



## Unity Asset - Low Poly Racing Environment v1.0.1

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The **Unity Asset - Low Poly Racing Environment** is a comprehensive asset package designed for racing games and various entertainment projects in Unity.

### How to design your project using prefabs and textures?

You can design your project using "Unity Asset - Low Poly Racing Environment".

It comprises 128 FBX models, prefabs, and textures suitable for mobile, desktop, virtual reality, and augmented reality platforms. Featuring optimized models with low polygon counts (ranging from 200 to 2500 polygons), the package offers easy implementation and versatility across different projects.

**Key features** include albedo textures, compatibility with mobile and desktop platforms, and a singular texture set. The absence of rigging and UV mapping simplifies usage, while the low-poly design facilitates performance across platforms.

### "Unity Asset - Low Poly Racing Environment" Samples:



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