

LOW POLY CHARACTER COLLECTION 3

Thank you for purchasing this collection.

--- FOLDER STRUCTURE ---

Documents: Contains this ReadMe file.

Materials: PBR materials assigned.

Models: 3D meshes for all prefabs.

Prefabs: Ready-to-use game objects with materials pre-applied. Drag and drop these into your scene.

Scene: Includes all Demo scenes to showcase all assets in one layout.

Textures: PBR texture maps.

--- ASSET LIST (10 UNIQUE CHARACTERS) ---

Character 01: vertices: 3,143 triangles: 6,112

Character 02: vertices: 2,742 triangles: 5,288

Character 03: vertices: 3,326 triangles: 6,552

Character 04: vertices: 3,068 triangles: 5,944

Character 05: vertices: 2,856 triangles: 5,616

Character 06: vertices: 3,674 triangles: 7,092

Character 07: vertices: 3,053 triangles: 5,904

Character 08: vertices: 3,085 triangles: 5,902

Character 09: vertices: 3,074 triangles: 5,972

Character 10: vertices: 3,673 triangles: 7,200

TOTAL: objects=10, vertices: 31,694 triangles: 61,582

--- TECHNICAL DETAILS ---

Textures: 2K PBR workflow (can be downscaled in Unity for optimization).

Optimization: Low poly meshes optimized for real-time performance.

Setup: Prefabs are pre-configured; just place them in your hierarchy.

Texture Resolution: 2048 2048

Included Texture Maps: Albedo (Base Color)

Materials: All character meshes use a single shared material for optimized performance

UV Layout: Non-overlapping UVs, optimized for game-ready use

--- IMPORTANT ---

To interact with the sample demo, make sure the new Input System package is installed and enabled before importing the package.

You can install it from the Package Manager by going to Window > Package Manager, then searching for and installing the "Input System" package.

After installation, Unity will prompt you to enable the new Input System. Click "Yes" and allow Unity to restart.

You can also enable it manually by going to Edit > Project Settings > Player > Active Input Handling, then selecting either "Input System Package (New)" or "Both" for compatibility.

--- SUPPORT & CONTACT ---

If you have any questions or need support, please contact:

Email: hodamoghim@gmail.com

If you find this asset useful, please leave a review on the Unity Asset Store.

Your feedback is greatly appreciated!