



### Unity Asset - Rock Cliff V3.0

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**Unity Asset - Rock Cliff V3.0:** This geometry is designed to be used with a self-illuminated shader, also known as a "surface shader" or an "unlit shader," whether for films or games. Finding the right balance between how much the geometry is affected by lights in the scene to achieve the desired visual effect is recommended.

- Realistic rock surface: This high-quality geometry mimics the appearance of natural rock, providing a photo-realistic texture that adds authenticity to your scenes.
- Versatile arrangement: The geometry can be easily rearranged in various ways to suit your needs. You can duplicate and modify the geometry, apply deformers like "bend," or break it down into more minor elements and rearrange them to create different compositions.



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