



Unity asset - 280+ Stylized Desert & Beach Textures – Sand,Sand, Water & More v1.1.0

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Unity asset - 280+ Stylized Desert & Beach Textures – Sand, Cracked Sand, Water & More v1.1.0: Introducing a comprehensive collection of over 280 stylized textures perfect for creating desert and beach environments in stylized/fantasy/RPG-style game projects. This versatile assortment includes sand, cracked sand, soil, sandy rock, sandy gravel, and more, meticulously crafted to enhance the ambience and aesthetics of your game environments.

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.
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- 292 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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