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Unity Asset - Modular Stylized Colonial Town v1.0

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The Unity Asset - Modular Stylized Colonial Town is inspired by the architecture of Bioshock and the aesthetics of The Witness, featuring PBR high-resolution textures to achieve an AAA game quality.

How to use textures and tools to design your project?

You can use "Unity Asset - Modular Stylized Colonial Town" to design your project.

This asset allows for the construction of detailed colonial town alleys and streets with modular buildings and props. While the buildings are not optimized for mobile use, they are designed to be used with optimization tools to reduce draw calls. In its current unoptimized state, the scene runs at 60fps on a GTX 970 in the Unity editor at a resolution of 3440x1440.

"Unity Asset - Modular Stylized Colonial Town" Samples:





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