



Unity Assets - Pixel Art Platformer - Dungeon v1.1.2

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The **Unity Assets - Pixel Art Platformer - Dungeon** is rendered pipelines and a collection of 32x32 dungeon props and tilesets for platformer games.

It starts by introducing Unity's default render pipeline, the Built-in Render Pipeline, highlighting its limited customization options. It then introduces the Universal Render Pipeline (URP) as a Scriptable Render Pipeline offering quick and easy customization for optimized graphics across various platforms.

"Unity Assets - Pixel Art Platformer - Dungeon" Samples:

Additionally, it mentions the High Definition Render Pipeline (HDRP) for creating high-fidelity graphics on high-end platforms. The collection of dungeon assets includes 309 props, a ground tileset, and a wall texture, along with features such as animated chests, doors, switches, and URP 2D lighting support.



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