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Unity Asset - PBR Rocks - Nature Pack v2.7

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Unity Asset - PBR Rocks - Nature Pack v2.7:

The PBR Rocks package offers a versatile set of rock assets suitable for both desktop and mobile platforms, providing flexibility and customization options to create distinctive environments.
Featuring three rock variants - moss, sand, and snow - each variant utilizes the same foundational texture, with distinct blending and material properties tailored to different environmental conditions.

- AG Global System Integration: Empowers users to finely adjust snow, sand, and moss levels locally per material and globally across the entire scene.
- Amplify Shader Functions: Seamless integration of shader functions for enhanced customization.
- High and Mobile Versions: Optimized versions catering to different performance requirements.
- Unified Texture Atlas for Mobile: Efficient resource management with a single atlas for base textures in the mobile version.
- Shader Compatibility: Support for Shader Model 2 on lower shader versions (except DirectX 9), ensuring broad compatibility.
- GPU Instancing Support: Enhanced performance through GPU Instancing across all shaders.
- High-Resolution Textures: Utilizes high-resolution (4k) textures for detailed visual fidelity.
- Comprehensive Texture Maps: Includes Albedo, Normal, Ambient Occlusion, Smoothness, Mask, and Height maps for all ground textures.
- High/Low Shader Versions: Provides options for both high and low shader versions (PBR/Blinn-Phong) to accommodate varying hardware capabilities.
- LODs for Meshes: Utilizes Level of Detail (LOD) for rock meshes to optimize performance across different viewing distances.

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