



Unity Asset - 250+ Stylized Mountain & Cave Textures – Cliff, Rock, Crystal, Gravel & More v1.1.0

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Unity Asset - 250+ Stylized Mountain & Cave Textures – Cliff, Rock, Crystal, Gravel & More v1.1.0: Introducing a comprehensive collection of over 250 stylized textures, meticulously crafted for creating mountain and cave environments in stylized/fantasy/RPG-style game projects. This versatile assortment includes crystals, cave floors/walls, rock, cliff, gravel, lava, rocky soil, rocky ground, and more, designed to enhance the immersive experience of your game worlds.

Compatibility with Render Pipelines:

- Built-in Render Pipeline: Unity's default render pipeline offers general-purpose rendering with limited customization options.
 - Universal Render Pipeline (URP): A Scriptable Render Pipeline (SRP) providing quick and easy customization for optimized graphics across various platforms.
 - High Definition Render Pipeline (HDRP): An SRP enabling the creation of cutting-edge, high-fidelity graphics on high-end platforms.
- 272 Textures, Materials, and Terrain Layers
 - Each texture is tileable/seamless and fully compatible with various scenarios, including standard Unity terrain, Unity standard shader, URP, HDRP, and more.
 - All textures are high-resolution (2048x2048) and include an HDRP Mask for full HDRP support.
 - Available in PNG format for seamless integration into your project.
 - Includes Albedo, Ambient Occlusion, Height, Normal, Metallic, Roughness, and HDRP Mask maps.



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