

VERSATILE STUDIO PROJECT PRESENTS

Demo City By Versatile Studio (Mobile Friendly)

A small part of the night city for your project, mostly suitable for racing games, but can also be used in projects of other genres!

About package:

- This package contains a ready-to-use scene with a small part of the night city with a long highway.
- All lighting is placed, configured and baked.
- Occluded culling is also baked in for optimization.
- Lighting, reflections and materials are designed to emulate wet weather.

Model parameters:

- The number of polygons (triangles) varies from 26 to 10000.
- Texture resolution varies from 256 to 2048 pixels.

Note:

- This package is suitable for both PC/consoles and mobile devices.
- Models, textures and materials are created and configured for maximum performance.

Contacts:

- Site (More assets is here): <https://sites.google.com/view/versatile-studio/>
- Email: versatilestudioproject@gmail.com

Technical details:

- 38 models in FBX format.
- 43 textures in PNG format (including normal and occlusion maps).
- 51 set up prefabs.
- A total of 21 materials for all models (overlapping reduces the number of draw calls).
- PBR materials (normal and occlusion maps included).
- Correct and optimized topology of 3D models.
- No animations and animators.
- LODs are not included in the package, since occlusion culling is responsible for optimization.

Render pipeline compatibility:

- Only built-in materials are included in the pack. To convert materials to your render pipeline go to: Edit > Render Pipeline > "Your Render Pipeline" > Upgrade Materials.