# Unity Asset - 100+ Stylized Historical Textures – Medieval, Egyptian, Roman & More v1.1.0

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**Unity Asset - 100+ Stylized Historical Textures – Medieval, Egyptian, Roman & More v1.1.0:** Introducing a comprehensive collection of over 100 stylized textures inspired by ancient, medieval, Egyptian, Roman, and other historical themes, designed for use in a variety of stylized/fantasy/RPG-style game environments. This versatile assortment includes textures for ancient walls/floors, medieval walls/floors, Egyptian walls/floors, Roman walls/floors, and more, curated to enrich the visual storytelling of your game worlds.

**Compatibility with Render Pipelines:**

* Built-in Render Pipeline: Unity's default render pipeline provides general-purpose rendering with limited customization options.
* Universal Render Pipeline (URP): A Scriptable Render Pipeline (SRP) offering 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.

* 106 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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