



Unity Asset - Top-Down Primal Settlement v1.0

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The Unity Asset - Top-Down Primal Settlement asset pack is designed for use in fantasy, horror, or post-apocalyptic projects.

It includes 158 meshes with varying triangle and vertex counts, ranging from 30-150 for small objects, 300-500 for medium objects, and over 10,000 for large objects. The pack contains 36 textures, including 8 atlases for all objects, with resolutions of 4096x4096 and 2048x2048 for ground textures, utilizing PBR (Physically Based Rendering) techniques. It features detailed bone piles from mammoths, buffaloes, and large bones, with specific triangle and vertex counts for each type.

"Unity Asset - Top-Down Primal Settlement " Samples:



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