Unity Asset - 100+ Stylized Resource Textures – Leather, Fur, Bones, Coins & More v1.1.0

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Unity Asset - 100+ Stylized Resource Textures – Leather, Fur, Bones, Coins & More v1.1.0: Introducing a comprehensive collection of over 100 stylized textures designed for various environments in stylized/fantasy/RPG-style game projects. This versatile assortment includes bones, fur, animal hide, leather, coins, loot, treasure, and more, crafted to enhance the visual richness 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.

- 122 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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