell or redistribute these assets
- Modifying an Asset does not mean you own that Asset, or that you can do anything with that Asset beyond what is specifically allowed in the Asset Store EULA.
- It's prohibited to use these assets for the following products:
  - Creation of Non-Fungible-Tokens (NFT) or use in Blockchain-based projects or products.
  - Creation of content for Metaverse-related and/or game-creation software and products.
  - Inclusion in datasets utilized by Generative AI Programs; in the development of Generative AI Programs; or as inputs to Generative AI Programs.

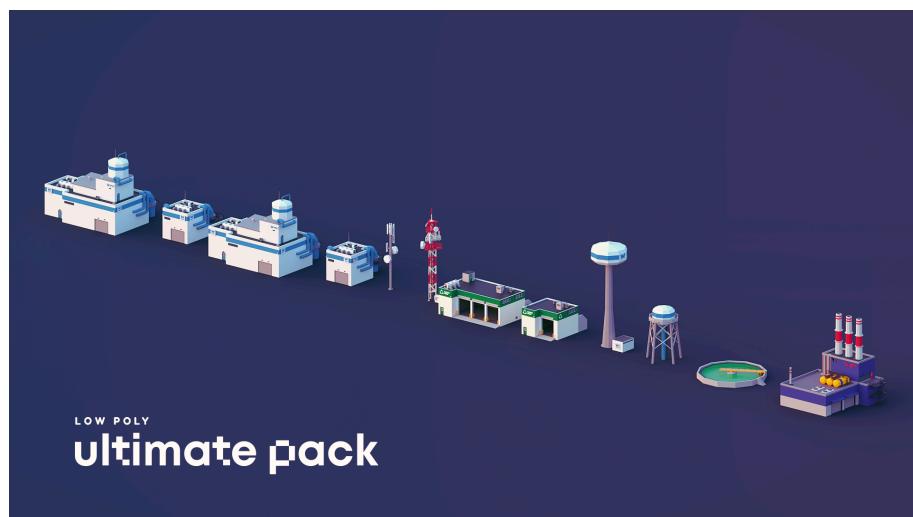
# Updates

## VERSION 8.2

- URP materials package
- Supercool LUTs textures

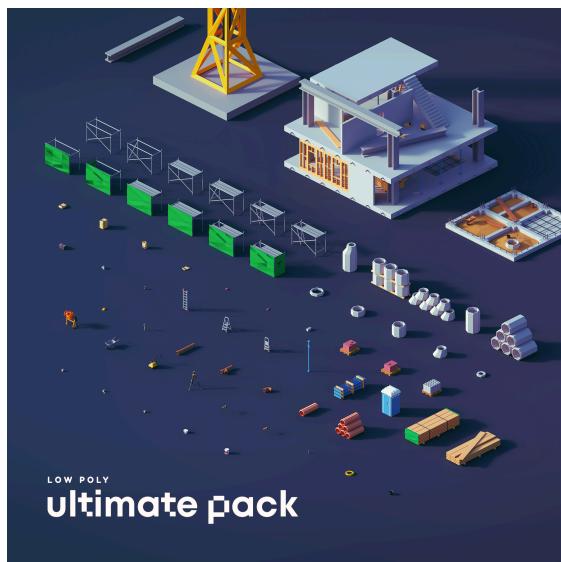
## VERSION 8.1

- New Service Buildings (x10)



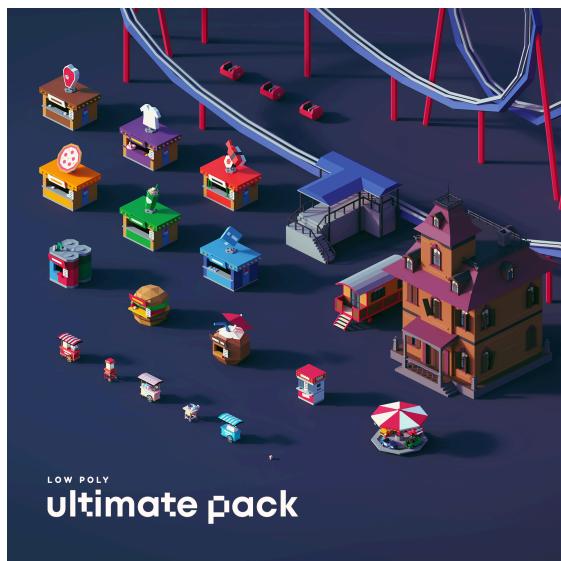
## VERSION 8.0

- Construction (x58)
- Tools (x10)



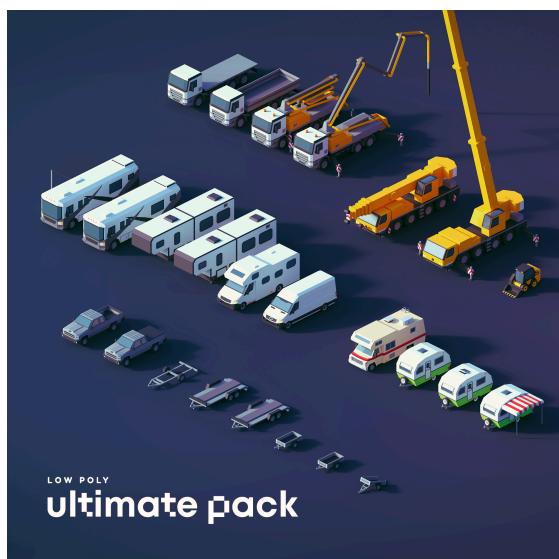
## VERSION 7.9

- Amusement Park (x23)
- New Building Parts (x8)



## VERSION 7.8

- Vehicles (x25)



## VERSION 7.7

- Dishes (x32)
- Drinks (x20)
- Electronics (x32)
- Food (x6)
- Furniture (x62)
- Music (x10)

## VERSION 7.6

- One of the biggest updates so far
- New Demo Scene (Dream House)
- Improved Buildings Parts modular system
- New furniture models (x106)
- New electronic models (x22)
- New building parts models (x18)
- New sports models (x5)
- New tools models (x19)
- New people models (x4)
- Small tweaks



### **VERSION 7.5**

- New sci-fi city props and furniture (x94)
- New people models (x6)

### **VERSION 7.4**

- New apocalypse models: props, trains, and buildings (x30)
- New beach models (x3)
- New weapons models (x14)
- New sci-fi furniture (x17)

### **VERSION 7.3**

- New apocalypse models: props, buildings, and people (x64)
- New beach models (x9)
- New Tiles without bottom (x89)
- Other few models and tweaks



## **VERSION 7.2**

- New apocalypse models: props and rubble (x40)
- Few additional models that you have requested

## **VERSION 7.1**

- New apocalypse models: vehicles and boats (x20)
- New nature models: broken trees and debris (x30)
- Few fixes

## **VERSION 7.0**

- Generic animation system
- 4 people animations
- New wedding models
- New apocalypse models (x35)
- New furniture
- Other small items (Gas grill, anvil, camera, et.)

## **VERSION 6.2**

- Scifi: Second update



## **VERSION 6.15**

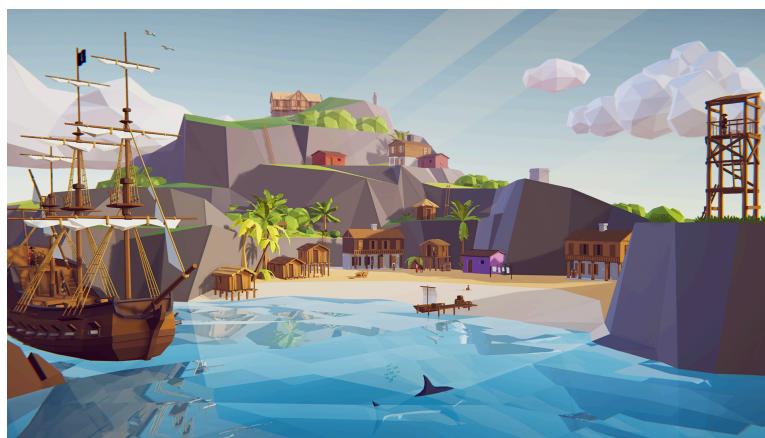
- A few models that our lovely users requested

## **VERSION 6.1**

- Scifi: First update

## **VERSION 6.0**

- Pirates, YARGH!!!
- Some other new models.



## **VERSION 5.6**

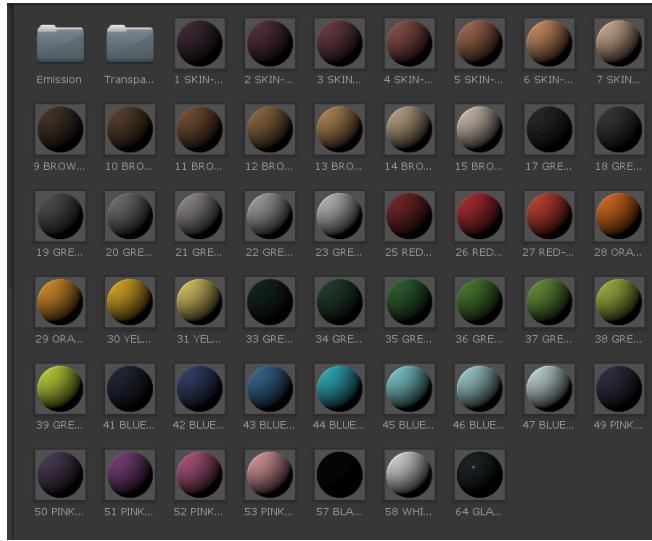
- Lots of new stuff! Cheers

# **Material vs Textures**

There are two versions of our models. Feel free to use the ones that fit your workflow the best. Demo Scenes are made with material prefabs.

## **“M” Models (Material)**

- The color of an object is influenced by texture
- All prefabs share one atlas texture
- Good for speed and mobile



## “T” Models (Texture)

- The color of an object is influenced by texture
- All prefabs share one atlas texture
- Good for speed and mobile

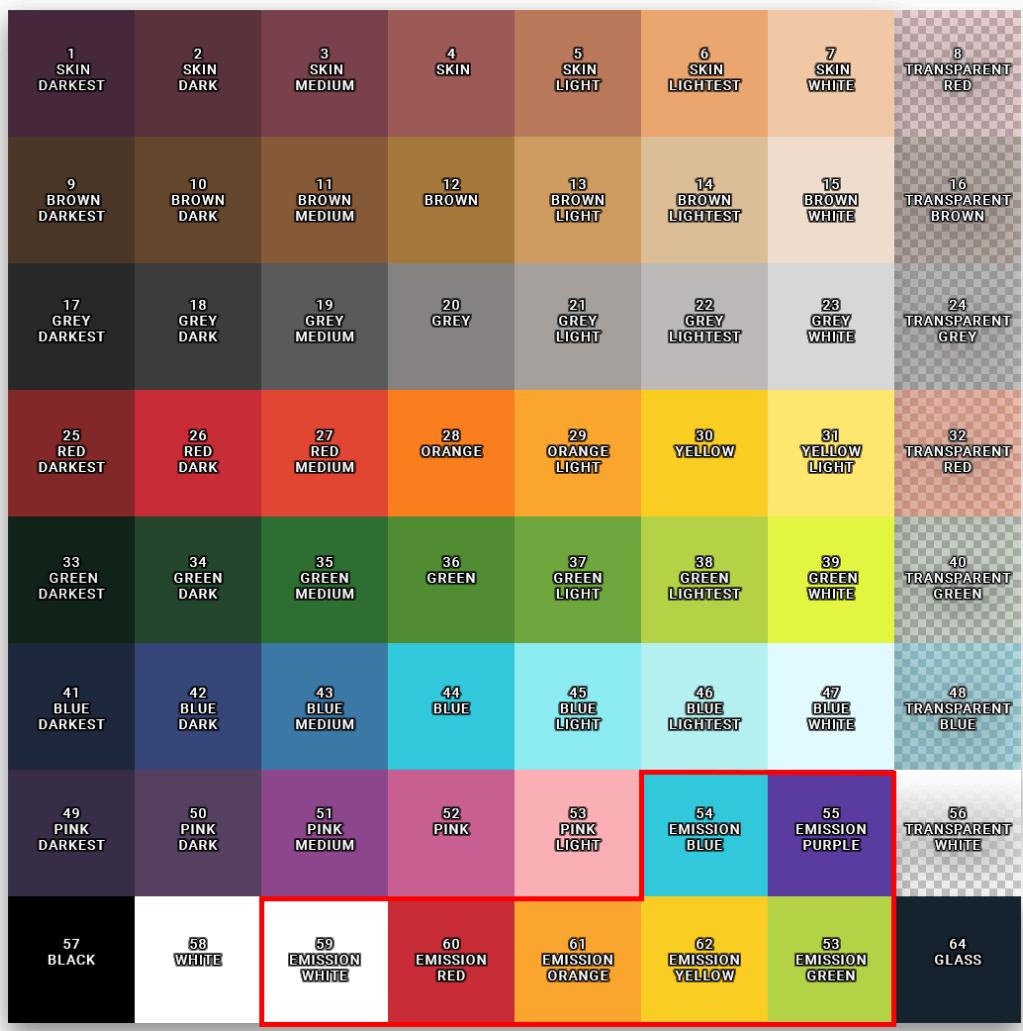
**“This texture is not perfect, but it's ours.” We are using one big atlas texture and one material for all our meshes. It's great for speed - or so they say :))**

| 1<br>SKIN<br>DARKEST  | 2<br>SKIN<br>DARK   | 3<br>SKIN<br>MEDIUM   | 4<br>SKIN    | 5<br>SKIN<br>LIGHT    | 6<br>SKIN<br>LIGHTEST   | 7<br>SKIN<br>WHITE    | 8<br>TRANSPARENT<br>RED    |
|-----------------------|---------------------|-----------------------|--------------|-----------------------|-------------------------|-----------------------|----------------------------|
| 9<br>BROWN<br>DARKEST | 10<br>BROWN<br>DARK | 11<br>BROWN<br>MEDIUM | 12<br>BROWN  | 13<br>BROWN<br>LIGHT  | 14<br>BROWN<br>LIGHTEST | 15<br>BROWN<br>WHITE  | 16<br>TRANSPARENT<br>BROWN |
| 17<br>GREY<br>DARKEST | 18<br>GREY<br>DARK  | 19<br>GREY<br>MEDIUM  | 20<br>GREY   | 21<br>GREY<br>LIGHT   | 22<br>GREY<br>LIGHTEST  | 23<br>GREY<br>WHITE   | 24<br>TRANSPARENT<br>GREY  |
| 25<br>RED<br>DARKEST  | 26<br>RED<br>DARK   | 27<br>RED<br>MEDIUM   | 28<br>ORANGE | 29<br>ORANGE<br>LIGHT | 30<br>YELLOW            | 31<br>YELLOW<br>LIGHT | 32<br>TRANSPARENT<br>RED   |
| 33<br>GREEN           | 34<br>GREEN         | 35<br>GREEN           | 36<br>GREEN  | 37<br>GREEN           | 38<br>GREEN             | 39<br>GREEN           | 40<br>TRANSPARENT          |

Left column is reserved for transparent colors.

**TRANSPARENT  
VALUES**

|                        |                     |                         |                       |                          |                          |                          |                            |
|------------------------|---------------------|-------------------------|-----------------------|--------------------------|--------------------------|--------------------------|----------------------------|
| 1<br>SKIN<br>DARKEST   | 2<br>SKIN<br>DARK   | 3<br>SKIN<br>MEDIUM     | 4<br>SKIN             | 5<br>SKIN<br>LIGHT       | 6<br>SKIN<br>LIGHTEST    | 7<br>SKIN<br>WHITE       | 8<br>TRANSPARENT<br>RED    |
| 9<br>BROWN<br>DARKEST  | 10<br>BROWN<br>DARK | 11<br>BROWN<br>MEDIUM   | 12<br>BROWN           | 13<br>BROWN<br>LIGHT     | 14<br>BROWN<br>LIGHTEST  | 15<br>BROWN<br>WHITE     | 16<br>TRANSPARENT<br>BROWN |
| 17<br>GREY<br>DARKEST  | 18<br>GREY<br>DARK  | 19<br>GREY<br>MEDIUM    | 20<br>GREY            | 21<br>GREY<br>LIGHT      | 22<br>GREY<br>LIGHTEST   | 23<br>GREY<br>WHITE      | 24<br>TRANSPARENT<br>GREY  |
| 25<br>RED<br>DARKEST   | 26<br>RED<br>DARK   | 27<br>RED<br>MEDIUM     | 28<br>ORANGE          | 29<br>ORANGE<br>LIGHT    | 30<br>YELLOW             | 31<br>YELLOW<br>LIGHT    | 32<br>TRANSPARENT<br>RED   |
| 33<br>GREEN<br>DARKEST | 34<br>GREEN<br>DARK | 35<br>GREEN<br>MEDIUM   | 36<br>GREEN           | 37<br>GREEN<br>LIGHT     | 38<br>GREEN<br>LIGHTEST  | 39<br>GREEN<br>WHITE     | 40<br>TRANSPARENT<br>GREEN |
| 41<br>BLUE<br>DARKEST  | 42<br>BLUE<br>DARK  | 43<br>BLUE<br>MEDIUM    | 44<br>BLUE            | 45<br>BLUE<br>LIGHT      | 46<br>BLUE<br>LIGHTEST   | 47<br>BLUE<br>WHITE      | 48<br>TRANSPARENT<br>BLUE  |
| 49<br>PINK<br>DARKEST  | 50<br>PINK<br>DARK  | 51<br>PINK<br>MEDIUM    | 52<br>PINK            | 53<br>PINK<br>LIGHT      | 54<br>EMISSION<br>BLUE   | 55<br>EMISSION<br>PURPLE | 56<br>TRANSPARENT<br>WHITE |
| 57<br>BLACK            | 58<br>WHITE         | 59<br>EMISSION<br>WHITE | 60<br>EMISSION<br>RED | 61<br>EMISSION<br>ORANGE | 62<br>EMISSION<br>YELLOW | 63<br>EMISSION<br>GREEN  | 64<br>GLASS                |



**EMISSION  
VALUES**

The bottom part is for emission ones.

# Tutorials

## **Low Poly Ultimate Pack - Animations**

<https://www.youtube.com/watch?v=Ww2EdzqxKYs>

## **Tutorial: Using Low Poly Ultimate Pack in URP / Unity 2021.2**

[https://www.youtube.com/watch?v=QsvmXpWxF\\_o](https://www.youtube.com/watch?v=QsvmXpWxF_o)

## **Stream#4: Building Low Poly Dream House**

<https://www.youtube.com/watch?v=gRp5iXZD9mU>

## **Auto-rigging and Animating lowpoly characters with Mixamo**

<https://www.youtube.com/watch?v=R9zmZZcmCvE>

# FAQ

## **1) Does Low Poly Ultimate Pack contain animations and scripts from other packs?**

The Low Poly Ultimate Pack is its own thing: An awesome collection of thousands of models without animations or scripts. There are rigged simple people characters with Mixamo support (not the same as Low Poly Animated People) and Animals are not rigged and animated.

## **2) Will your packs work with URP?**

All of our packs are made with standard Unity shaders so it's quite easy to upgrade them to the URP. Here is the video on how to do it:

<https://www.youtube.com/watch?v=YTJo3RnmPTw>

## **3) Can I use your assets with a different engine?**

Yes, but we will not be able to support you. As long as they are safely stored within the engine and you are not reselling or redistributing them. No AI as well.

## **4) Can I use your assets commercially?**

Yes, as long as they are safely stored within your product and you are not reselling or redistributing them. No AI as well. Please carefully read this: [EULA and Terms of Service](#)