



Unity Asset - Post Apocalyptic Destroyed Buildings v1.4

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Unity Asset - Post Apocalyptic Destroyed Buildings v1.4: This package offers seamless compatibility with Unity's rendering pipelines, including Universal Render Pipeline (URP), High Definition Render Pipeline (HDRP), and the Built-in Render Pipeline out of the box. Featuring 93 prefabs, it empowers developers to construct entirely devastated cities, making it an ideal choice for post-apocalyptic and war-themed games.

Some buildings feature interiors, excluding those that are destroyed. Additionally, details like doors, air conditioning units, and electric boxes are separate child objects, facilitating easy customization for creating diverse building variations.

Each object is equipped with three levels of detail (LODs) to optimise performance, significantly enhancing framerate by reducing polycounts for distant buildings. Moreover, every building utilizes only one material, with many objects sharing the same material, contributing to drawing call optimization.

Included FBX files enable users to import assets into their 3D software for further modifications and adjustments, ensuring flexibility in the asset creation process.



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