Unity Asset - Hypercasual Action Props Pack Volume 3 v1.0

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Unity Asset - Hypercasual Action Props Pack Volume 3 v1.0: Introducing a comprehensive pack of 53 hyper casual action models, ideal for game development or as high-quality props. These models are perfect for hyper-casual games and can be active elements or icons within your project.

Technical Annotation:

- Prefabs: 53
- VFX Prefab: 1
- LODs: None
- Colliders: None
- Textures: One 128*128 map for all (pure color palette)

Prefab List Highlights:

- Asteroid (694 tris)
- Banana (552 tris)
- Baton (1590 tris)
- Boomerang (1192 tris)
- Poison Bottle (1000 tris)
- C4 With Timer (2024 tris)
- Emergency Button Case (692 tris)
- Gas Burner (2348 tris)
- Golf Club (244 tris)
- Grenade 03 (1080 tris)
- and many more...

Textures and Materials:

- Diffuse Map: Only the diffuse map is used for the models, with a resolution of 128*128. The texture is provided in PSD format, allowing for easy customization of model colors.
- Each model includes two prefab options, differing in the shader used.

- UV Map Optimization: The UV map of all models is "collapsed" to a point or line, allowing for easy filling with pure material of one color (or gradient for line-collapsed maps). While this optimizes productivity and resource usage, it limits the ability to add detail using textures, with some exceptions for wooden parts.
- Shader Integration: The pack includes another pack featuring a paid shader for Unity. This shader enhances the visual appearance of your project, offering a bright and stylish aesthetic.

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