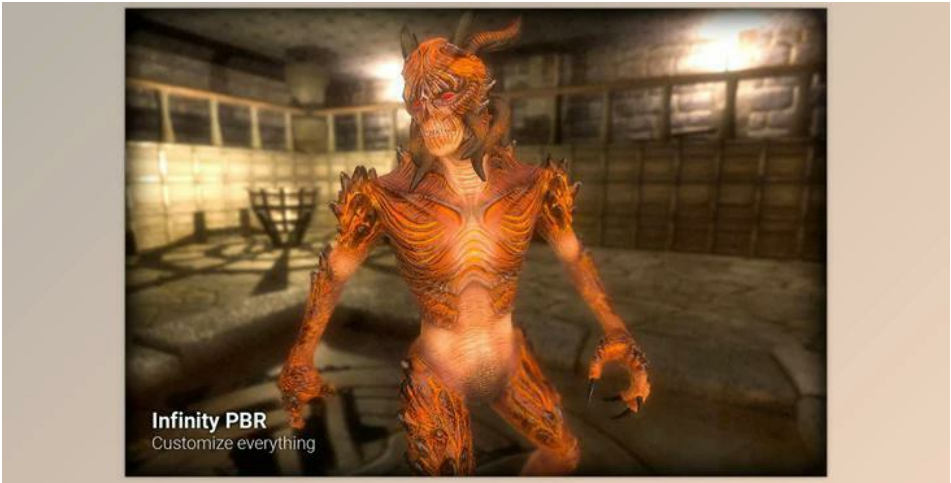




Unity asset - Demons – Fantasy RPG v4.2.2

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Unity asset - Demons – Fantasy RPG v4.2.2: The Demons pack offers extensive customization options, featuring three distinct head designs and multiple horn types that can be mixed and matched for increased variety. Additionally, it includes a modular armour set with various textures, providing further opportunities for customization within your game.

Delivered with compatibility for Unity's built-in render pipeline, the pack's shaders are primarily "Standard" and can be easily upgraded to the Universal Render Pipeline (URP) and High Definition Render Pipeline (HDRP). For HDRP users, the pack includes HDRP hair shaders from Unity for seamless integration.

Included in the bundle are bonus files such as concept art and Substance Painter files, Atavism files, music, and Unreal files, enhancing the value and versatility of the package. This offering reflects the philosophy of Infinity PBR, which aims to provide versatile, high-quality assets tailored for indie game developers, prioritizing realism and customization.

Most packages under the Infinity PBR umbrella feature mesh morphing and additional assets like music, sound effects, and concept art, allowing for extensive customization and enhancing gameplay experiences. With compatibility across various render pipelines, including the built-in URP and HDRP, developers can optimize their projects according to their unique requirements.

For those concerned about polycount and LODs, utilizing tools like Mantis Online to create custom LODs tailored to individual project needs is recommended. While ready-made LODs offer convenience, the diverse requirements of each project necessitate bespoke solutions to optimize performance effectively.



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